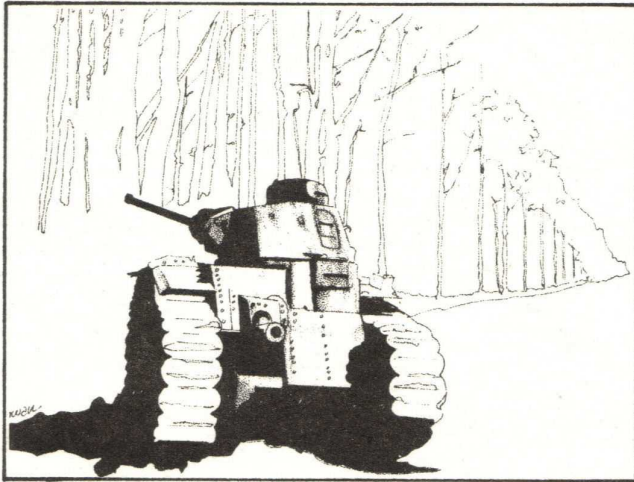


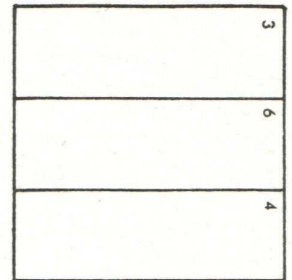
COUNTERSTROKE AT STONNE

Scenario 28



NORTHEAST FRANCE, May 15, 1940: The Grossdeutschland Regiment, after hard fighting and a harder forced march, had finally taken the village of Stonne which was the cornerstone of the flank movement from Sedan. Exhausted, they were now the target for one of the few determined French counterattacks of the campaign. Supported by infantry from the 3rd Motorized Division, elements of the 45th and 49th Tank Battalions hurled themselves on Stonne. It promised to be a hard day for Grossdeutschland.

Board Configuration



Rules Introduced: Sections 129 - 131

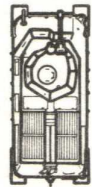
VICTORY CONDITIONS

Each stone building that is exclusively held by one side at the end of turn 10 is worth a number of victory points equal to its ground level hex size. Hence, the stone chateau on board 6 is worth seven points, building 3M2 is worth three points, and so on. The side with the most victory points at the end of the game is the winner.

TURN RECORD CHART

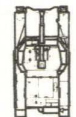
♣ German sets up first	1	2	3	4	5	6	7	8	9	10	END
⊙ French move first											

Elements of the 45th & 49th Tank Battalions and 3rd Motorized Infantry enter anywhere along the south edge of board 4:



4-5-7	3-5-7	9-1	8-1	8-0	7-0	4-11 B12	2-7 B11+	11 0 147 75*	14 -1 -1 37 (4) -1/2
19	9	2	2	2	2	2	4	5	5

Elements of Grossdeutschland Regiment set up on boards 3 or 6 with Hidden Initial Placement only for the anti-tank and infantry guns and their attending crews.



4-6-7	2-4-7	9-2	9-1	8-0	6-16 B12	2-8 B12	2 AT 37L	2 Inf 75*	?
12	3	2	2	2	3	3	37L	2	20

14th AT Company arrives on turn 1 anywhere along the north edge of board 3:



2-4-7	8-1	9-2 1st LI	9-1 2nd LI	18 -4 -4 15/SPP 37L (6)	18 -4 -4 37L (6)	14 -1 -1 75*H5	17 -1 -1 47L	35 1C/1SW	2 AT 37L
2	2			3	2	2	3		2

SPECIAL RULES

28.1 "Exclusively held" is defined as being the only side in a building or being the last side to have solely occupied a building with an unbroken unit. A side would not have to occupy or even traverse every hex of a building in order to hold it exclusively, providing there are no enemy units in the building. A broken unit may prevent exclusive control of a building, but cannot claim exclusive control itself. Any non-broken infantry unit can claim control of a building.

28.2 The German player starts the scenario with exclusive control of all stone buildings whether occupied or not.

28.3 The French forces must set up off board adjacent to the hexes they will use to enter the board.

28.4 Building 6N4 is considered the only stone building on board 6.

28.5 Hex 3M2 is a 3rd level building hex.

28.6 Grossdeutschland would normally be considered an elite unit, but is represented here by 4-6-7s due to their exhausted condition. Should play balance favor the French in your experience, a change to 4-6-8s and 2-4-8s is suggested.

28.7 Use a 47mm Bohler M-35 AT Gun counter to represent the third Pak 35/36 not available in the counter mix.

AFTERMATH: The Germans were well aware of the danger to their forward elements and rushed the 14th Anti-Tank Company to Stonne to solidify the defense. It arrived to the sounds of the French tanks smashing into the village. A deadly mobilized battle ensued with tanks and SP Guns stalking one another amidst the once elegant gardens of Stonne. The battle itself soon mired into a draw with both sides heavily blooded. Possession of the village would go to the first side reinforced. Nightfall saw elements of the German 29th Motorized Division arriving on the scene. The French, lacking infantry support, had to withdraw.