Situation No. 61-1 German Assault on La Ferte' (Historical)

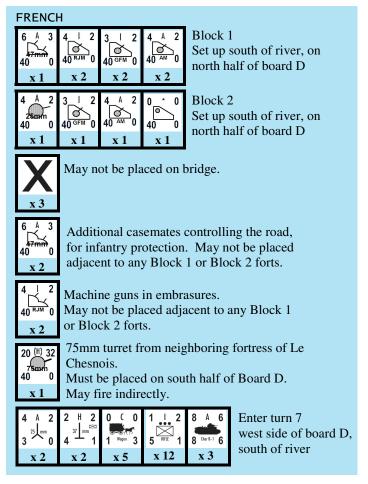
North

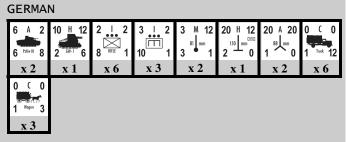
D

Scenario created by Peirce Eichelberger

AVAILABLE FORCES

May 18-19, 1940: Elements of the Arko 7 led by German Lt. Alfred Germer attack Forts 505A and 505B, a weak extension of the Maginot Line facing Belgium. The French fortress was manned by 3 officers and 101 men of the fourth company of the 155eme RIF (Regiment d'Infanterie de Forteress) under Lt. Maurice Bourguignon and the two casemates by men of the 169eme RAP. La Ferte' is near the D52 between Villy and La Ferte' about 24km southeast of Sedan.





Off Board Artillery: 2 - 210mm heavy howitzer batteries (attack strength 80, "(H)" class weapon) May fire on turn one due to German air-photo reconnaissance, roll for scatter on turn one, all other spotting and indirect fire rules apply.

SET UP

French set up first, south of the river (see further notes at left).

Germans set up second, north of the river. Germans move first.

VICTORY CONDITIONS

German player wins by breaching the Maginot Line by moving any 5 units to the south half (includes row Q) of Board D for at least 1 full turn. Empty trucks or wagons do not count for victory conditions. French player wins by simply preventing the Germans from reaching their objective.

Length of game 13 turns.

Optional Rule

Increase German off-board artillery from 2 batteries to 3

SPECIAL RULES

- 1. Attacks by French fortifications move right one column on the Combat Results Table and subtract 1 from die roll. This rule reflects the French advantage of previously sighted weapons, pre-determined fields-of-fire and interlocking fields-of-fire.
- 2. Each Block (e.g. Block 1) represents a coordinated defense complex under a single command. Fortifications of a Block may not be placed more than 2 hexes away from another fortification of the same Block.
- 3. French fortifications can not be moved once emplaced.
- 4. French fortifications can not be stacked together. All fortifications rules are in affect.
- 5. Block 1 and Block 2 counters can not be located together, i.e. immediately adjacent.
- 6. Smoke is available. Note smoke counters. Allow a minimum of 12 attack strength points to deploy smoke shell concentrations.
- 7. Turrets have a 360 degree field-of-fire. Cupolas and embrasures have limited field-of-fires, use experimental rule XVI, B.
- 8. Maginot fortifications can not be set-up in town hexes.

Germans move first



COMMENTARY

Contrary to popular opinion, and without resorting to being an historical revisionist, the Maginot Line worked! It accomplished what was intended, the late developing French (and British) mobile strategy to fend off a German attack through Belgium and Holland was just too little, too late at the hands of the powerful German panzer formations.

La Ferte' was a weak extension of the Maginot line facing Belgium. It was built later, after the larger fortifications of the Maginot line and was unprotected by other Maginot forts and well designed, interlocking fields-of-fire.

Cruz's 1940 variant scenarios for Panzer Leader accurately reflect the conditions of the Fall of France, westward to the English Channel from the end of the Maginot Line. These scenarios again reflect the powerful framework of Panzer Leader to handle additional scenarios, equipment and to test the many "What Ifs?" dealing with military actions and tactics.

BIBLIOGRAPHY

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A further detailing of the Panzer Leader 1940 scenarios also appeared in the <u>General</u>, by Roland A. Bell.

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