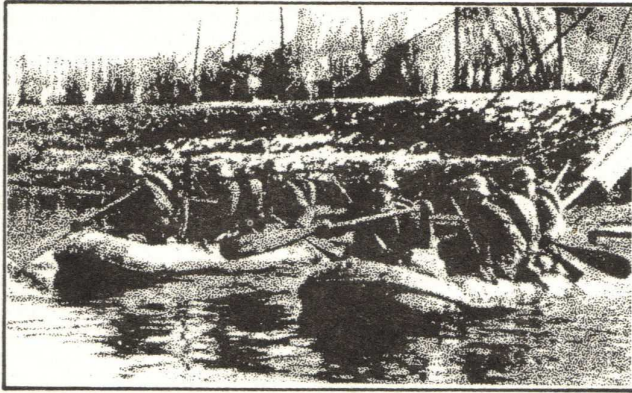


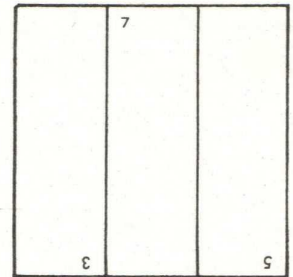
THE DINANT BRIDGEHEAD

Scenario 27



HOUX, BELGIUM, May 13, 1940: The Meuse River was the last major obstacle preventing a major armored breakout from the Ardennes. It was imperative that the Germans establish a number of viable crossings before the Allies could regroup. One of three such crossings on the 13th occurred just below Dinant where Rommel's 7th Panzer Division breached the Meuse. During the night of the 12th, a German motorcycle patrol had crossed the river, sans cycles, on an intact weir near the village. Once discovered, the weir was destroyed behind them and bitter French counterattacks threatened to eliminate their precarious foothold. Attempts to reinforce the bridgehead by boat were repulsed by heavy artillery fire and flanking small arms fire. The Germans were so shaken by their heavy casualties that Rommel himself had to take over personal command of the 2nd Battalion and resume the crossing attempt.

Board Configuration



Rules Introduced: Sections 126 - 128

VICTORY CONDITIONS

The Germans win if there are no unbroken French *squads* free of melee within ten hexes *and* possessing a clear LOS to any portion of the German crossing point (see *Special Rule 27.2*), and no unbroken French leader with a functioning radio and a clear LOS to any portion of the crossing point. Note that smoke blocks the clear LOS of artillery observers but does not affect the ten hex ban on French squads. The French player wins by avoiding the German Victory Conditions.

TURN RECORD CHART

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

Elements of the Motorcycle Reconnaissance Battalion of the 7th Rifle Regiment sets up first on any whole ground hex on the west bank of board 7:

All of these units must be within eight hexes of each other.

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

Elements of the 2nd Battalion, 7th Rifle Regiment, and armor of the 25th Panzer Regiment set up last on any whole hex of board 5. Tanks may not start in a building or woods hex.

4-6-7	10-3	9-1	8-1	8-0	HMG 6-16 B12	MMG 4-12 B12	LMG 2-8 B12	7 Δ B12
24			3	3		2	8	3

4 ★★	2 ★	2 ★★
4	4	6

16 -2-3	14 (4) -1	14 -1-3
2	2	2

Elements of the French 18th Infantry Division set up second on any full hex of board 3 not adjacent to a German unit:

4-5-7	2-3-7	9-1	8-1	8-0	Mtr 60 82-24 3PP	MMG 4-11 B12	LMG 2-7 B11+	7 Δ B12	?	AT 25LL
16	2			2		2	4	2	8	2

SPECIAL RULES

- 27.1** There are no island hexes. Consider such hexes open river instead.
- 27.2** The German *crossing point* can be any contiguous 5 letter rows of river bank hexes on both sides of the Meuse and all river hexes in between. There must be an unbroken German squad within each of these two river-bank areas at scenario end. An example of a possible crossing point would be the water and riverbank hexes of rows H, I, J, K, and L. The German player must secretly record his crossing point before the game and reveal it at game end. He may cross outside this area—the crossing point is used for victory purposes only.
- 27.3** The river is deep, running at normal level, and with a moderate current flowing north. The weather is clear with a mild breeze blowing due east.
- 27.4** The German player has one pontoon ferry (no counter provided) with which he may attempt to move his tanks across the river. This ferry is treated the same as a combined Grosse Flossack (128.32) in all respects except that it may carry any one vehicle regardless of weight plus the mandatory crew of two squads. Use any convenient counter to represent the ferry.

- 27.5** The German 10-3 leader represents Rommel. All German units (broken or otherwise) within 4 hexes of an unbroken Rommel gain one level of morale while in that radius. If eliminated by means of a KIA (*not wounded*; 122.4) the French automatically win.
- 27.6** The offboard artillery allowance for the German is one module of 80mm and two modules of 105mm. French offboard artillery is limited to one module each of 75 and 105mm.

AFTERMATH: Rommel ordered his panzers to the east bank of the river to provide covering fire for his troops while the crossing resumed and personally directed fire on French positions. He even went so far as to cross the Meuse with his shaken assault troops and was largely responsible for their repulse of a timid French armor counterattack without benefit of anti-tank weapons. The situation in the bridgehead remained critical throughout the day and by the 14th only 15 tanks had been ferried across while work progressed on the construction of a tank bridge. The French 1st DCR Armoured Division under General Bruneau was closeby and conceivably could have crushed the bridgehead, but for a lack of fuel which hobbled his heavy tanks. By the 15th he was refuelled but Rommel was already across the Meuse in strength.