



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^e 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 10th Panzer Division, which includes but is not limited to the 7th Panzer regiment, 69th Schuetzen Regiment (motorized), and the 90th 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

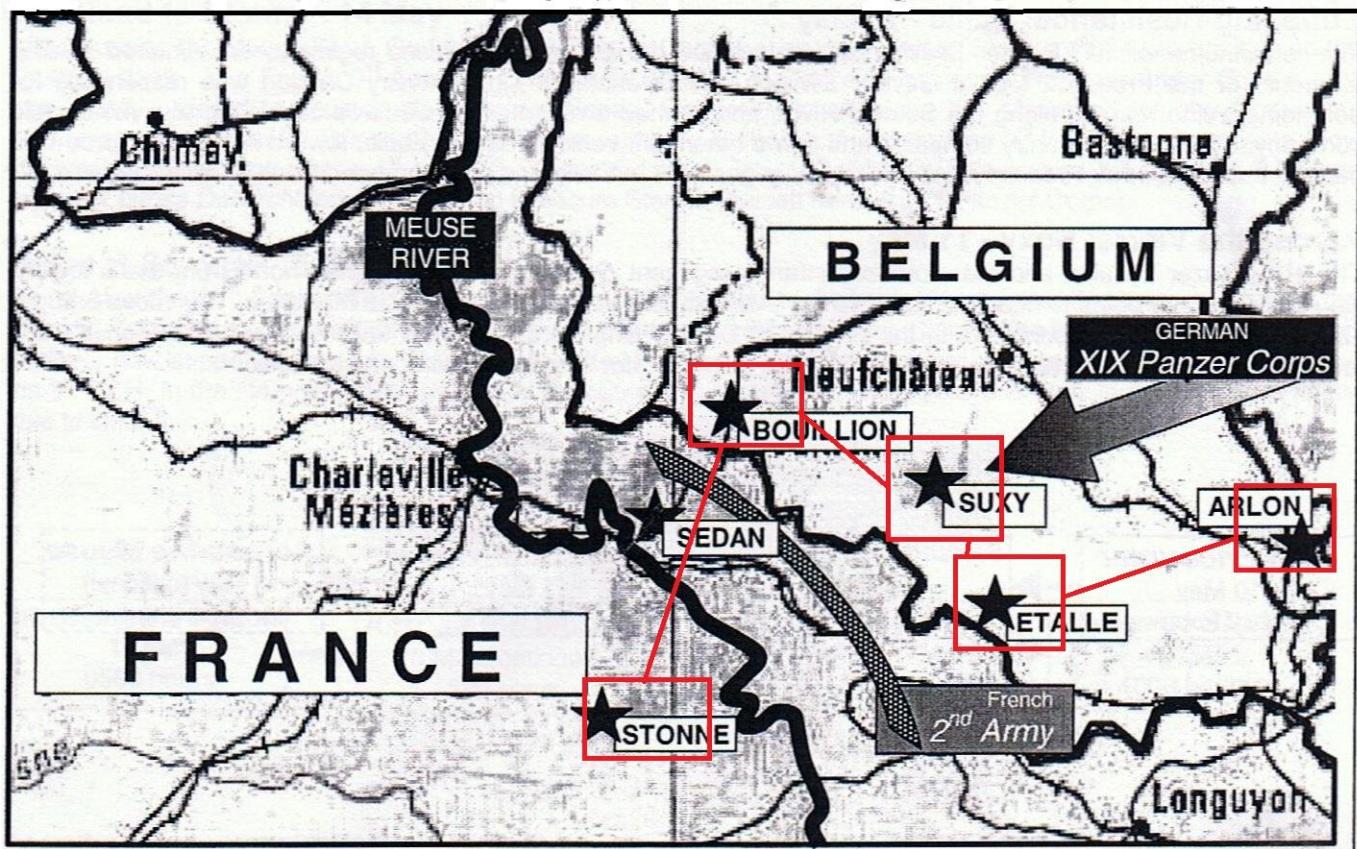
Mashinengewehr

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.

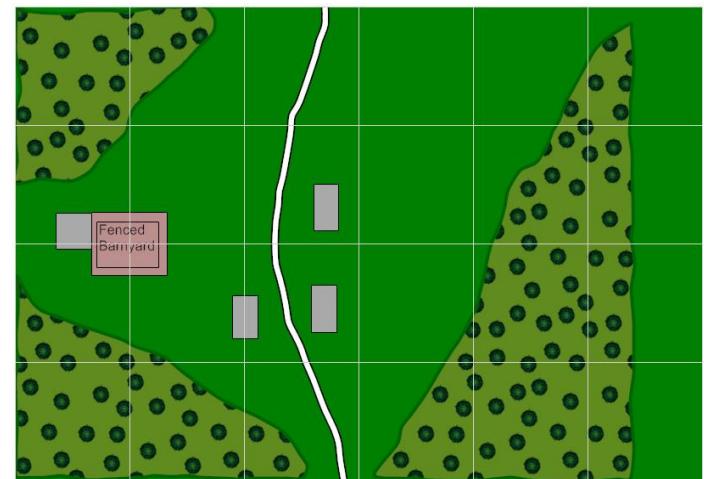
If the Germans win at Stonne they have achieved a decisive victory. If after 9 campaign turns they hold Boullion or further they have won a victory. Any other condition is simply undecided.

ARLON May 10

French forces first meet teh Germans outsite 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.

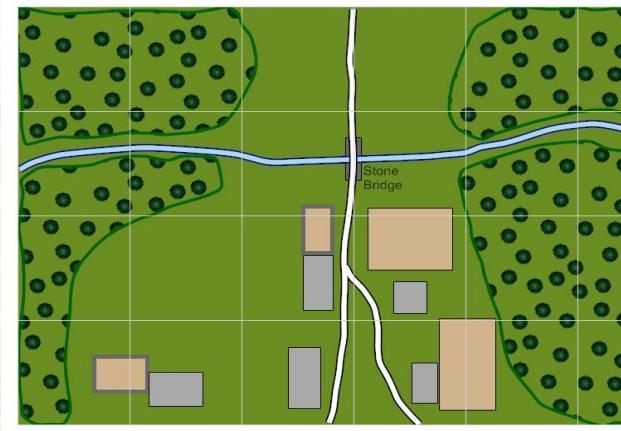


ETALLE May 10

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 consist 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.

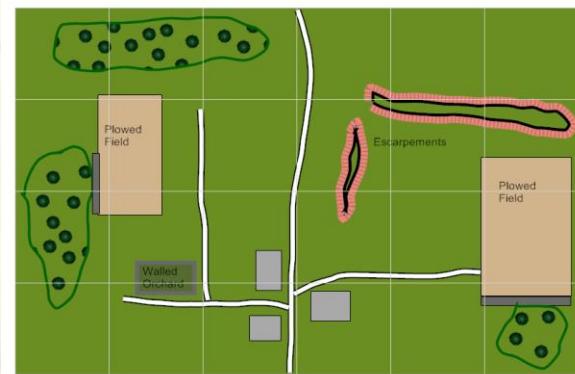


SUXY May 11

10th 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 1st Cavalry Brigade but for our purposes we shall continue with the 2 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 1st Panzer Division and the 5th 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.

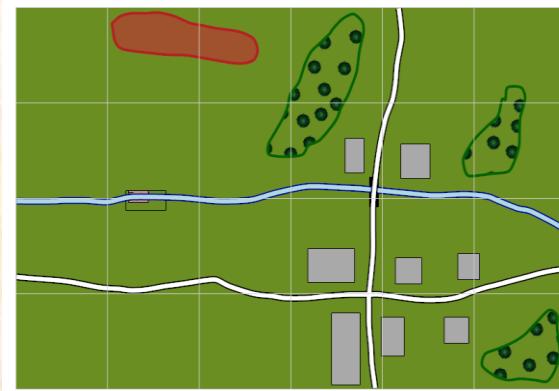


ROAD TO STONNE May 14

10th 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.

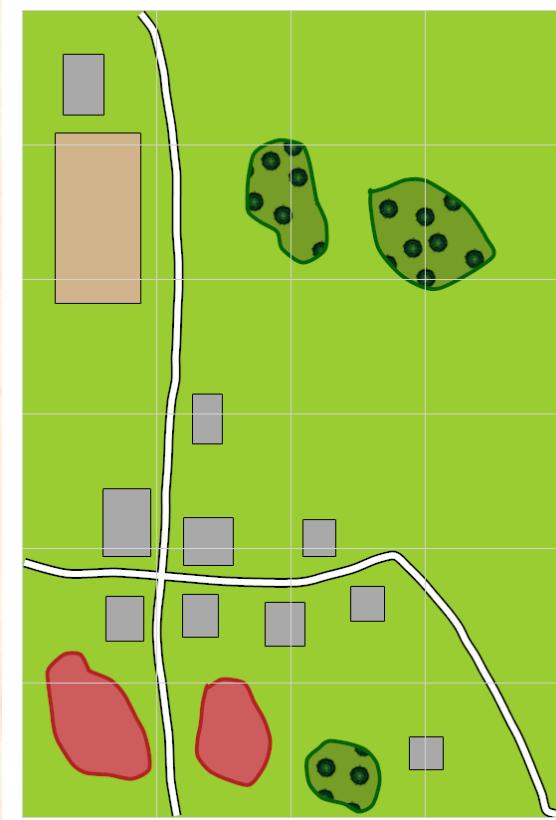
Terrain will be woods/ orchards, fields, and the outskirts of the town (some buildings). Roads will be either dirt or cobblestone.



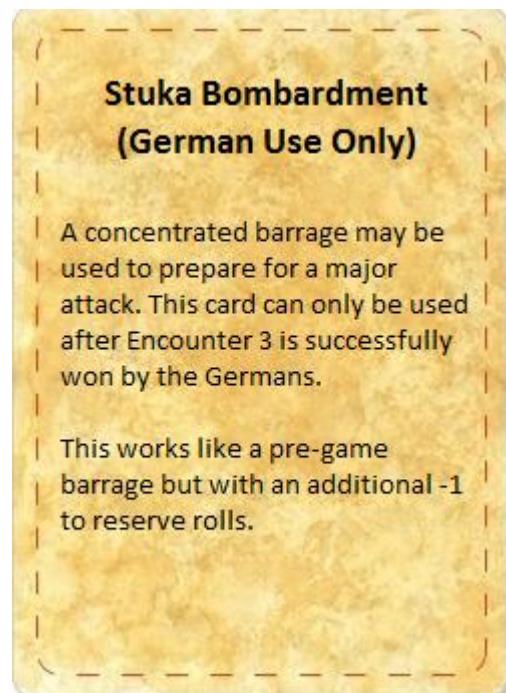
STONNE May 14

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





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> |



**List Four**

Hotchkiss H35/H39 with *Junior Leader*

AMR 33/35 with *Junior Leader*

Regular Rifle Section with *Junior Leader*

List Five

**Canon de 47mm L53 AT gun with 5 crew
and a *Junior Leader***

List Six

Somua S35 with *Junior Leader*

Renault Char B1/B1 bis with *Junior Leader*

| French Support List | |
|---|----------------------------------|
| List One | |
| Satchel Charge | |
| Two Bouteilles incendiaries | |
| Medical Orderly | |
| Engineer Mine Clearance Team, 3 men | Only at Bouillon or later |
| Engineer Wire cutting Team, 3 men | Only at Road to Stonne or Stonne |
| 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 eclaireurs 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 | |





HISTORICAL MAP

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

