

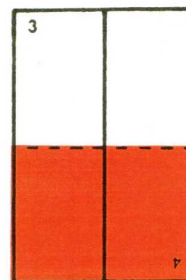
LAST DEFENSE LINE

Scenario 205



BOUVELLEMONT, FRANCE, May 15th 1940: By dusk of the 14th, the Germans had three bridgeheads across the Meuse River. The 15th brought the next stage, the breaking of the last major elements of resistance which stood between them and the great plains of France. One point in this last line was the village of Bouvellemont. Here, one regiment of the 14th Division was "to hold at all cost". Being one of France's finest units, the defense put up by the 14th Division appeared too much for the German 1st Infantry Regiment and the attack soon bogged down. With more than half their officers killed and many of the companies at half strength from fatigue as well as losses, the regimental commander Colonel Balck realized that for the attack to continue, he would have to lead the final assault himself.

Board Configuration



VICTORY CONDITIONS

The German victory conditions are determined randomly before the start of play. The German secretly draws a chit numbered from 1 to 4 and compares it with the corresponding victory conditions below. The chit is not revealed until the end of the scenario. The French player wins by avoiding the German victory conditions.

CHIT #1—Eliminate 7 French squads without losing more than 6 squads and "control" any one building listed under Chit #2 & 3. Crews count as 1/2 squads. Scenario ends on game turn 8.

CHIT #2 & #3—"Control" any three of the following buildings at scenario end; 3X3, 3Y8, 3S3, 3CC5 and/or 3U6. Scenario ends on game turn 9.

CHIT #4—Exit 6 squads off any west edge hexes of board 3. Scenario ends on game turn 10.

SPECIAL RULES

205.1 All wheatfield hexes *do* exist in this scenario.

205.2 Because of the exhausted condition of their troops, no German unit may use "double time" movement (73).

205.3 The playing area is restricted to hex rows south of row Q inclusive.

205.4 The German radio is worth one module of 80mm fire support.

205.5 The game length depends on the German Victory Condition chit drawn as indicated on the Turn Record Chart.

TURN RECORD CHART

⊙ French sets up first	1	2	3	4	5	6	7	① 8	② 9	③ ④ 10	?
⊕ German moves first											

Elements 152nd Regiment, 14th Infantry Division, set up anywhere on board 3 and anywhere on board 4 west of row "3" inclusive;

4-5-7	2-3-7	9-1	8-1	8-0	MMG 4-11 B12	LMG 2-7 B11+	Mtr 60 #2-24 SPP	Entrench	Inf 65* B11+
9	2	2			2	3		2	2

Elements 1st Infantry Regiment, 1st Panzer Division, enter turn one on any east edge hexes of board 4;

4-6-7	10-2	8-1	8-0	MMG 4-12 B12	LMG 2-8 B12	7 B12
12			3		4	

AFTERMATH: The presence of Colonel Balck carried the day for the Germans. By nightfall of the 15th the French had abandoned Bouvellemont and were falling back towards Reithel with the loss of over a third of their men. For his leadership that day Balck was awarded the Ritterkreuz. Even though the stiff resistance at Bouvellemont

did help check the advancement of the 1st Panzer Division, the 2nd Panzer Division smashed through the French 53rd Division to the north to close with the XLI Panzer Corps at Montornet. What used to be three isolated bridgeheads on the 14th became one continuous pocket on the 15th. The route westward now lay open.