



# WWII MICRO ARMOUR®: THE GAME

## A Throw at Stonne

South of Sedan, France - 15 May 1940

The town of Stonne, South and West of Sedan, assumed importance on May 14th, 1940, due to the fact that it lay on the exposed Southern flank of the tenuous German bridgehead across the Meuse at Sedan. Vast numbers of German troops were beginning to pour through the gap in the French lines. Infantry Regiment "Grossdeutschland" was tasked with the responsibility of insuring that the passage of these forces was not interfered with.

The initial German assault met with spirited but ineffective resistance and the town was in their hands by 0700 Hrs. After a short period for reorganization, the first French counterattack began.



### INITIAL DEPLOYMENT:

**French:** (Places stands first.)

- 3rd Bn / 205th Regiment and Regt GHQ deploy 4" or less from point "I" (center of hex #0212).
- 6th Reconnaissance Group deploys 4" or less from point "II" (center of hex #0102).

**Germans:** (Places stands second.)

- 1st Bn / "Grossdeutschland" Infantry Regiment deploys 4" or less from point "A" (center of hex #0502).
- 2nd Bn / "Grossdeutschland" Infantry Regiment deploys 4" or less from point "B" (center of "Stonne").
- 4th Bn / "Grossdeutschland" Infantry Rgt and Regimental GHQ deploy 4" or less from either point at German player's discretion.

### SCENARIO LENGTH: 15 TURNS

### SPECIAL RULES:

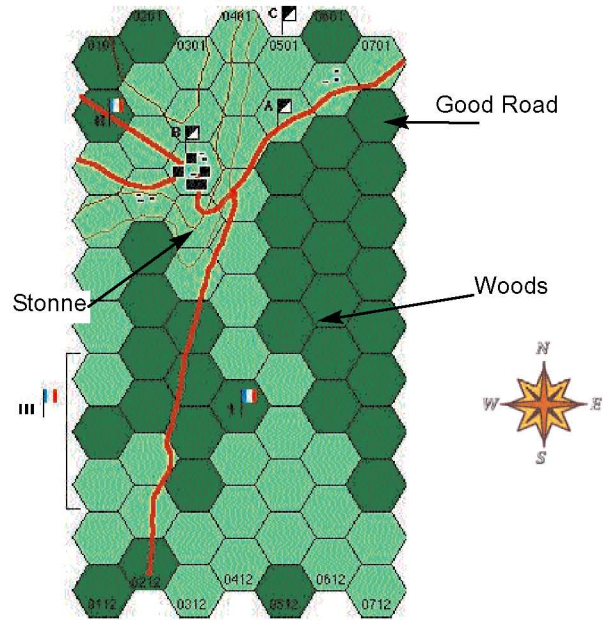
- French reinforcements arrive along the South edge of the map at area "III" on turn 2.
- German reinforcements arrive at West edge of hex #0501 (point "C") on turn 4.
- German "OFF" MAP Artillery may fire in any 4 consecutive turns. No other German "OFF MAP" artillery fire is allowed.
- For a more historically accurate game, please be sure to use Optional Rule 12.7 "Artillery Efficiency".

### VICTORY CONDITIONS:

Occupy all of "Stonne" at the end of turn 15.

### TERRAIN SUGGESTIONS:

- The map should be approximately 24"x 48".
- Terrain is "Mixed": Maximum sighting distance - 20"
- 10 - 30% of the playing surface should be features.



### DESIGNER'S NOTES

This Scenario was inspired by the game Grossdeutschland 1940 by "The Gamers, Inc.". I'd like to take this opportunity to "plug" this game as a truly superior effort by a first class publisher. My appreciation goes to Robert A. Doughty and his book The Breaking Point for the in-depth research, without which this scenario would have been much more difficult.

This battle admirably displays the weaknesses of the French army in 1940. They have a far superior force both numerically and in armament but have a great deal of difficulty bringing it to bear. The Germans have to pit their greater flexibility and cohesion against this superiority in order to win.

Neither side should allow itself to be distracted from the scenario's single objective.

# A Throw at Stonne - France, 1940



**Germans** Elements  
 Infantry Regiment  
 "Grossdeutschland" (-)

**Cohesion**  
**15**

Regimental HQ: 1 x GHQ (+2) (FO)  
 1 x Heavy Truck

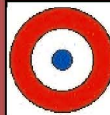
1st Battalion: 6 x Infantry '39  
 3 x Support  
 1 x 8cm Mortar (3)

2nd Battalion: 1 x HQ (FO)  
 8 x Infantry '39  
 3 x Support  
 1 x 8cm Mortar (3)

4th Battalion: 1 x 75mm IG (3)  
 1 x 150mm sIG (1)  
 3 x 37mm ATG  
 3 x Light Truck  
 1 x Heavy Truck

73rd Field Art. Bn: 3 x 105mm How. (2) OFF MAP

Reinforcements:  
 43rd Pioneer Battalion: 1 x Headquarters  
 9 x Engineer Infantry



**French** Elements:  
 3<sup>ème</sup> Division Cuirassé

**Cohesion**  
**12**

205th Inf. Regiment (-):  
 Rgt. HQ: 1 x GHQ (+0) (FO)  
 1 x Medium Truck

3rd Battalion: 6 x Infantry  
 3 x Support  
 1 x 81mm Mortar (1)

6th Recon Group: 2 x AMD-178  
 4 x Motorcycle Infantry

78th Field Art. Bn: 3 x 75mm (Mle.36) Gun(2)  
 OFF MAP

Reinforcements:  
 45th Tank Battalion: 12 x H-40  
 3rd Co / 49th Tank Bn: 3 x Char-B1(bis)  
 3rd Bn / 67th Inf. Regt: 1 x Headquarters (FO)  
 9 x Infantry  
 3 x Support  
 1 x 81mm Mortar (1)

42nd Field Art. Bn: 3 x 75mm (Mle.36) Gun(2)  
 OFF MAP

## WEAPONS STATISTICS:

Weapon	Points	Firepower AP / HE	Range AP / HE	Defense	Speed W/T/F	Cargo Capacity	Transport Requirement
<b>GERMANS</b>							
Headquarters	40	0 / 4	1 / 5	6**	3F	-	8
Infantry '39	11	0 / 5	1 / 5	6**	3F	-	8
8cm Mortar § (1)	16	0 / 6‡	21 / 21	6**	2F	-	4
Infantry Support	16	0 / 5	1 / 10	6**	2F	-	4
75mm Inf. Gun § (1)	59	2 / 5	27 / 27	5	0	-	6
150mm Inf. Gun [sIG] § (1)	42	2 / 9‡	37 / 37	2	0	-	10
37mm PAK35 ATG §	12	3 / 2	8 / 5	5**	1F	-	4
105mm How. § (2)	170	2 / 8‡	84 / 84	3	0	-	10
Light Truck	7	-	-	1	20W	8	-
Heavy Truck	10	-	-	1	16W	14	-
<b>FRENCH</b>							
Headquarters	39	0 / 3	1 / 5	6**	3F	-	8
Infantry	10	0 / 4	1 / 5	6**	3F	-	8
Infantry Support	14	0 / 4	1 / 10	6**	2F	-	4
81mm Mortar § (2)	31	0 / 6‡	24 / 24	6**	2F	-	6
Motorcycle Infantry	22	0 / 4	1 / 5	6**	20W	-	-
Panhard AMD-178	24	3 / 4	7 / 5	[2]	16W	-	-
Medium Truck	8	-	-	1	18W	8	-
H-40	29	4 / 3	10 / 5	[4]	10T	-	-
Char B1 (bis) § *	48	6 / 5	15 / 15	[5]	5T	-	-
75mm Gun M. 1936 § (2)	67	1 / 5‡	54 / 54	4	0	-	6

\* = has two main guns: see Special Weapons Rules for details of play.