

CRO ARMOUR®: THE GAME

TAC NEWS Scenario - July/August 2003

The Battle for the Serre Bridgeheads 17 May 1940



French

4th DCR Cohesion

14

Brigade Headquarters: 1x Infantry (GHQ+1)/MCG-5 Halftrack

Colonel De Gaulle), 3x AMD-178(R)

Heavy Tank Battalion: 1x Heavy Tank Company: 3x Char-B1 1x Heavy Tank Company: 3x Char-B1

> 1x Heavy Tank Company: 2x Char-B1

Tank Battalion(-): 1x R-35 (HQ)

> 1x Tank Company: 2x R-35 1x Tank Company: 3x R-35 1x Tank Company: 4x R-35

Tank Battalion(-): 1x R-35 (HQ)

> 1x Tank Company: 3x R-35 1x Tank Company: 3x R-35 1x Tank Company: 2x R-35

4th Chasseurs(-): 1x Infantry (HQ)/Medium Truck

1x Portee Infantry Company:

3x Infantry/Medium Truck, 1x Infantry Support/Light Truck 1x Portee Infantry Company:

2x Infantry/Medium Truck, 2x Infantry Support/Light Truck 1x Portee Infantry Company:

3x Infantry/Medium Truck, 1x Infantry Support/Light Truck 1x Portee Infantry Company:

2x 25mm ATG/Light Truck, 1x 81mm Mortar(2)/Medium Truck 1x Light Artillery Battalion(-):2x 75mm Mle36(2)/P-107 Halftrack 1x Light Artillery Battalion: 3x 75mm Mle(2) (OFF MAP)

Germans

1st Panzer Division Cohesion

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Vervins Bridgehead: Deploy within 6" of "Area-1"

1x Infantry(GHQ)/Light Truck, 3x Infantry'39/Light Truck,

1x Infantry Support/Light Truck, 2x Pz-1, 3x Pz-IVE

Montcornet Bridgehead: Deploy within 6" of "Area-2" 6x Infantry'39/Light Truck, 2x Infantry Support/1x Light

Truck, 1x 8cm Mortar(3)/Light Truck Boi-de-Montcourvier Bridgehead: Deploy within 6" of "Area-3"

1x Infantry(HQ)/Light Truck, 5x Infantry'39/Light Truck, 2x Infantry Support/1x Light Truck,

3x 37mm ATG/Kubelwagen, 6x Pz-IIF, 4x Pz-IIID

INITIAL DEPLOYMENT:

Germans - (set up first) Deploy at bridgeheads as indicated above. German troops are inexperienced and suffer from "Tank Terror". Add 2 to their Cohesion die-rolls when overrun by tanks.

French - Enter the Southern and/or Eastern edge of the map within the designated "French Entry Areas" on turn one. French "off map" artillery must plot 3 fire missions before the Germans deploy. These missions take place before turn 1. French troops are inexperienced and suffer from "Panzer Terror". Add 2 to their Cohesion die-rolls when overrun by tanks. The 4th Chasseurs were actually carried in buses. Reduce the Movement Value of all troop-carrying trucks by 6 points.



SCENARIO LENGTH: 15 TURNS

VICTORY CONDITIONS:

French Marginal: Destroy or disorganize all German troops on the French side of the Serre River by the end of

French Tactical: Accomplish the above and occupy the town of Marie.

French Decisive: No "decisive" French victory is possible in 1940. The French leadership believed the nation doomed from the outset!

German Marginal: Prevent any French units from crossing the Serre before the end of turn 15.

German Tactical: Maintain at least 3 friendly units on the French bank of the Serre, within 4" of any initial German deployment area (Bridgehead) by the end of turn 15.

German Decisive: Maintain 2 bridgeheads as above.

TERRAIN SUGGESTIONS:

The Serre is <u>not</u> fordable at any point. The Serre battlefield measures 3 feet by 6 feet. Each hexagon on the map is 4" across.

