



THE FACE OF BATTLE

Monthermé Peninsula, France, 0746 hrs, May 15th, 1940

Reinhardt was behind schedule. He had spent precious time battling through the Ardennes and lost two days crossing the Meuse river at Monthermé. Now it was up to his engineers and infantry to push their way up the mountains surrounding Monthermé and clear the road to the south. Panzertrums and bunkers awaited the German soldiers as the French dug in to hold the line. At 0330 hrs a massive German artillery borage proceeded the first attacks. By morning, enemy soldiers were in close combat all along on the steep cliffs and hills above Monthermé.

Attacker German 6th Panzer Division	Conflict World War Two
Defender French 9ème Armée	Location Northern France

Decisive Victory Condition KIA, INC or capture 75% of the German forces.
Marginal Victory Condition KIA, INC or capture 50% of the German forces.

Game Length: 6 turns



Elements of II Battalion, 42e Demi-Brigade de Mitrailleurs Coloniaux 102e Division d'Infanterie Forteresse, XLle Corps d'Armée de Forteresse

Company HQ

1 Capitaine w/Ruby	2.5.6 G
1 Lieutenant w/Ruby	2.7.6 A
1 Lieutenant w/Ruby	2.7.6 A
2 Rifleman w/Berthier M1907/15	2.7.6
1 Runner w/Berthier M1907/15	2.7.6

Section A

1 Sergent w/Berthier M1907/15	2.7.6 P
4 Soldat w/Berthier M1907/15	2.7.5
1 Caporal w/Berthier M1907/15	2.7.5 A
1 Grenadier w/M1907/15 Berthier GL and Ruby	2.7.5
1 Assistant w/Ruby	2.7.5

Section MG

1 Caporal w/Berthier M1907/15	2.7.5 A
1 Machinegunner w/Ruby and Chatellerault Mle 24/29	2.7.5
1 Assistant w/M1907/15 Berthier Carbine	2.7.5

Optional Units

Peleton HQ (0-6)

1 Lieutenant w/Erma SMG	2.6.7 G
2 Rifleman w/Berthier M1907/15	2.7.6

Colonials (7-8)

1 Caporal w/Berthier M1907/15	2.7.9 A
1 Machinegunner w/Ruby and 1914 Hotchkiss HMG	2.7.9
1 Assistant w/M1907/15 Berthier Carbine	2.7.9

Anti-Tank (9-10)

1 Canon de Antichar de 25mm	
1 Caporal w/M1907/15 Berthier Carbine	2.6.6 A
1 Gunner w/Ruby	2.6.6
1 Loader w/Ruby	2.6.6
1 Assistant w/Ruby	2.6.6

Special Rules

- Roll 1d10 for optional units prior to set up. If the French player is losing the campaign, subtract 1 from the die roll.
- The French soldiers set up last and deploy as indicated on the map.
- Each soldier has one fragmentation (O1) offensive grenade.
- The grenadier has 1d6x2 HE grenades.
- Place one *Turn Ends Now!* event card in any French player deck. For turns 1, 2, 5 and 6 this card is considered a buffer card. On turn 3 and 4, when this card is drawn, the turn automatically ends.

Aftermath

On the morning of May 15th, the entire 102nd Infantry Division was collapsing. By mid-day, the German Engineers succeeded in taking out all French bunkers and pill boxes blocking their advance. As well, the tanks of the 6th Panzer Division were starting to cross in haste at Monthermé, supporting the advance up the mountain road. As the German Army proceeded, the brigades and forces of the 102nd disintegrated. By 1100 hrs the 42nd Brigade Commander was captured. On May 16th the divisional commander, General Portzer, was also captured. By the end of the 16th, the 102nd Infantry Division ceased to exist.