

## Battle of Montcornet, May, 1940

### A *Flames of War* Mega-Game Scenario

After a long period of stagnation following the fall of Poland, Germany opened the 1940 campaign in the west with a stunning blitzkrieg into Holland, Belgium and Luxembourg. While a set of dramatic assaults fixed Allied attention in the north, a strong force spearheaded by seven panzer divisions pushed through the Ardennes forest. If they could punch through the Allied defenses along the Meuse River, they could then slice through northern France, isolating and then destroying the Allied Northern Group of Armies.

This scenario allows a series of large tables to accommodate a scaled down version of the area around Montcornet in Picardie, Northern France. The area was a key supply junction for the advancing German forces, and its capture by DeGaulle's counterattack would heavily disrupt the Axis advance. This action allows players to recreate the critical action in this area, and also provides an opportunity to field a wide variety of Early War units from the German and French forces.

#### Special Terrain rules:

- Towns – this area of northern France was dotted with small villages. Their buildings were for the most part quite substantial – any stand touching a building should be treated as in concealing terrain and bulletproof cover.
- Heights – the terrain in this area was quite undulating, especially near the rivers. The elevated area known as Mont Dieu had a high tactical importance, as it commanded the immediate area. Any unit or vehicle on the heights can see over lower level forest or buildings. The edges of the heights (anywhere on the height and within 4" from the edge) are treated as difficult ground, and no team may see or be seen through more than 8" of heights. The entire heights provide concealment to any team on them.
- Rivers – Montcornet stands at the junction of the La Serre and Le Hurtaut rivers. These are significant obstacles, and are treated as impassable to vehicles except over bridges and fords. Fords are very difficult going.
- Woods – several significant wooded areas in area of the German advance, which formed easily defensible terrain and delayed any mechanized advance. Woods terrain is difficult going and uses the normal *Flames of War* rules for woods.

#### Deployment:

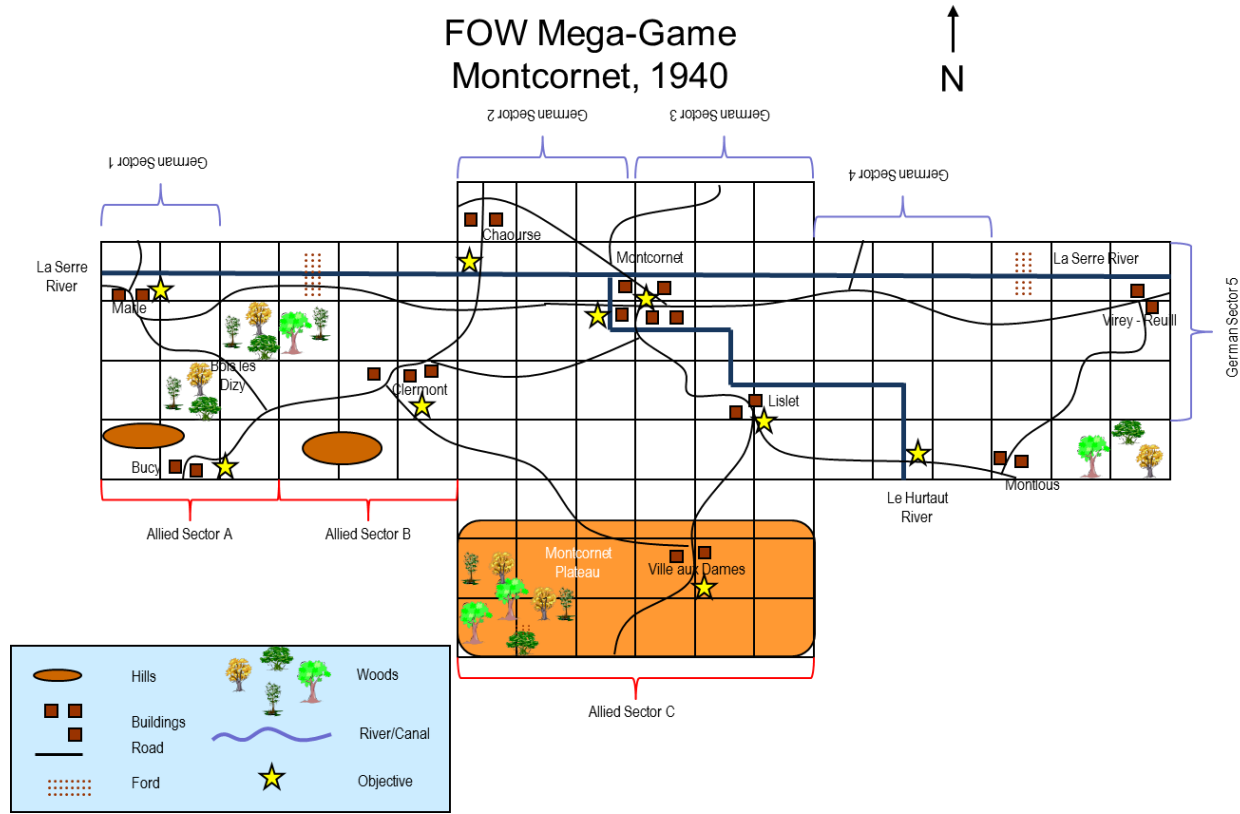
As the game starts the German spearhead (based around the 1<sup>st</sup> Panzer Division) has pushed west from the Montcornet area, leaving logistics units and a succession of following units to transit through the area. De Gaulle has gathered a battlegroup of French units centered around the embryonic 4<sup>th</sup> Armored Division together and they are advancing to seize the area and cut off the German spearheads.

The forces on both sides were cobbled together for the action in this area. To reflect this, each CiC at the start of the game may assign any forces from their side to any sector as labeled on the map. This is done in secret and written down before deployment begins.

First the German CiC assigns each of the German forces to a sector as labeled on the map. Each German force must select at least ½ of its platoons to be off-table in reserve at this time. Then all remaining German forces are deployed on table. Each German player then places all of their platoons anywhere in their deployment sector, but no more than 12" from the table edge.

Then the French CiC assigns one or more French forces to each sector. One French force must be held off-table in reserve; it is selected by the French CiC. The French players take the first turn, with each of their forces not assigned as reserve entering from the south table edge within their assigned sector.

Map:



### Forces:

German forces can be any legal force drawn from the Blitzkrieg book. Any point amount between 1,200 and 2,000 is acceptable.

[German Force 1] \_\_\_\_\_ [Points] \_\_\_\_\_

[German Force 2] \_\_\_\_\_ [Points] \_\_\_\_\_

[German Force 3] \_\_\_\_\_ [Points] \_\_\_\_\_

[German Force 4] \_\_\_\_\_ [Points] \_\_\_\_\_

[German Force 5] \_\_\_\_\_ [Points] \_\_\_\_\_

French forces can be any legal force drawn from the Blitzkrieg book. Any point amount between 1,200 and 2,000 is acceptable.

[Allied Force 1] \_\_\_\_\_ [Points] \_\_\_\_\_

[Allied Force 2] \_\_\_\_\_ [Points] \_\_\_\_\_

[Allied Force 3] \_\_\_\_\_ [Points] \_\_\_\_\_

[Allied Force 4] \_\_\_\_\_ [Points] \_\_\_\_\_

[Allied Force 5] \_\_\_\_\_ [Points] \_\_\_\_\_

**Note that the total points for each side (not each player's force) should be the same.**

**Minefields:**

The Germans had started to consolidate and improve their positions around Montcornet prior to the French assault, including laying some minefields on the approaches. To reflect this, the German CiC may place 2 minefields anywhere within 24" of Montcornet.

**Airpower:**

The Germans enjoyed massive strategic air superiority throughout the 1940 campaign, and it was a major reason for their success.

- Each turn the German CiC receives 1 Stuka Schwerpunkt airstrike. He may allocate it to any player as he sees fit.
- Each turn the Allied CiC receives 1 fighter mission. After enemy airstrikes are placed, it may try to intercept and chase off the attacking aircraft, succeeding on a d6 roll of 5+.

**Weather:**

The weather throughout this campaign was relatively good. Weather plays no role in the game.

**Winning the Game:**

By this point in the campaign, it was critically important that the Allied forces slow the German advance to the channel, which would trap and isolate most of their forces in a sliver of northern France and southern Belgium. The German forces were focused on protecting their supply lines, to enable the advance to continue uninterrupted.

To reflect this:

- The French side will win as soon as they hold 5 objectives.
- The German side will win immediately if they force the majority of the French units to fail company morale and quit the field.
- If neither side wins another way, the side holding the majority of the objectives on the table at the end of eight turns is the winner.