

TAC NEWS

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A Micro Squad: The Game-WWII Scenario

Heart of Stonne - May 15, 1940

In the early morning of May 15th, 1940, the Grossdeutschland Regiment, supported by the 2nd Battalion, 8th Panzer Regiment advanced on Stonne and seized it after heavy fighting. By 10:45, Stonne had changed hands four times. Each time French tanks pushed the Germans back. However, the French infantry and armor were badly coordinated, enabling the Germans to repeatedly counterattack and retain possession of the town.

By late morning, the French had amassed a counter-attacking force consisting of the following formations: 3rd Company, 49th Tank Battalion equipped with Char-B1s, 1st Company, 45th Tank Battalion equipped with Hotchkiss H-39s, 2nd Company, 4th Tank Battalion with FCM-36s, 1st Battalion, 67th Motorized Infantry Regiment, and 1st Battalion, 51st Motorized Infantry Regiment. Once again, the attack was badly coordinated and the Char-B1s of the 49th Tank Battalion attacked without infantry support.

Stonne was defended by the 1st Battalion of the Grossdeutschland Regiment augmented by 37mm anti-tank guns of the regiment's 14th Panzerjaeger Company. In the last moment, three of the available 37mm anti-tank guns were repositioned at the southwestern exit of Stonne. Three of the massive Char-B1s were destroyed by fire from these 37mm ATGs for the loss of two of the defending guns. The remaining tanks withdrew to the south.

A new counterattack was launched with the elements of the 45th and 49th Tank Battalions, reinforced by a section of FCM-36 tanks from the 2nd Company, 4th Tank Battalion, and the infantry of 1st Battalion, 67th Motorized Infantry Regiment. At 11:00, the attack started. Despite the violence of the German return fire, French tanks and infantry forced their way into the village through the gardens at the southern edge of the town. Gradually, the Germans withdrew, leaving the French once again in possession of the town by noon. Shortly thereafter, the French armor withdrew from Stonne for a planned counterattack on Sedan. This enabled the Grossdeutschland Regiment to launch yet another counterattack with the support of the 1st Battalion, 69th Infantry Regiment that took Stonne again at 17:30.



14 May 1940—1st Panzer Regiment crosses pontoon bridge with French prisoners over the Meuse at Floing, France. Bundesarchiv, Bild 146-1978-062-24 / CC-BY-SA 3.0

**SCENARIO LENGTH:
30 TURNS**

FRENCH FORCES

Cohesion Level: 13

—GROUP 1—

45th TANK BATTALION, 3rd DCR DIVISION

4th Company

1st Platoon: 3 x Hotchkiss H-39
2nd Platoon: 3 x Hotchkiss H-39
3rd Platoon: 2 x Hotchkiss H-39
4th Platoon: 3 x Hotchkiss H-39
Company HQ: 1 x Hotchkiss H-39 HQ

49th TANK BATTALION, 3rd DCR DIVISION

3rd Company

1st Platoon: 3 x Char B1
2nd Platoon: 3 x Char B1
3rd Platoon: 2 x Char B1
Company HQ: 1 x Char B1 HQ

—GROUP 2—

1st BATTALION, 67th INFANTRY REGIMENT, 3rd DIM DIV.

Battalion HQ: 1 x Infantry HQ/FO (+1 GHQ)

1st Company

1st Platoon: 3 x Infantry
2nd Platoon: 3 x Infantry
3rd Platoon: 2 x Infantry
1 x 60mm Mortar (1), 1 x Infantry HQ/FO

2nd Company

1st Platoon: 3 x Infantry
2nd Platoon: 3 x Infantry
3rd Platoon: 3 x Infantry
1 x 60mm Mortar (1), 1 x Infantry HQ/FO

3rd Company

1st Platoon: 3 x Infantry
2nd Platoon: 3 x Infantry
3rd Platoon: 2 x Infantry,
1 x 60mm Mortar (1), 1 x Infantry HQ/FO

Heavy Weapons Company

Mortar Platoon: 1 x 81mm Mortar (2)
MG Platoon: 2 x Medium MG
MG Platoon: 2 x Medium MG
MG Platoon: 2 x Medium MG
1 x Infantry HQ/FO

4th BATTALION, 3rd DIM DIVISION

2nd Company

1st Platoon: 3 x FCM-36
1st Platoon: 3 x FCM-36
1st Platoon: 3 x FCM-36
4th Platoon: 2 x FCM-36
Company HQ: 1x FCM-36 HQ

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3 additional Forward Observers may be assigned to any stand of the player's choice.

2 BATTERIES, 42nd FIELD ARTILLERY BATTALION

(Off-Board): 8 x 75mm Howitzer—15 fire missions each

GERMAN FORCES

Cohesion Level: 15

2nd BATTALION, GROSSDEUTSCHLAND REGIMENT

Battalion HQ: 1 x Infantry HQ (+0 GHQ)/FO

1st Company

1st Platoon: 3 x Infantry
2nd Platoon: 3 x Infantry
3rd Platoon: 2 x Infantry
1 x 50mm Mortar (1)

2nd Company

1st Platoon: 3 x Infantry
2nd Platoon: 2 x Infantry
3rd Platoon: 2 x Infantry,
1 x 50mm Mortar (1), 1 x Infantry HQ/FO

3rd Company

1st Platoon: 3 x Infantry
2nd Platoon: 2 x Infantry
3rd Platoon: 2 x Infantry
1 x 50mm Mortar (1)

4th Company

MG Platoon: 2 x Medium MG
MG Platoon: 1 x Medium MG
Mortar Platoon: 1 x 81mm Mortar (2)

GROSSDEUTSCHLAND REGIMENT

13th Light Gun Co.: 3 x 75mm Infantry Gun

14th Panzjäger Co.: 8 x 37mm ATG

43rd STURM PIONEER BATTALION

4th Company

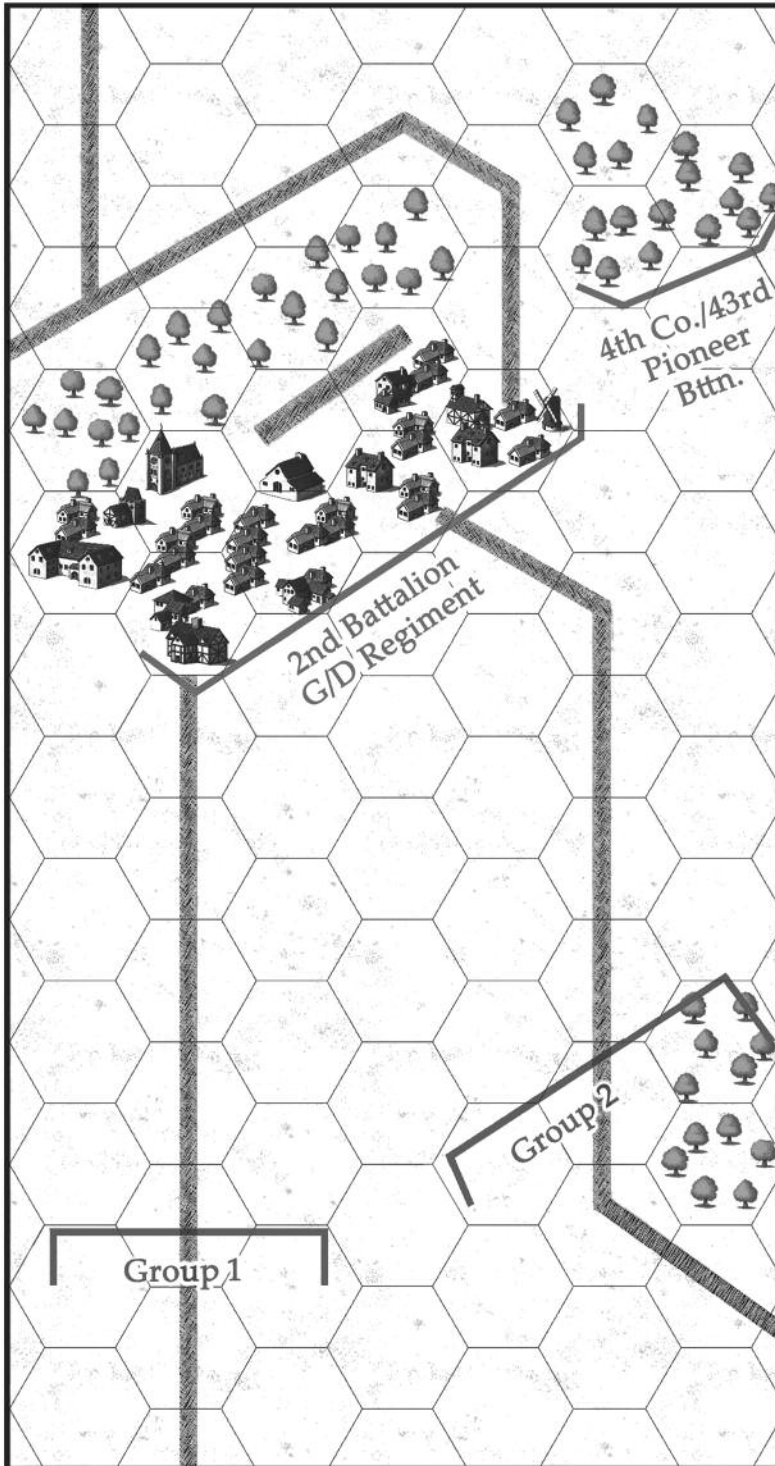
1st Platoon: 3 x Engineer
2nd Platoon: 3 x Engineer
3rd Platoon: 2 x Engineer
1 x Infantry HQ/FO

2 additional Forward Observers may be assigned to any stand of the player's choice.

INITIAL DEPLOYMENT

- The German player deploys first. All German units, except the off-board artillery units, are placed on or north of their set-up areas on the table (see map).
- The French player deploys next. All French units except the off-board artillery units, are placed on or south of their set-up areas on the table (see map).
- The German player must plot all indirect artillery fire for game turns 1 thru 6. This must be done before any French units are placed on the map.
- The French player must plot his off-board indirect artillery fire for game turns 1 thru 30. This must be done before any German units are placed on the map.

HEART OF STONE – May 10, 1940



N



Woods

Good Road



Town / Light Buildings

TERRAIN

- Each hex is 4 inches from top to bottom.
- The map should be about 24" x 48".
- Terrain is mixed.
- Maximum sighting distance is 40 inches.
- 10-30% of the playing surface should have features of some kind; rubble, hedges, depressions, etc.

SPECIAL RULES

Use these "Optional Rules" from Micro Squad: The Game—WWII.

- [12.2] The Hot Shot!
- [12.3] Intuitive Action
- [12.5] The Communications Breakdown!
- [12.11] Fire Support Allocation

VICTORY CONDITIONS

French Victory: Occupy Stonne with at least 12 or more stands by the end of turn 15. Suppressed and/or Disorganized stands may be used to fill this requirement.

German Victory: Eliminate 20 or more French stands before the French player achieves his victory conditions.



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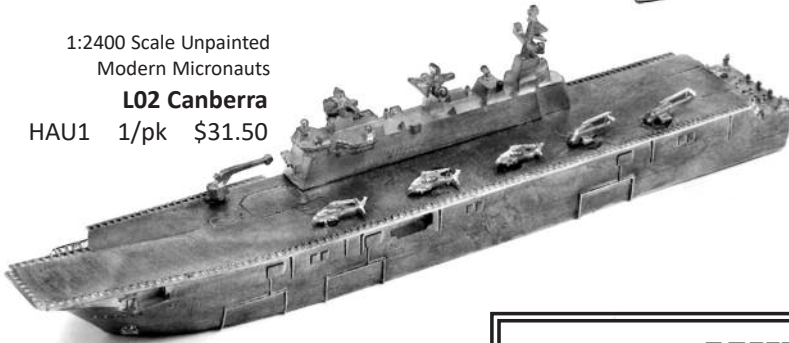


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