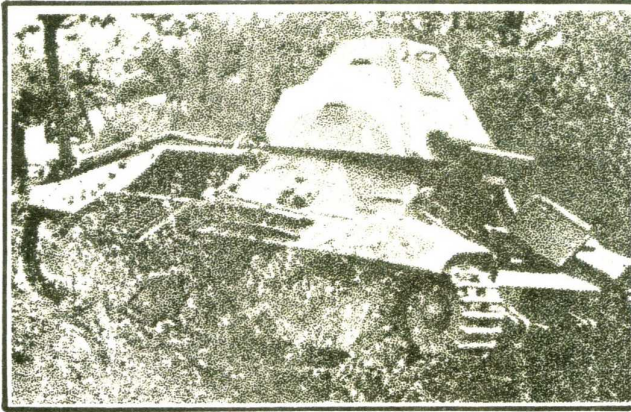


CHANCE D'une AFFAIRE

Scenario 204



NEAR CHEHERY, FRANCE, May 14, 1940: On the morning of May 14th a French counterattack was ordered against the breach at Sedan in an effort to contain Guderian's bridgehead on the Meuse. The attack was to be comprised of two tank battalions, each supported by an infantry regiment. But the two groups were unable to co-ordinate with one another so the attack commenced with only half the intended force. With the first of Guderian's armor across the Meuse shortly after dawn, his first head-on encounter with French armor was now imminent.

Board Configuration


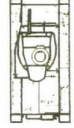


VICTORY CONDITIONS

The player that "controls" two of the following three Buildings; 6V9, 6X8, & 6X5 at the end of the scenario wins. The German player is considered to "control" all buildings at the beginning of the game.

TURN RECORD CHART

♣ German sets up first	1	2	♣ 3	4	5	♣ 6	7	8	9	END
⊙ French move first										

Elements 1st Rifle Regiment, 1st Panzer Division, set up within two hexes of building 6N4, one squad maximum per hex;

4-6-7	9-1	8-0	LMG 2-8 B12
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4

Enter turn 3 on any north edge hex;

5-4-8	9-1	30 A	LMG 2-8 B12
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3 2

Elements 1st Panzer Brigade, 1st Panzer Division, set up in indicated hexes;

Hex 6N5

2-4-7	CE 9-1
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2

Hex 6K6

16 -2 -3
20L(4) -/2

(Face L5/L6)



Hex 6L2

16 -2 -3
20L(4) -/2

(Face L3/M3)

Enter turn 6 on any north edge hex;

4-6-7	9-1	LMG 2-8 B12	18 4 -5
3			

Elements 213th Infantry Regiment, 55th Division and 7th Independent Tank Battalion, enter turn one on any west edge hexes;

3-5-7	9-1	8-0	7-0	MMG 4-11 B12	LMG 2-7 B11 +	Mtr #2-24 SPP	11
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12 2 2 5 3

SPECIAL RULES

204.1 French tanks may only use 1/2 of their MP's on game turn one. 79.2 can not be used to exceed this speed.

204.2 The two German tanks are unmanned and therefore must be reoccupied to move or fire. The two crews in building 6N4 are the AFV crews.

204.3 Because the German AFV's were being refueled, the number of turns these vehicles may move is limited. Mix two sets of artillery chits together and pick one for each vehicle at the time it is reoccupied. This number indicates the number of movement phases the vehicle may move. The chit drawn does not have to be revealed to the French player until the scenario ends. Only movement to a *new* hex constitutes movement for this rule.

204.4 The German 5-4-8 squads represent engineers. All rules for engineers apply *except* they may not place smoke.

204.5 The German set-up stacking restrictions do not apply to leaders and support weapons.

AFTERMATH: The French attack started off well enough catching tanks of the 1st Panzer Division refuelling near the village of Chehery. A brief but savage confrontation resulted at close range with the French armor getting the upper hand. But the situation soon changed as the French hesitated to press their momentary advantage. Units of a nearby German "Sturmpanzer" battalion realizing the danger of the situation, flung themselves at the French armor armed with hollow charges. This held the French at bay long enough for the rest of the 1st Panzer Division to launch their own counterattack and smash the best French hope of destroying the Sedan bulge.