

## Battle of Sedan, 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 south and west of Sedan, as the Germans try to consolidate their bridgehead and push west to start their run for the channel. This sector saw some of the most severe fighting of the entire campaign, and provides an opportunity to field a wide variety of Early War units from the German and French armies.

#### 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.
- Meuse River – the Meuse was a significant obstacle; it is treated as impassable to vehicles except over bridges and fords. Fords are very difficult going. German infantry units were well supplied with assault boats – they may cross the Meuse if they start their move adjacent to one bank and take a full move to cross.
- Ardennes Canal – this was a less significant obstacle than the broad Meuse. It is treated as very difficult terrain other than at bridges.
- 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 Germans have crossed the Meuse around Sedan, created several bridgeheads, and driven off the French forces defending the river line. French reserves are moving up to counterattack and contain or destroy the bridgeheads, while the German forces attempt to consolidate their hold on the area and release their panzer units west into the Allied rear.

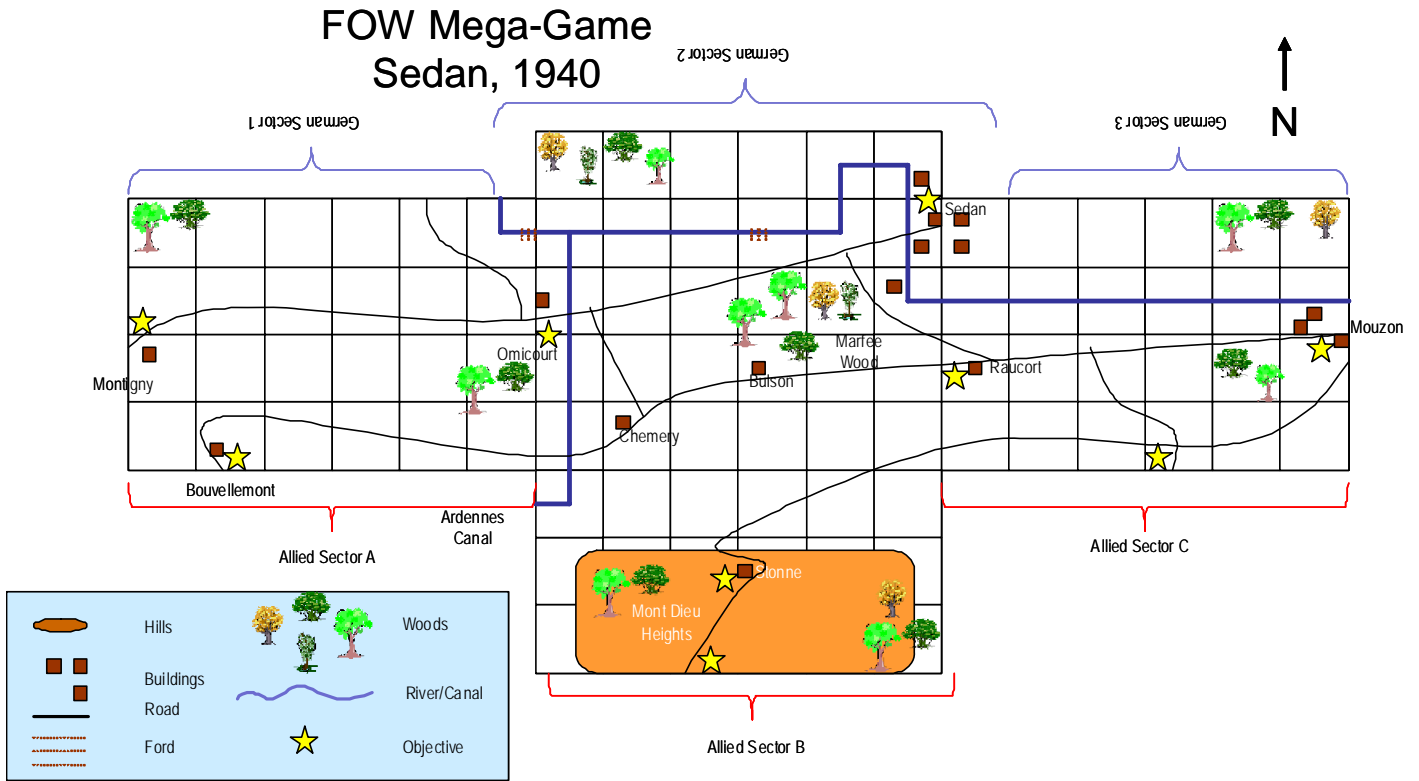
The forces on both sides were cobbled together for the action in this area. To reflect this, each CiC at the start of the game may assign any forces from their side to any sector as labeled on the map. This is done in secret and written down before deployment begins.

First the French CiC assigns each of the French forces to a sector as labeled on the map. Each French force must select at least ½ of its platoons to be off-table in reserve at this time.

Then the German CiC assigns one or more German forces to each sector. One German force must be held off-table in reserve, it is selected by the German CiC. The German CiC may then place two pontoon bridges anywhere along the Meuse River, and 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 north table edge. Any force assigned a pontoon bridge may deploy any of their teams up to 12” from the edge of the pontoon bridge as well.

Once the German forces are deployed, the French players take the first turn. All of their forces not assigned as reserve enter on turn one 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.**

### **Bunkers:**

The Germans seized all of the French bunkers along the Meuse when they made their crossing. Several bunkers were still intact, and could have been re-manned if recaptured by French forces. To reflect this place 2 MG bunkers within 12" of Sedan facing the river. If they come under control of a French force (like any objective), they can be re-manned and used immediately by the French player who recaptured them. German forces may not use French bunkers.

### **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 2 Stuka Schwerpunkt airstrikes. He may allocate them 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:**

Both sides had very different objectives for the campaign. The German forces were trying to swamp the secure their bridgehead over the Meuse and push westward as rapidly as possible. The Allies, by comparison, were looking to contain the German breakthrough, and then counterattacking where they could to reduce or eliminate the German bridgehead around Sedan.

To reflect this:

- The German side will win as soon as they hold 5 objectives and 2000 points of units have exited from the western table edge. Only units which are over 1/2 strength count for this condition.
- The Allied side will win as soon as they secure any of the crossings over the Meuse (including the fords and the German pontoon bridges). Crossings are secure based on the normal FOW rules for holding objectives.
- Any other result is a draw.