

“Stonne 1940” wargame scenario for “Rapid Fire II” rules

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The “Stonne 1940” wargame scenario refers to the battle of Stonne (little village at south of Sedan) fought on 15th and 16th May 1940 between elements of german 10° panzer division and elements of french 3° armoured division and 3° motorized division.

The game, particularly, refers to the second day of fighting with the germans defending the village, occupied the day before, from a french counter-attack.

French players

French forces (elements of 3° armoured division and 3° motorized division)

- 49° BCC (Battalion de Char de Combat) (fighting tanks battalion) = 3 char B1/bis (1 company)
- 45° BCC = 3 char H-39 (1 company)
- 4° BCC (aggregate) = 2 FCM-36 (1° company)
2 FCM-36 (2° company)
- 67° motorized infantry rgt = 2 battalions each comprising:
 - Co + 3 figures on 1 staff car
 - 3 infantry company (9 figures each) by feet
 - 1 MMG, 1 60mm mortar, 1 81mm mortar (8 figures) on 2 trucks
 - 1 25mm Hotchkiss ATG (3 figures) with 1 half-track or 1 UE
- 242° artillery rgt = 2 105mm field guns (off table)
1 OP team (2 figures) on 1 car (on table)

French forces (elements of 3° armoured division and 3° motorized division) (alternative orders of battle, with some differences in BCC and in artillery)

- 49° BCC (Battalion de Char de Combat) (fighting tanks battalion) = 2 char B1/bis (1 company)
- aggregate cavalry tank company = 2 Somua S-35 (1 company)
- 45° BCC = 2 char H-39 (1 company)
- aggregate infantry tank companies = 2 R-35 (1° company)

2 FT-17 (2° company)

- 67° motorized infantry rgt = 2 battalions each comprising:
 - Co + 3 figures on 1 staff car
 - 3 infantry company (9 figures each) by feet
 - 1 MMG, 1 60mm mortar, 1 81mm mortar (8 figures) on 2 trucks
 - 1 25mm Hotchkiss ATG (3 figures) with 1 half-track or 1 UE
- 242° artillery rgt = 3 75mm field guns (off table)

French forces (alternative, with some differences in BCC and in artillery)

1 OP team (2 figures) on 1 car (on table)

French weapons and vehicles

- Char B1/bis: speed 18/9; armour C; turret weapon (47mm) AT 4; HE 6 tab 4 (or turret VMG)
 - hull weapon (75mm) AT 4; HE 10 tab 4 (or hull VMG)
 - hull weapons (gun and VMG) can fire only straight ahead; hull weapons can't fire if the tank moved at the same turn.
- Somua S-35: speed 24/12; armour D; turret weapon (47mm) AT 4; HE 6 tab 4 (or turret VMG)
- H-39: speed 24/12; armour D; turret weapon (long 37mm) AT 5; HE 6 tab 4 (or turret VMG)
- R-35: speed 18/9; armour D; turret weapon (short 37mm) AT 6; HE 6 tab 4 (or turret VMG)
- FCM-36: speed 18/9; armour D; turret weapon (short 37mm) AT 6; HE 6 tab 4 (or turret VMG)
- FT-17: speed 18/9; armour E; turret weapon (short 37mm) AT 6; HE 6 tab 4 (or turret VMG)
- 25mm hotchkiss ATG: AT 5 (no HE fire)
- 75mm field gun: HE (IDF) 10 tab 4 (off table)
- 105mm field gun: HE (IDF) 12 tab 4 (off table)
- cars: speed 30/15; armour F
- light trucks: speed 30/15; armour F
- medium trucks: speed 24/12; armour F
- renault UE: speed 18/9; armour F
- half-tracks: speed 30/15 (24/12 when towing); armour F

French deployment, moral and particular scenario rules

Moral:

All the french troops are regular.

Tank companies test separately (beginning to test when 1 tank is heavily damaged or destroyed if the company has 2 tanks, when the company has 3 tanks begins to test when 2 tanks are heavily damaged or destroyed).

Each french infantry battalion (42 figures) tests when the losses are 20 or more.

Deployment:

All the french tanks (without the 4 FCM-36 or the 2 R-35 + 2 FT-17) enter at the 1st turn from the road at the south-east side of the table (B).

The first battalion of the 67° infantry rgt enter at the 4th turn from the same road (B).

The OP team enter at the same turn from the same road (B).

The 4 FCM-36 (or in alternative 2 R-35 + 2 FT-17) enter at the 7th turn from the road at the southern side of the table (C).

The second battalion of the 67° infantry rgt enter at the 10th turn from the southern road (C).

Artillery:

French artillery fires between 4th and 11th turns for total 4 turns consecutive or not, after radio call of the OP team.

French tanks:

All the french tanks can't move and fire in the same turn with turret or hull gun (or move or fire)!

Is possible move and fire with the turret VMG in the same turn.

The char B1/bis has a large radiator on its left side, when german player shoots to the left side of this tank at a range of 12 inches or less with AT fire adds 1 to the die roll for hit.

German player

German forces (elements of 10° panzer division)

- 8° panzer rgt = 1 battalion comprising:
 - 1 pz III command tank (HQ company)
 - 3 pz II (light company)
 - 2 pz IV + 1 pz III (heavy company)
- GrossDeutschland rgt = 1 battalion comprising:
 - Co + 5 figures with 1 AT rifle and 1 50mm mortar on 2 light cars
 - 3 infantry company (8 figures each) on 3 heavy cars or 3 light trucks
 - 2 MMG (6 figures) on 1 light truck
 - 1 81mm mortar (3 figures) on 1 light truck
 - 1 37mm ATG (3 figures) with 1 Krupp Protze or 1 other light truck
 - 1 75mm IG (3 figures) with 1 artillery tractor
- 49° pioneers battalion = 1 company comprising:
 - 8 figures with 1 AT rifle, 1 AT charge and 1 flamethrower
 - on 1 Sdkfz 251/7 (with bridge)
- 42° ATG company = 2 37mm ATG (6 figures) with 2 Krupp Protze or 2 Sdkfz 10
- 640° Stug battery (aggregate) = 1 Stug III
- 90° artillery rgt = 2 105mm howitzers (off table)
 - 1 OP team (2 figures) on 1 light car (on table)

German weapons and vehicles

- Pz IV: speed 24/12; armour C; turret weapon (short 75mm) AT 4; HE 10 tab 4 (or turret VMG)
hull weapon VMG
- Pz III: speed 24/12; armour D; turret weapon (37mm) AT 5; HE 6 tab 4 (or turret VMG)
hull weapon VMG
- Pz III command: speed 24/12; armour D; turret weapon VMG
hull weapon VMG
- Pz II: speed 24/12; armour E; turret weapon (20mm autocannon) AT 6 (or turret VMG)
- Stug III: speed 24/12; armour C; hull weapon (short 75mm) AT 4; HE 10 tab 4
- 37mm ATG: AT 5; HE 6 tab 4
- 75mm IG: AT 5; HE 10 tab 4
- 105mm howitzer: HE (IDF) 10 tab 4 (off table)
- light cars: speed 30/15; armour F
- light trucks: speed 30/15 (24/12 when towing); armour F
- half-tracks: speed 30/15 (24/12 when towing); armour F

German deployment, moral and particular scenario rules

Moral:

All the german troops are elites.

Tank companies test separately (beginning to test when 2 panzer for each company are heavily damaged or destroyed).

The GrossDeutschland battalion (45 figures) tests when the losses are 20 or more.

The pioneer company (8 figures) tests separately when losses are 4 or more.

The 37mm ATG company (6 figures) tests separately when the losses are 3 or more.

The chief of the german forces is the officer in the pz III command tank.

Deployment:

The GrossDeutschland battalion (without the 75mm IG) is concealed in the ruins of Stonne, but not in the isolated house to the south side of the table.

The pioneer company is concealed in the wooded hill on the west side of the table.

The german player can deploys, wherever on the table, 3 defences (for example sand sacks) each one for a single supporting weapon (37mm ATG, mortar, MMG, AT rifle or other).

The OP team is concealed on the table wherever in the german deploying areas.

The panzer battalion enter on turn 7th from the northern road (A).

The 75mm IG enter on turn 10th from the northern road (A).

The 37mm ATG company enter on turn 11th from the same road (A).

The Stug III enter on turn 12th from the same road (A).

Artillery:

German artillery can fire from the 1st turn for 5 turns consecutive or not, after radio call of OP team.

Flamethrower:

The flamethrower has 3 shoots for all the game

Terrain

Stonne was bombed the day before, during the german attack, from Luftwaffe's Stukas so, before deploying, the german player, for each house, throw 1 D8 dice: 1-2 = the house has 3 damages and is ruined, 3-4 = the house has 2 damages, 5-6 = the house has 1 damage, 7-8 = the house is intact.

The hill is gentle slope.

The woods are passable but are continuous obstacles for all the units.

Cornfield or other fields are only scenography.

Victory conditions

The french player have to occupy Stonne in 20 turns (the french attack began at 8 a.m. and the fightings protracted for all the day).

The german player must hold the village.



12"
30 cm.

-  ROADS
-  HOUSES
-  FIELDS
-  WOODS
-  WOODEN HILL
- 
-  GERMAN DEPLOYING AREAS