



## THE FALL GELB CAMPAIGN

This Chain of Command campaign shall focus on infantry fighting at the very beginning of the Fall of France, May 10-15, 1940.

**The campaign will last for a maximum of 9 Campaign Turns with replacements available and wildcard reinforcements as described later..**

### FRENCH FORCES

The French will be in command of the 3 Platoon Fusiliers, *3e RDP (Dragoons)*, *2<sup>e</sup> DLC (Light Cavalry Division)*. They will be supported by the light tanks and armoured cars of the *2e RAM* and artillery of the *73e RATT*.

The French player will command a Rifle Platoon from the 3e(as per the French 1940 Army List). This will be a Regular Platoon with a Rating of +1. It will have 5 Command Dice

A modified Support List will be presented below.



### GERMAN FORCE

The Germans will command a platoon of the 2 Brigade IR Gross Deutschland, fighting as part of Gruppe Kleist, at the head of the German advance. Support is available through the assets of the 10<sup>th</sup> Panzer Division, which includes but is not limited to the 7<sup>th</sup> Panzer regiment, 69<sup>th</sup> Schuetzen Regiment (motorized), and the 90<sup>th</sup> Artillery (motorized).

The German Player will command a Rifle Platoon from IRGD (as per the German 1940 Army List ). This will be a regular Force with a Rating of +4. It will have 5 Command Dice and count as Aggressive troops.



### NATIONAL CHARACTERISTICS

Forces will use the National Characteristics found in the Chain of Command main rulebook.

#### GERMAN CHARACTERISTICS

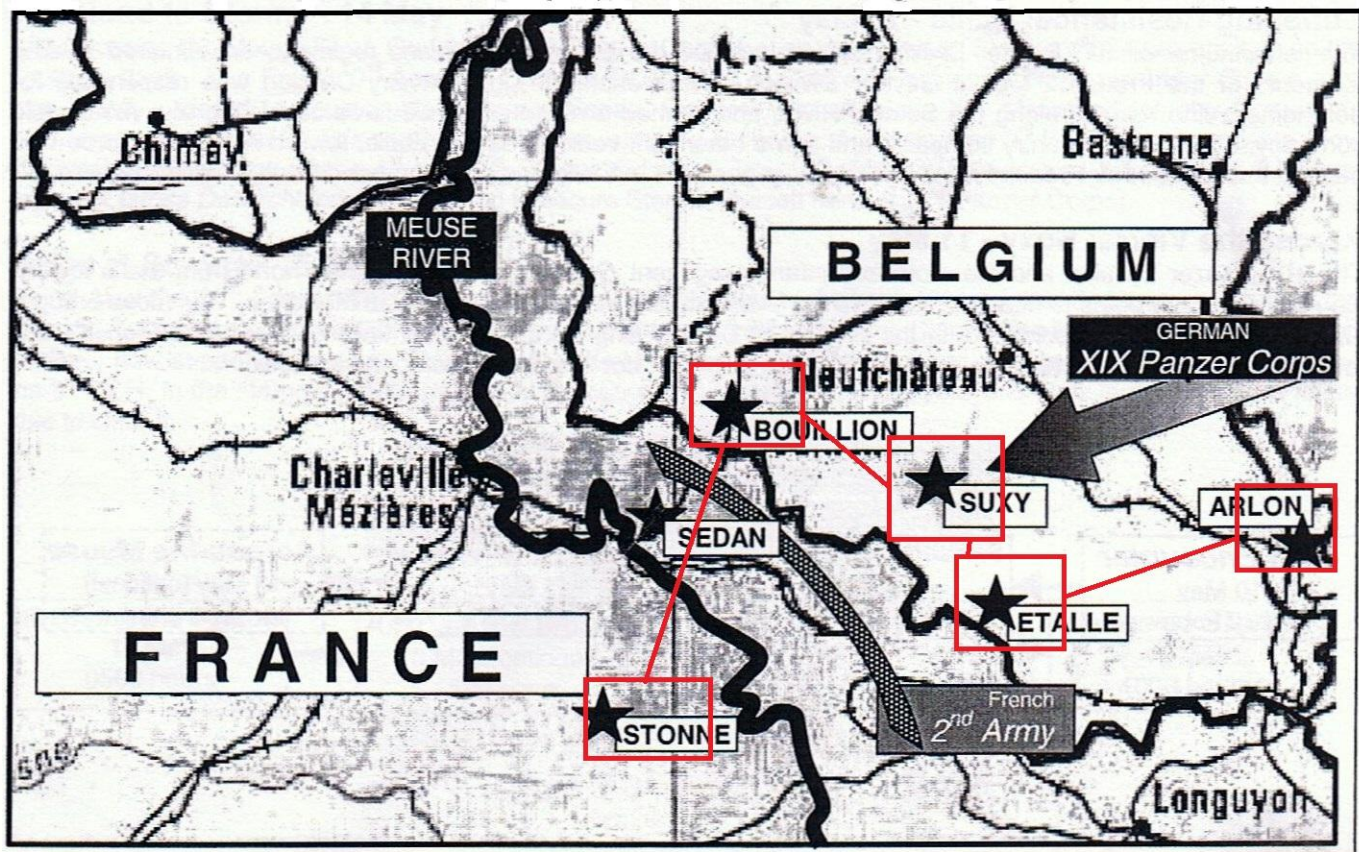
Mashinengewehr

Handgranaten!

#### FRENCH CHARACTERISTICS

Tromblon VB

La Bataille Conduite







## CAMPAIGN ENCOUNTERS

Encounter locations are represented on the campaign map.. The campaign is a partial ladder campaign.

If the French forces win any of these encounters the German forces will be pushed back one encounter. If the Germans win they advance to the next encounter.

1	Arlon	No Mans Land	The Patrol
2	Etalle	Outposts	The Probe
3	Suxy	Main Defences	Attack and Defend
4	Boullion	Pursuit	Delaying Action
5	Road to Stonne	Retreat	Flank
6	Stonne	Objective	Objective

## VICTORY CONDITIONS

Arlon: If the French win at Arlon, the German Force may have one more attempt. If that also is lost, the French have won a decisive victory and stopped the attack before it is even begun.

If the French push the German force back to Arlon and defeat them there, the French have won.

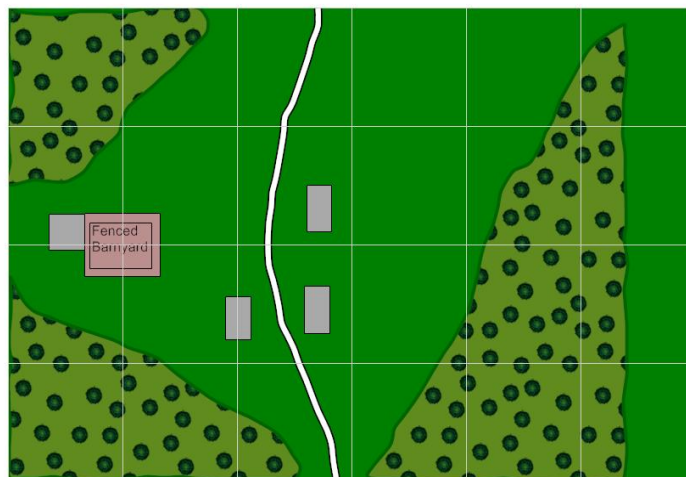
If the Germans win at Stonne they have achieved a decisive victory. If after 9 campaign turns they hold Boullion or further they have won a victory. Any other condition is simply undecided.

## ARLON May 10

French forces first meet the Germans outside of Arlon and at Vance. This encounter will be fought using the Patrol scenario. French Cavalry forces screening the Sedan defences send their

own recon elements forward to Arlon where they encounter the German recon elements.

Terrain is countryside outside of Arlon, including farmsteads, heavy woods, fields and hills. The main feature is the paved road from Florenville to Etalle.



## ETALLE May 10

The French recon elements fell back from Arlon to rejoin the 2e DLC who were charged with defending the Semois River. This action is just east of Etalle where the Germans came across the 3e RDP and elements of the 2e RAM.

Use the Probe scenario. Terrain consists of a small stream on the Eastern edge of a small town. Other features are the road, farmsteads, orchards and crops and heavy woods. Road is paved.

The French have two team sized entrenchments.

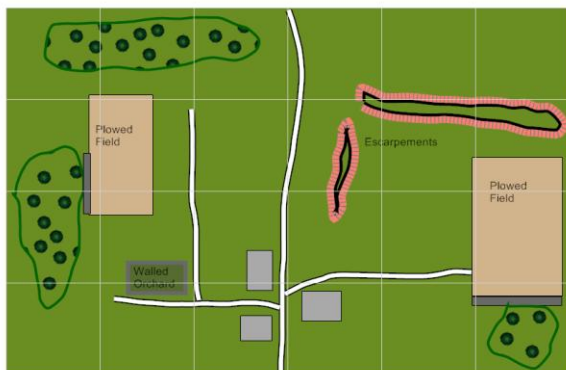


### **SUXY May 11**

10<sup>th</sup> Panzer turned north intending to cross the Vierre, and then head west towards the Semois. The attack and defend scenario is used to represent the German push towards the Vierre stream crossing. Historically, this brought them into contact with the 1<sup>st</sup> Cavalry Brigade but for our purposes we shall continue with the 2<sup>nd</sup> DLC.

Terrain is far more open than the previous battles. Mostly countryside, some farms, orchards and fields light woods around perimeter. The center road is paved, the other roads may be dirt..

The French have three team sized entrenchments or one entrenchment and one Chain of Command die at beginning of game.



### **BOULLION May 12**

Historically this action involved the 1<sup>st</sup> Panzer Division and the 5<sup>th</sup> DLC. THE Germans have

orders to cross the Semois and establish a bridgehead on the west side of the river.

This action will be played as the Pursuit scenario. Main features would be the town and the Semois in a valley. Terrain will be woods/ orchards, fields, and the outskirts of the town (building and road numbers and density may vary to represent different areas of the town). Roads will be paved or cobblestone.

French begin with three pips on their Chain of Command die.

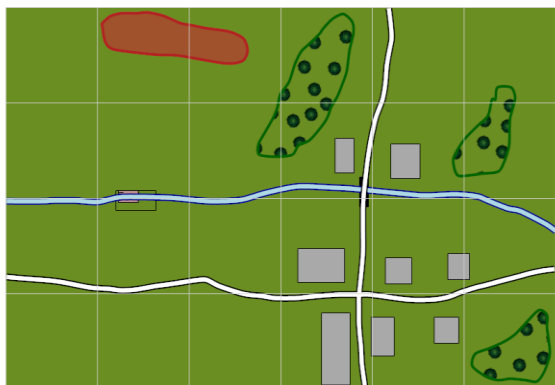


### **ROAD TO STONNE May 14**

10<sup>th</sup> panzer and Gross Deutschland are ordered to secure Stonne. Stopping the Germans at Stonne may well be Frances last chance to threaten the Meuse crossings.

Terrain is mostly open with town on hill with crossroads. Stream with Bridge and ford some light woods.

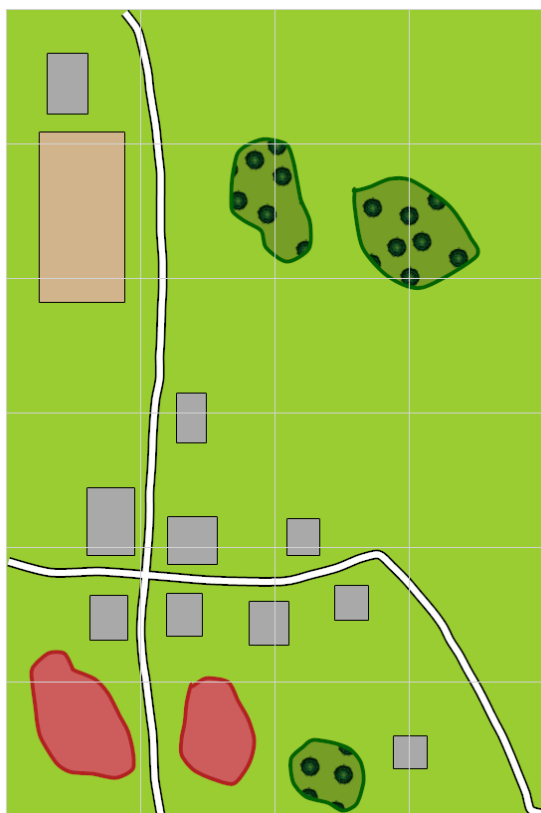
Terrain will be woods/ orchards, fields, and the outskirts of the town (some buildings). Roads will be either dirt or cobblestone.



### STONNE May 14

This encounter represents the continued action at Stonne. The French must hold Stonne

Terrain is mostly open with town on hill with crossroads. Stream with Bridge and ford some light woods. Town on hill, cross roads, woods and hills some fields.



### GERMAN WILDCARDS

#### Stuka Bombardment (German Use Only)

A concentrated barrage may be used to prepare for a major attack. This card can only be used after Encounter 3 is successfully won by the Germans.

This works like a pre-game barrage but with an additional -1 to reserve rolls.





## FRENCH WILDCARDS



## SUPPORT LISTS

German Support List  
List One

Satchel Charge
Medical Orderly
Engineer Mine Clearance team, 3 men
Engineer Wire Cutting Team, 3 men
Engineer Demolition Team, 3 men



Adjutant
List Two
Panzerbusche 38/39 Team, 2 men
Pre-Game Barrage
List Three
Panzer 1 with <i>Junior Leader</i>
Sdkfz 221 with <i>Junior Leader</i>
Sniper team
Flamethrower Team, 3 men
List Four
PaK36 36mm anti-tank gun with 5 crew and <i>Junior Leader</i>
Ie.18 with 5 crew and <i>Junior Leader</i>
Engineer Section with <i>Junior Leader</i>
Sdkfz 222 Armoured Car with <i>Junior Leader</i>
Befehlspanzer I with <i>Senior Leader</i>
Pz.III A-C with <i>Junior Leader</i>
Pz III D-E with <i>Junior Leader</i>
Pz. IV A-C with <i>Junior Leader</i>
StuG III with <i>Junior Leader</i>
Forward Observer and 81mm mortar battery
MG34 on tripod mount, 5 crew
List Five
Regular Infantry Squad with <i>Junior Leader</i>
Pz. IV D with <i>Junior Leader</i>
Pz. II A-C with <i>Junior Leader</i>





### French Support List List One

Satchel Charge
Two Bouteilles incendiaries
Medical Orderly
Engineer Mine Clearance Team, 3 men
Engineer Wire cutting Team, 3 men
Engineer Demolition team, 3 men
Minefield
Barbed Wire
Adjutant
Entrenchments for one Team

### List Two

Roadblock
Fusil anti-char Boys Team, two crew
Lorraine 38L with Trailer

### List Three

Canon de 25mm L/72 AT gun with 5 crew and a <i>Junior Leader</i>
Escouade de éclaireurs motorcyclistes
Hotchkiss M1914 MMG with five crew
Sniper team
Pre-Game barrage
60mm mortar team, four crew and a <i>Junior Leader</i>
Panhard 178 with <i>Junior Leader</i>
FT17 MG with <i>Junior Leader</i>
FT17 37mm with <i>Junior Leader</i>
Forward Observer Team with 81mm mortar battery off table

### List Four

Hotchkiss H35/H39 with <i>Junior Leader</i>
AMR 33/35 with <i>Junior Leader</i>
Regular Rifle Section with <i>Junior Leader</i>

### List Five

Canon de 47mm L53 AT gun with 5 crew and a <i>Junior Leader</i>
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### List Six

Somua S35 with <i>Junior Leader</i>
Renault Char B1/B1 bis with <i>Junior Leader</i>

Only at Boullion or later

Only at Road to Stonne or Stonne





## HISTORICAL MAP

### *Situation du 1 Ch.A. le 10 mai à l'aube Mouvements français et allemands*

