



Mont-le-Ban, 10 May 1940, Belgium. Rommel's 7th Pz Div has bypassed the 3e Rgt de chasseurs ardennais and the German forward elements soon bumped into the southern flank guard. This lightly held part of the Belgian defense was the responsibility of the 10e Compagnie motocycliste which was scattered in three different strongholds : 2 facing the east and a third curiously facing south. The 3rd platoon led by 1st Lt Coeurderoy had set up on the edge of the forest near Mont-le-Ban while the 1st, supported by one T-15 tank, was defending a parallel route a bit farther to the south. The remaining forces of the company were located around the HQ, slightly at the rear, near Houffalize. At 14h40, the first German motorcyclists appeared on the road, immediately triggering the fire from the 4 fusil-mitrailleurs of 1st Lt Coeurderoy's platoon.

VICTORY CONDITIONS : The German player wins at the end of any game turn if he has scored at least 10 VPs at that time. VPs are gained by exiting units through the west board edge ; however any CVPs gained by the Belgian must be deduced from the German accumulated total. The VCs are the same for each map config.

BALANCE :

- ✚ Add an ATR to the German OB
- The Belgian may ignore the first red card drawn.

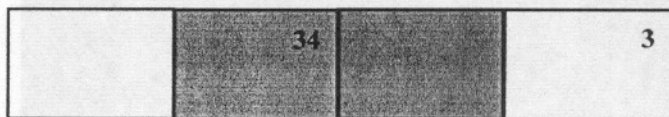
TURN RECORD CHART

Belgian sets up first	✚ 1	2	3	✚ 4	5	6	7	END
German moves first								

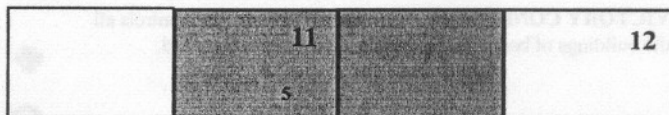
MAPBOARD CONFIGURATIONS :



Config. 1 :

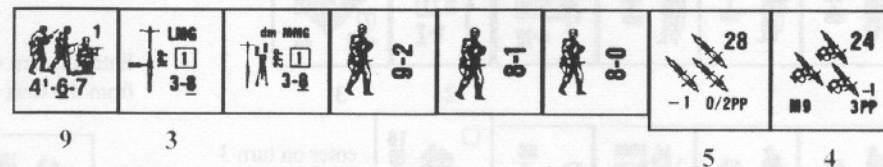


Config. 2 :



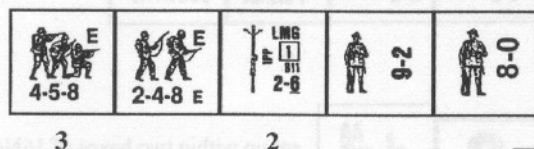
Only hexrows A to P (on boards 11 & 34) and R to GG (on boards 3 & 12) are playable.

Elements of the Kleinschmidt Komp., Krafradschutzen-Batl. 7. [ELR : 4] enter on turn 1 on any east edge road hex either on mapboard config 1 or 2. All the infantry must enter riding motorcycles/sidecars {SAN : 3}

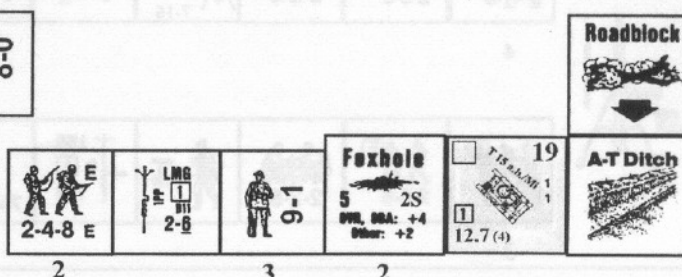


Elements of 2. Komp., Pz Regt 25 enter on the east edge on turn 4.

Elements of the 10eme Compagnie motocycliste, 3e Rgt de Chasseurs Ardennais [ELR : 3] The Belgian player receives *two identical sets* of the following units, to be used on each mapboard config with the modifications of SSR 4. All units set up using HIP within 5 hexes of 34E5 (if using Config.1) or 11oE5 (if using Config.2) {SAN : 3}



Pool of additional forces (see SSR 4) :



scenario conception : Ph. Léonard

SPECIAL RULES:

- EC are Moderate with no wind at start. All streams are shallow. All roads are paved. Shellholes do not exist. The AT-ditch may be placed on a road hex (not bridge).
- If using Config 1., place a (non-HIP) 1-3-5 Pillbox counter in 34A4 (CA : 34A5/3FF4). If using Config 2., place Overlay 5 on 11G9/G10.
- Germans receive Air Support in the form of one Fighterbomber without bomb under the usual entry conditions (E7.2). However this FB is limited to just one Belgian player-turn on board.
- Before any set-up, the Belgian player must determine his final OB for each mapboard config. From a deck of 10 cards (5 Red & 5 Black), he must secretly and randomly pick up 3 cards for each config. Each red card forces him to delete one counter from his *original* OB (owning player's choice). One black card allows him to add one counter chosen from the available pool. The cards must be taken one by one while pre-designating to which config they will be applied ; any consequence/choice of a card draw has to be made instantly ; the order of execution of this procedure is left to the player but the maximum purchases, as indicated in the Pool of Additional forces, must be respected. The scenario should be played two times, with the two final Belgian forces fighting the full German OB in each situation.
- No Boresight. Belgians may Deploy at will during set up.

Aftermath : The chasseur's stronghold was well set up, on both sides of the road which was further cut off by a roadblock and an anti-tank ditch. However Coeurderoy's platoon was understrength with only 17 men instead of 45. Rommel in his grand style exercise of command was right on the spot, among the front line troops. One motorcycle platoon was sent on a small hill at 300 m from the Belgians defenses to fix its fire while the two other platoons bypassed the position on the north. Rommel also directly intervened to send the three reluctant light tanks forward on the attack. A German aircraft soon came into the fray forcing the outmaneuvered and overwhelmed Belgians to a quick retreat. However even after this withdrawal, the Germans were still blocked, the road still being impassable. Rommel then ordered the battalion to use the forest fire cuttings to reach the main road. Despite numerous felled trees and bogs, the Germans soon were on their way to Chabrehez.