

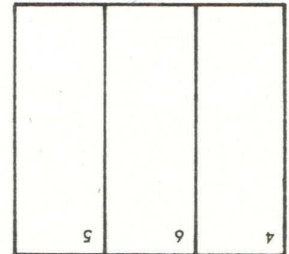
CHATEAU de QUESNOY

Scenario 31



ALONG THE SOMME, June 6, 1940: Northern France had fallen and desperately General Weygand attempted to form a line along the Somme. Lacking sufficient forces for a continuous line he decided on a series of combined arms hedgehogs which he hoped would thwart the German advance. While the concept was correct, France simply did not have enough left to make it work. But in these hedgehogs numerous French units would make many a gallant stand. One such place was the Chateau de Quesnoy which had been fortified by a battalion of the tough 4th North African Division which stood squarely in the path of the oncoming 25th Panzer Regiment.

Board Configuration



Rules Introduced: 136 - 137 VICTORY CONDITIONS

The Germans win by having uncontested control of the chateau building 6N4 (all seven hexes) at scenario end provided they have not lost 25 or more squads/crews. An AFV eliminated with crew counts as two squads; an eliminated AFV whose crew survives counts as one squad lost. The French win by avoiding the German victory conditions.

TURN RECORD CHART

⊙ French sets up first	1	2	3	4	5 END	6	7	8	9	10	restart on turn 11 (1)
⊕ German moves first											

A Panzer Grenadier Battalion of the 25th Panzer Regiment with supporting armor enters in whole or in part on turn 1 or later anywhere along the north edge:

4-6-8	4-6-7	2-4-7	9-2	9-1	8-1	8-0	CE 8-1 <small>1st Sgt</small>	MMG 4-12 B12	LMG 2-8 B12	Mtr B11 50 #2-13	7 B12
3	26	6	2	2	3	3		3	6	3	
12 150*	14 37L(4) 4/4	14 75* HS -/2	14 75* HS 4/2	20 1C/1SW	18 37L(6)	18 1S/5PP	24 1S/7PP	35 1C/1SW			
	3			3		2	4				

Elements of the 2nd Battalion, 4th NA Infantry Division may set up anywhere south of row Z inclusive using Hidden Initial Placement only for their anti-tank guns, 75's, and attendant crews:

4-5-8	4-5-7	2-3-7	1-8-8	9-2	9-1	8-1	8-0	Mtr #60 #2-24 5PP	IG #60 B11+ 37(A) 5PP	HMG 6-14 B12	LMG 2-7 B11+	
12	6	6					2			2	4	75
Trench 	Entrench 	Roadblock 	WIRE 	Art 75	AT 25LL	?						
5	3	4	8	4	2	12						

SPECIAL RULES

- 31.1 The French player has 75 minefield factors with which to prepare his position. These factors may be exchanged prior to setup for booby traps and/or Anti-Tank Mines at his option.
- 31.2 The number of trench and/or entrenchment counters may be increased by one for every five factors of the French mine capacity not utilized. Similarly, the French player may opt not to dig such positions and increase his minefield capacity by five factors for each such emplacement forfeited.
- 31.3 Hex 6J8 is a third level building hex.
- 31.4 Buildings 6N4 and 6J8 are considered stone buildings. All other buildings on board 6 are considered to be of wooden construction.
- 31.5 The Germans have one module of offboard 81mm mortar support.
- 31.6 The French may bore sight (78).
- 31.7 The German armor leader may not occupy the sIG 1B.
- 31.8 The German 4-6-8s are sapper squads (136.8).

AFTERMATH: Having literally rode roughshod over the regular French Army in the preceding month the Germans were quite unprepared for the tenacious stand of these colonials. Attack after attack fell on the prepared positions only to be rebuffed as the old French 75s showed they could still dish out murderous fire. Even with heavy armor support the Germans could not dislodge the North Africans. After being rebuffed several times with heavy losses they simply bypassed this knot of resistance. France was soon to fall—very soon, as events would show—but the North Africans in these final days showed what might have been accomplished given another chance.