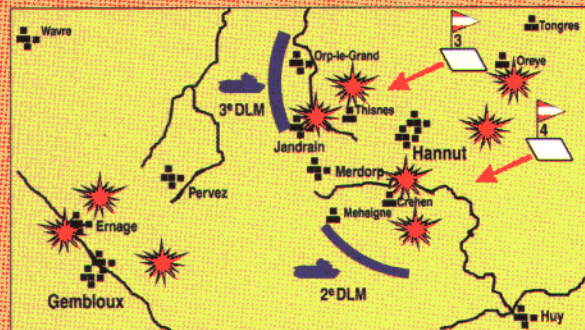


GEMBLOUX

T H E F E I N T

GEMBLOUX THE FEINT is the new module from Critical Hit for Adv. Sq. Ldr. and tactical level miniatures. GTF depicts the Battle for the Gembloux Gap between 11-15 May 1940 through eight chronological scenarios and a Platoon Leader campaign game representing the fight for Jandrain on 13 May. GTF also includes an historical booklet and a custom map overlay depicting a typical Belgian village during the period. The Gembloux CG was developed by European designer Pedro Ramis following extensive tours of the battlefield. CH invites *you* to wargame the Battle of France 1940 like never before with GTF!



\$17.95

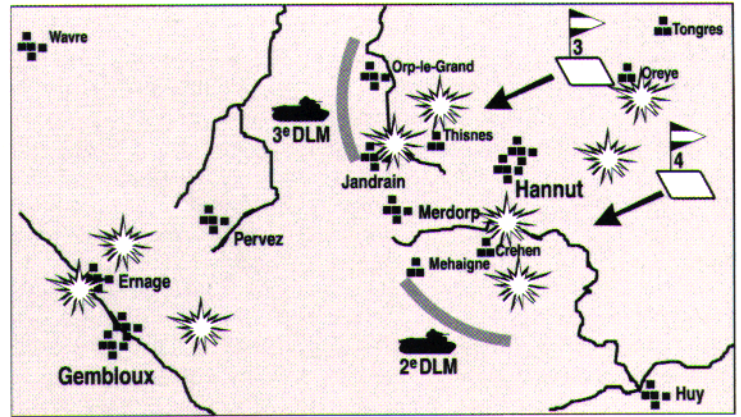
Part No. CH 020



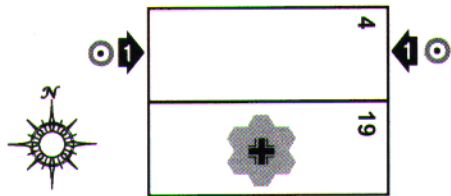
CAUGHT NAPPING

GTf 1

OREYE, BELGIUM, 11 May 1940: The 35th Panzer Regiment, commanded by Great War veteran Ernst von Jungenfeld, led the German advance into Belgium. By 9:15 A.M. the 35th Regiment had broken through the Belgian defense zone in the Tongres area despite Allied air attacks. In classic *Blitzkrieg* style, the defenders were attacked from the rear, disrupting their lines of communication. That afternoon, the 35th Regiment was ordered to change direction, to the southeast, in order to surround and cut off the Belgian troops defending Liege. Late that same afternoon, two French Panhard reconnaissance cars, nicknamed 'Pan-Pans' by their crews, were to temporarily disrupt Jungenfeld and the plans of the entire 35th Panzer Division. Achieving complete surprise, the Panhards quickly destroyed one of the lead panzers before the Germans could react. This minor ambush so surprised the Germans that they halted their advance and went into laager for the night at Oreye, still some fifty kilometer from Gembloux. This action allowed several Belgian units to escape the German advance, and also allowed units coming in behind the DLMs time to deploy and set up their defenses to halt the onrushing panzers.



BOARD CONFIGURATION AND ENTRY:



BALANCE:

- ✚ In the Victory Conditions, change "4" to "7".
- ☉ Replace the French 9-1 armor leader with a 9-2 armor leader.

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. During the first French player turn, all German TH DR must triple the lower dr and no Motion (D2.401) attempts may be made. During the first German player turn, all German TH DR must double the lower dr.
3. One German tank must start abandoned. The crew must set up HIP in the same hex with the tank; treat the abandoned tank as concealment terrain for purposes of HIP loss. The abandoned tank must check for Bog (D8.2) before it may expend a Start MP, change VCA, or attempt Motion (D2.401) [EXC: only a +3 DRM applies to this Bog DR].
4. No vehicle may be concealed during the scenario.
5. Bore Sighting is NA.

VICTORY CONDITIONS: The French win if they have amassed ≥ 4 VP more than the Germans. Casualty VP are amassed normally. Additionally, the Germans receive Exit VP for units (including Recalled AFV) that Exit off the east edge.

✚ GERMAN Sets Up First	1	2	3	4	5	6
☉ FRENCH Moves First						

Advanced elements of the 4. Panzer Division
set up $\leq$ three hexes from hex 19S6 (see SSR 3):

{SAN: 0}

4

Elements of the 8^e Cuirassiers, 2^e Division Légère Mécanique
enter on Turn 1 along the east or west edge of board 4:

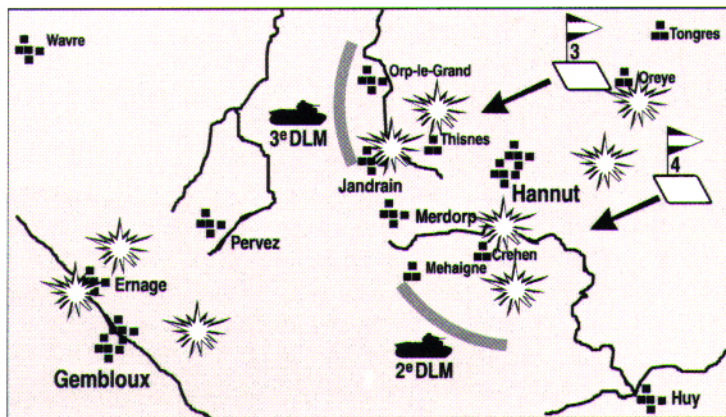
{SAN: 0}

2

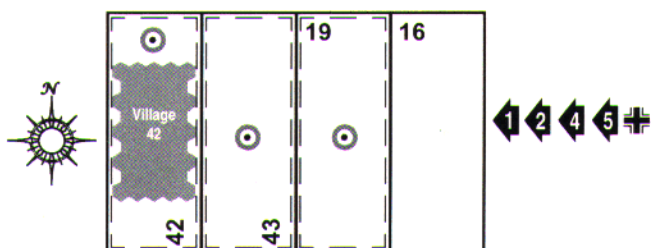
BITTER DAY

GTF 2

10 kilometers east of HANNUT, BELGIUM, 12 May 1940: At about 4:00 A.M. the 35th Panzer Regiment moved out of *laager* at Tongres and advanced on the village of Hannut. Meeting no significant opposition, von Tunefully's 35th progressed until running headlong into French armor and infantry outside the village of Hannut. The survivors of the initial ambush deployed and attacked the French strongpoint. The fighting soon intensified, with French tanks mounting a counter-attack against the Germans. The battle rapidly grew confused as both sides brought up reserves in an effort to gain the upper-hand. For once, French armor was competently led and organized; the French tankers gave the 35th Regiment as good as they got, firing on the enemy panzers from cover, then skillfully shifted to new positions throughout the fight. Around midday, German headquarters finally comprehended the serious situation posed by the opposing French force arrayed against the 35th Panzer. They quickly redeployed the remaining armor in an open formation around the enemy defenses and awaited additional reinforcements. On this day, the French could claim victory as they halted the men of the *Panzergruppe* short of that day's goals. The Germans later claimed nine destroyed French tanks and admitted to losing five of their own.



BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: The Germans win if, at game end, they Control ≥ 14 buildings on board 42; *OR* they have amassed ≥ 25 Casualty VP more than the French.

BALANCE:

☉ Delete one PzKpfw IIIF from the Turn 1 reinforcements.

✚ Delete SSR 2.

SPECIAL RULES:

- EC are Moderate, with no wind at start. Grain is in Season (B15.6). All buildings are wooden. Buildings on board 43 are Single Story. Place the **Village-42** overlay on board 42.
- One French unit on each board (and any SMC/SW stacked with a HIP MMC), may set up using HIP.
- Starting on Turn 7, all German vehicles are treated as having red MP (D2.51).
- Trucks that do not contain Personnel may not move closer to a Known (to it) enemy unit unless moving closer to friendly Infantry.

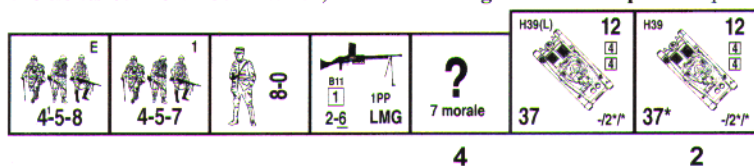
☉ FRENCH Sets Up First	1	2	3	4	5	6	7	8	9	10
✚ GERMAN Moves First										

Elements of the 1^e Cuirassiers, 3^e Division Légère Mécanique set up on board 19:

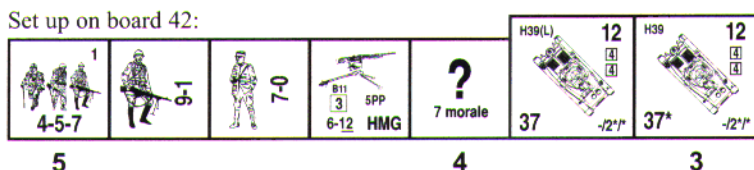


[ELR: 3]

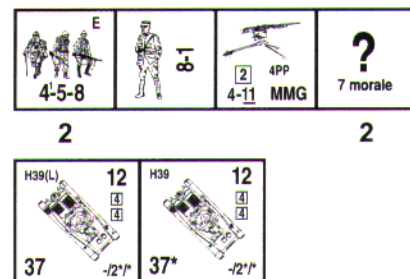
{SAN: 3}



Set up on board 42:



Set up on board 43:



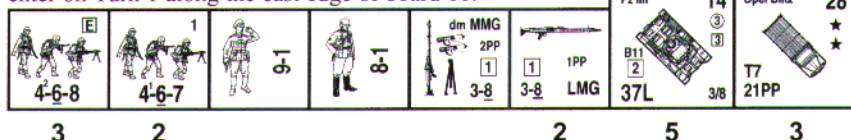
Elements of the Panzer Regiment 35, Panzer Division 4.

enter on Turn 1 along the east edge of board 16:

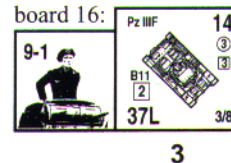


[ELR: 4]

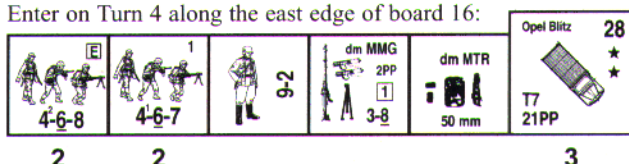
{SAN: 2}



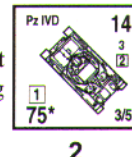
Enter on Turn 2 along the east edge of board 16:



Enter on Turn 4 along the east edge of board 16:



Elements of Kompanie 8., Panzer Regiment 35, Panzer Division 4. enter on Turn 5 along the east edge of board 16:

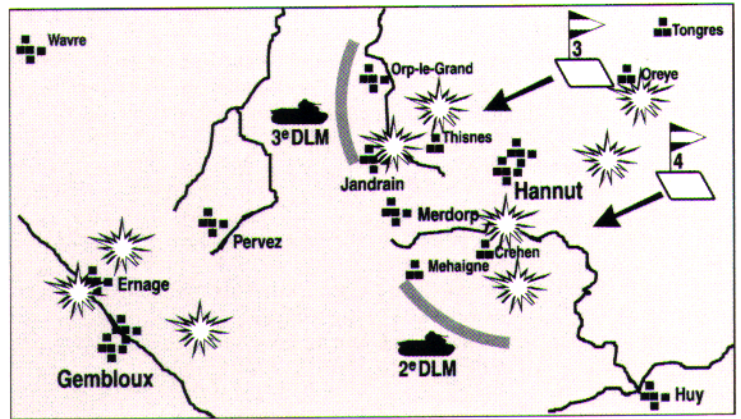




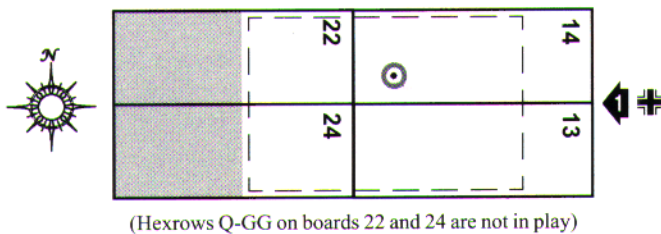
RELUCTANT WITHDRAWAL

GTF 3

CREHEN, BELGIUM, 12 May 1940: At 8:00 A.M. the 2nd DLM retreated from Hannut, to avoid being overwhelmed by German supporting units. Soon after, the Germans were engaged by another French strongpoint at Crehen at 8:30 A.M. In this position, the 2nd Cuirassiers, commanded by Captain Sainte-Marie Perrin and armed with 21 French Hotchkiss tanks, took on the best the German panzer force had to offer. The action rapidly grew hotter as Perrin's Hotchkiss squadrons engaged the Panzers from a series of prepared positions, even as the Germans approached on the center of Crehen. Despite the loss of Captain Perrin early in the engagement, the French unit stood and fought it out with the enemy, both sides taking heavy losses. As the supporting infantry of the Dragoons suffered losses, the responsibility for the defense shifted to the French tankers. Part of a German column advanced into the town center, while the rest performed a flanking maneuver around the defenses. By 11:00 A.M. the surviving Dragoons had retreated to Merdorp while the ten remaining Hotchkiss tanks broke out to Thisnes. Losses had been inflicted on the German attackers, but the French armor was being inexorably forced back.



BOARD CONFIGURATION AND ENTRY:



(Hexrows Q-GG on boards 22 and 24 are not in play)

BALANCE:

✚ Delete one PzKpfw IIIF from the German OB.

🎯 Replace the French HMG with a MMG.

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Grain is in Season (B15.6). Streams are Dry. The airfield and buildings on boards 13 and 14 do not exist.
2. The French may set up one unit (and any SMC/SW stacked with a HIP MMC) using HIP. The French receive one module of 105mm OBA (HE).
3. Passengers may use Cloaking (E1.41) until they fire, unload, or are attacked and suffer at least a PTC.
4. Halftracks that do not contain Personnel may not move closer to a Known (to it) enemy unit unless moving closer to friendly Infantry.

VICTORY CONDITIONS: The Germans win if they Control $\geq$ six buildings at game end.

🎯 FRENCH Sets Up First

✚ GERMAN Moves First

1

2

3

4

5

6

7

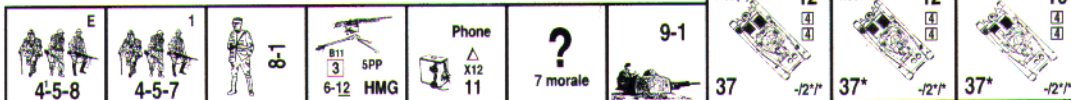
8

Elements of the 2^e Cuirassiers and 11^e Dragons, 3^e Division Légère Mécanique set up on/west-of hexrow 13H/14H (see SSR 2):



[ELR: 3]

{SAN: 3}



3

3

10

2

2

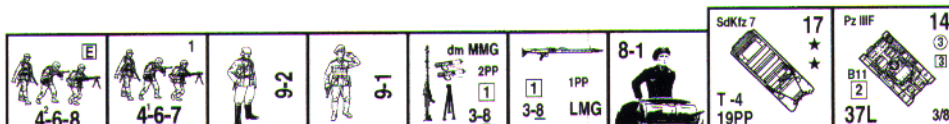


Elements of the Panzer Regiment 35, Panzer Division 4. enter on Turn 1 along the east edge (see SSR 3):



[ELR: 4]

{SAN: 2}



3

2

2

4

8



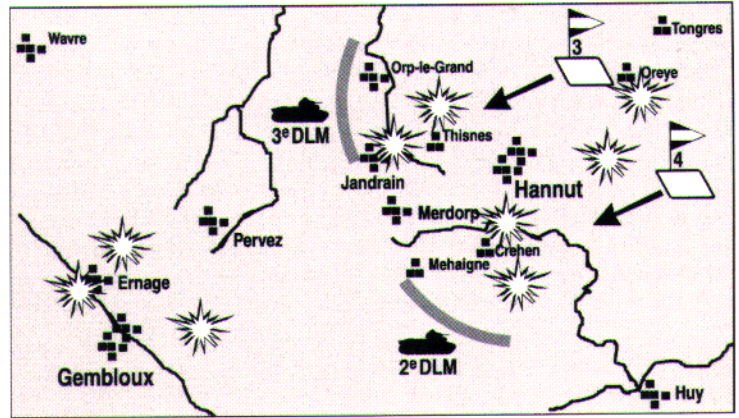
GTF 4

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WRONG BATTLE

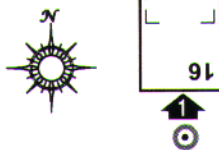
GTF 5

Near CREHEN, BELGIUM, 13 May 1940: The situation of the 3rd DLM had become somewhat desperate, with the unit under attack by the 3rd and 4th Panzer Divisions. Large formations of panzers attacked small, often uncoordinated groups of French tanks and the ever present Stukas furthered harried their foes. The 3rd DLM was slowly being ground down by the persistent attacks. In the sector of the 2nd DLM, little combat had occurred. In an effort to relieve some of the pressure on 3rd DLM, the commander of the 2nd, General Bougrain sent 30 Somuas from Mehaigne at 5:30 A.M. to provide a relief force and bolster the friendly forces. Near Crehen the reinforcing elements ran into Combat Group Lutwitz, consisting of the 9th MG Battalion, the 3rd Panzer Division's 7th Reconnaissance Battalion, and one company of anti-tank guns. The unit had been providing cover on the flank of the 4th Panzer Division until making contact with the oncoming enemy forces. The French raid broke down quickly under fire from the German tanks and anti-tank guns. The 3rd DLM would receive no help this day as 2nd DLM found itself under attack. The losses from this battle used up the reserves of the 2nd DLM. When the Germans began their attack against the 2nd, the French no longer had the strength to counter the enemy move effectively.



BOARD

CONFIGURATION AND ENTRY:



BALANCE:

- Replace the MMG with a HMG in the German OB.
- Delete SSR 5.

SPECIAL RULES:

- EC are Moderate, with no wind at start. Grain is in Season (B15.6). All buildings are Single Story.
- The Germans may set up one MMC (and all SMC/SW stacked with it) using HIP.
- All French Personnel must enter as Passengers. Passengers may use Cloaking (E1.41) until they fire, unload, or are attacked and suffer at least a PTC.
- Use a German 50L AT Gun to represent the Czech 47L AT Gun [EXC: the AP Basic TK# is "11"].
- The Germans receive Air Support, which appears as per E7.2 in the form of one Stuka with bombs. The Stuka is automatically Recalled at the end of the player turn in which it has made an attack or at the end of the second French Player Turn in which it has been onboard, whichever comes first.

GERMAN Sets Up First

FRENCH Moves First

1 2 3 4 5 6 7 8

Elements of the Reconnaissance Battalion 7 and Anti-Tank Battalion 654 from Combat Group Lutwitz set up on/north-of hexrow K:



[ELR: 4]

{SAN: 3}

1 4-6-7	2 2-2-8	9-1	7-0	2PP 5-12 MMG	7 morale	9-1	AT M12 37L H6[9]	AT M10 50L [75]	14 B11 2 37L 3/8
5	2				4			(see SSR 4)	2



Enter as per SSR 5:



Elements of the 2^e Division Légère Mécanique enter on/after Turn 1 along the south edge; all, some, or none may enter on each turn (see SSR 3):



[ELR: 3]

{SAN: 2}

E 4-5-8	8-1	8-0	2PP	1PP 1-12 ATR	8-1	*27 T12 14PP	*13 47 -2"
7						7	5

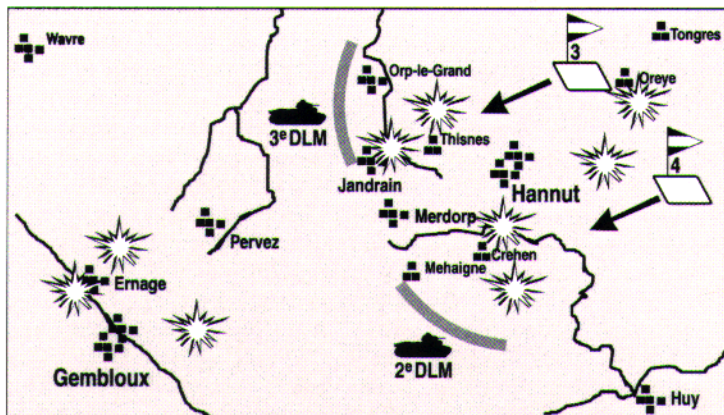




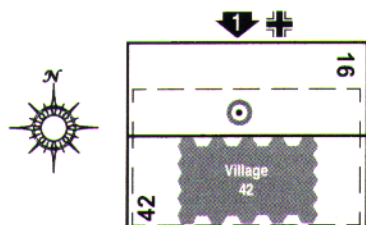
WITHOUT THOUGHT OF RETREAT

GTF 6

ERNAGE, BELGIUM, 14 May 1940: After blocking the advance of the 4th Panzer Division, the 2nd and 3rd DLMs retreated behind Gembloux to rest and reorganize. Time had been bought, albeit at high cost, to allow for the 1st Moroccan Division and 15th DLM to take up positions across the Gembloux Gap. While following close on the heels of the 4th Reconnaissance Group the 4th Panzer Division ran into advance elements of the 7th Moroccan Tirailleurs at 10:00 A.M. Because tanks of the 3rd Panzer had "shadowed" the withdrawing French unit, at first the Moroccans mistook the enemy tanks for friendly. Quickly discovering their error, the Moroccan soldiers lashed out violently and forced the Germans tankers back. Throughout the afternoon, the Moroccan division would be attacked by panzers as the offensive moved north of the Moroccan defensive positions. Again on the 15th, the Panzers, heavily supported by infantry and stukas, attacked the stubborn 1st Moroccans over and over, finally forcing a breakthrough. Practically the only success by the Germans was their capture of the village of Ernage.



BOARD CONFIGURATION AND ENTRY:



BALANCE:

- In the Victory Conditions, change "13" to "9".
- In the Victory Conditions, change "10" to "7".

VICTORY CONDITIONS: The Germans win if, at game end, they Control ≥ 12 buildings that are on/between hexrows O and X on board 42, provided that the French have not amassed ≥ 13 Casualty VP more than the Germans.

SPECIAL RULES:

- EC are Moderate, with no wind at start. Grain is in Season (B15.6).
- Place overlays **OG2** on 1603-O4 and **Village-42** on board 42.
- During the first German player turn, each French ATG crew must take a NTC after announcing (and placing the Gun and crew on board), but before resolving, its first shot; failure of this NTC results in the crew being marked with a First Fire marker (no loss of concealment) and *that* shot may not be taken (Intensive Fire may be used in the same hex if the moving unit has spent ≥ 2 MP/MF in that hex or during the DFPh).
- The Germans receive Air Support, which appears as per E7.2 [EXC: no dr is made on Turn 2] in the form of two Stukas with bombs. Each Stuka is automatically Recalled at the end of the Player Turn in which it has made an attack.
- Bore Sighting is NA. No mobile AFV may be voluntarily abandoned.

FRENCH Sets Up First [121]	1	2	3	4	5	6	7	8
GERMAN Moves First								

Elements of the 7^{ème} Régiment de Tirailleurs Marocains, 1^{re} Division Marocaine
set up on board 16 in hexes numbered ≤ 5 and on board 42:

[ELR: 3]
{SAN: 4}

E 4-5-8	1 4-5-7	2-2-8	1	1	B11 3 5PP 6-12 HMG	4-11 4PP MMG	1-12 1PP ATR	7 morale	SA-L mle 34 AT M12 25LL [45]
5	5	3						8	3



Elements of the Panzer Division 4. enter on Turn 1 along the north edge:

[ELR: 4]
{SAN: 2}

4-6-8	9-2	8-1	7-0	dm MMG 2PP 3-8	1 1PP 3-8 LMG
6					2

Pz I B 15 B11 1 CMG -16	Pz IIF 14 B11 2 20L -15	Pz IIF 14 B11 2 37L 3/8
2	3	2

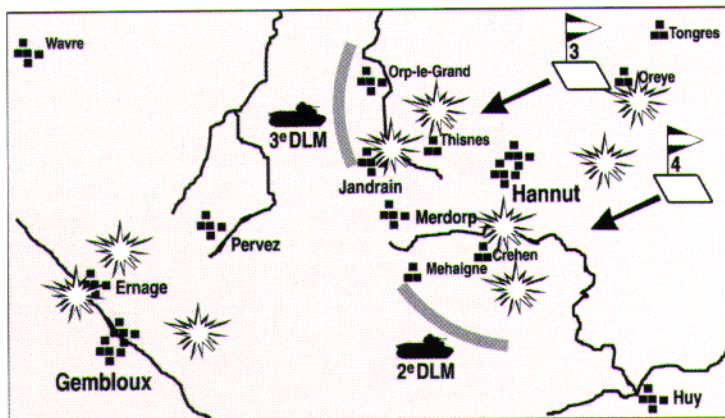
Enter on/after Turn 3
as per SSR 4:



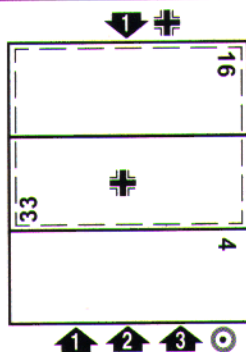
RECAPTURING ERNAGE

GTF 7

Outside of ERNAGE, BELGIUM, 15 May 1940: Despite repeated tank, infantry and Stuka attacks on the 14th, Ernage was not taken until 8:00 A.M. the next day. After the men of 4th Panzer finally captured the village, the 2nd RTM and 35th BCC launched a brutal counterattack to recapture the Ernage that same afternoon. Little went right for the Germans this afternoon. They were able to increase their control of the village, but still had not crossed the railroad line, now defended by the 1st Moroccan. Losses were dreadful on both sides, orders were misunderstood, and operations were mistakenly suspended to allow time to regroup after the commander of 4th Panzer was wounded. Taking advantage of enemy confusion, the French counter-attacked and were able to restore the local situation. The cost for this small success was high: 35% of the troops, including 50% of the officers, were lost and only five tanks remained battle-worthy.



BOARD CONFIGURATION AND ENTRY:



BALANCE:

- Replace the PzKpff IIAs with PzKpff IIFs and increase the German SAN to 4.
- Delete SSR 3.

SPECIAL RULES:

- EC are Moderate, with no wind at start. Grain is in Season (B15.6). All buildings are Single Story.
- All French leaders add a +1 DRM (cumulative with their leadership DRM) when attempting to Rally a non-DM, non-crew MMC.
- The Germans receive Air Support, which appears as per E7.2 in the form of one Stuka with bombs. This Stuka is automatically Recalled at the end of the second French Player Turn in which it has been onboard.

VICTORY CONDITIONS: The French win if they Control buildings 16O3 and 16L6 at game end.

GERMAN Sets Up First

FRENCH Moves First

1

2

3

4

5

6

7

8

9

10

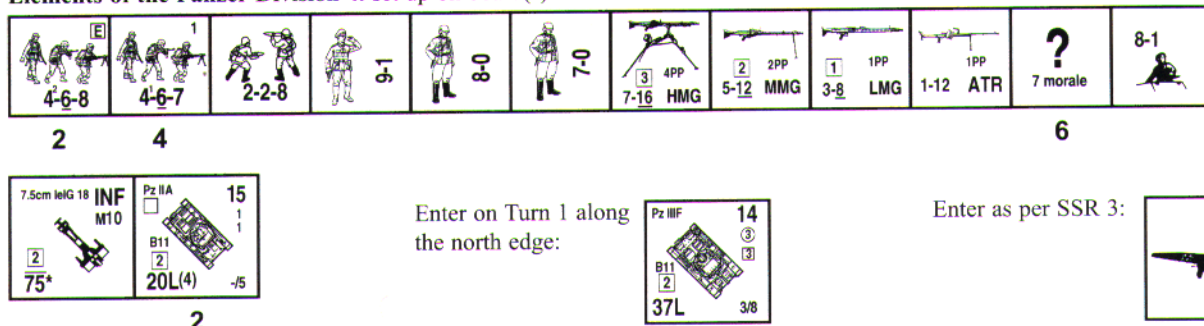


[ELR: 4]

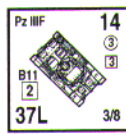
{SAN: 3}



Elements of the Panzer Division 4. set up on board(s) 16 and/or 33:



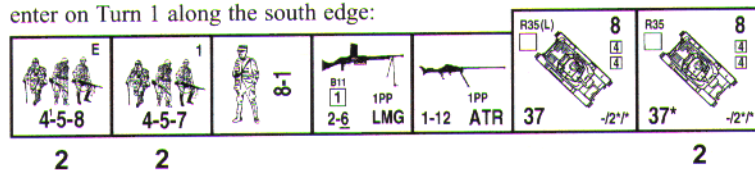
Enter on Turn 1 along the north edge:



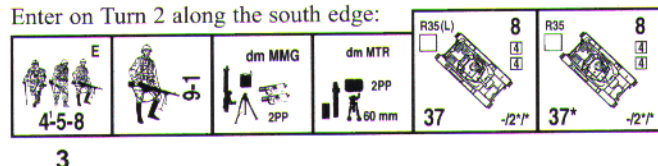
Enter as per SSR 3:



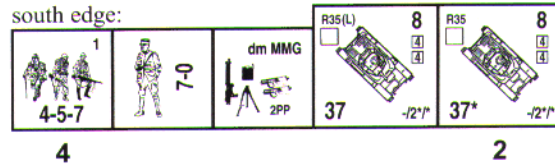
Elements of the 35^e Bataillon de Chars de Combat and 2^eme Régiment de Tirailleurs Marocains, 1^{re} Division Marocaine enter on Turn 1 along the south edge:



Enter on Turn 2 along the south edge:



Enter on Turn 3 along the south edge:

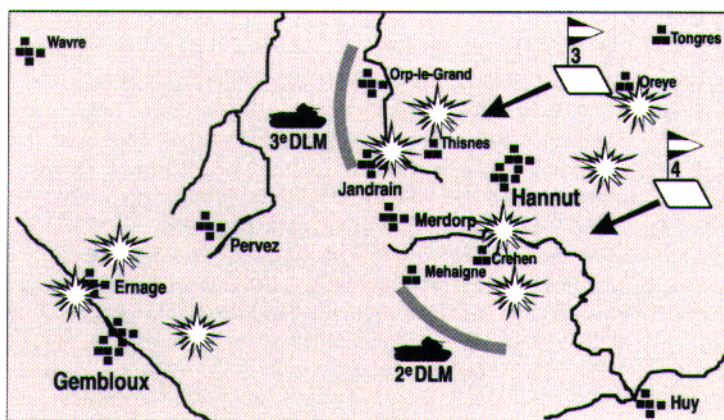




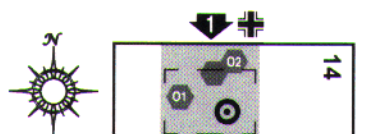
DEATH ON A HOLLOW ROAD

GTF 8

East of GEMBOUX, BELGIUM, 15 May 1940: Fierce fighting marked the entire sector of the 1st Battalion, Moroccan RTM. Nowhere was it more violent than in the fighting for the *Chemin Creux* (hollow-road) 100 meters east of the railroad tracks near Gembloux. After the tanks of the 5th Panzer Regiment retreated to regroup, supporting infantry was ordered to take the feature and clear away the stubborn defenders. Hand-to-hand fighting ensued as men of the 1/2 RTM Moroccan desperately fought to deny the German attackers use of the road. By 11:00 A.M. the 1/2 RTM had lost some 30% of its front line troops. Losses continued and were nothing short of appalling on both sides; at times the Moroccan and Germans infantry exchanged direct fire at point blank range. After suffering 75% losses, the commander of 1/2 RTM, Captain Arthur Grudler, called his commanding officer and stated, "If the order to hold my position is confirmed,...this will be my last message." At 1 P.M. his orders to hold were confirmed, as the commander was expected to counter-attack with tanks and infantry to restore the situation. However, such developments came too late for Captain Arthur Grudler and his men defending the Hollow Road; he and the last seven men of his company died in a desperate attempt to deny the road to the Germans. In 1987, the Hollow Road was renamed *Chemin Creux Capitaine Grudler* in honor of the brave Captain and his soldiers.



BOARD CONFIGURATION AND ENTRY:



(Only hexrows N-Z are playable)

BALANCE:

○ Delete SSR 4.

✚ Replace the German MMG with a HMG.

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Grain is in Season (B15.6). All buildings are wooden.
2. Place Overlay **O1** on W6 and **O2** on S9-T9.
3. All French units are Fanatic. No Quarter is in effect for both sides.
4. The Germans receive Air Support, which automatically appears on Turn 4, in the form of one Stuka with bombs. The Stuka is automatically Recalled at the end of Game Turn 5.

VICTORY CONDITIONS: The Germans win if they Control all of the Sunken Road hexes at game end.

○ FRENCH Sets Up First

✚ GERMAN Moves First [112]

1 2 3 4 5 6 7

Elements of the 2^e Compagnie, 1^e Bataillon, 2^{ème} Régiment de Tirailleurs Marocains, 1^{re} Division Marocaine
set up in hexes numbered ≤ 5:



[ELR: 2]

{SAN: 4}

4-5-8	6-1	8-1	6-12 5PP HMG	2-6 1PP LMG	60* 3 [3-42]	7 morale	5 OVR, OBA +4 1S Other +2
5					4		4



Elements of Panzer Regiment 5, Panzer Division 3, enter on Turn 1 along the north edge:



[ELR: 4]

{SAN: 3}

4-6-8	4-6-7	9-2	8-1	6-1	2 2PP 5-12 MMG	1 1PP 3-8 LMG	dm MTR 1 50 mm
4	6				2		



Enter on Turn 4:





LOST SENTINELS

PL H

JANDRAIN, BELGIUM, 13 May 1940. On the 12th, the first armored skirmishes raged around the positions of the 2nd DLM at Hannut before the Germans of the 4th Panzer Division turned aside. The following morning, with the 3rd Panzer Division at its side, the offensive continued. At 1100h, one German column of the 3rd Pz Division stormed the twin villages of Orp (Orp-le-Grand and Orp-le-Petit) and engaged various small French detachments in the fields beyond. After a brief pause to gather some force, one column drove south towards the village of Jandrain to isolate its garrison from the second defensive line at Jauche. A cautious advance towards the grainfields proved judicious as some Hotchkiss tanks were discovered guarding the village and a platoon of Somuas was spotted further west on the road leading to Jauche. Two PzIV were destroyed and some PzJg IB from PzJg Abt 39 were called forward. The attack continued at a slow pace but developed at about 1300 hours as a column from Panzer Rgt 35 of the 4th Pz Division pushed through the 2nd DLM's defense at Merdorp. Three Somua platoons were held in reserve to avoid an encirclement from that direction and were given the order to reach the crest line near the water tower of Jandrain. Lt Pasteur went too far, leading his platoon into Jandrenouille. Captain Amel kept the heights and repulsed the 4th Panzer's tanks. At 1600h, the Somuas were ordered to fall back into Jauche. When they left, the pressure on Captain Lizeray's 1st Battalion became unbearable and an attempt to reach Jauche under the protection of the surviving Hotchkiss tanks was made. Once in the open ground between the two villages, the Dragoons were cut down by the fire of about fifty tanks. Most of the survivors were then captured while only half of the Hotchkiss tanks escaped. The next step of the German attack was an assault of Jauche itself but the French were already retreating and only skirmishes occurred.

CG Victory Conditions: The Germans win if, at CG end, they are able to apply ≥ 80 FP on the 16P4-N4-A5/A6 road (PBF/TPBF/DC/Smoke hindrances are NA for this purpose. AFV are worth the FP equivalent to the IFT column for its gun caliber plus any AFV MGs. MTR are worth their Area TT FP [Ex: 81mm MTR is worth 8FP]; and Control ≥ 15 of the buildings on board 41. The French win immediately if they have amassed ≥ 120 VP. CVP are amassed normally. Additionally, Exit VP is awarded for French Infantry [EXC: vehicular crews] that exit off the west edge during the last CG Date.

CG Dates: 1130 to 1610 Hours 13-MAY-1940. (four CG scenarios)

Campaign Balance: FRE Add 5 CP to the French at start OB.
GER Add 5 CP to the German at start OB.

Initial Scenario Victory Conditions: The Germans win if they amass more CVP than the French.

Initial Scenario: German Attack, French Idle

Initial Scenario Balance: FRE Increase the French ELR to 3.
GER Increase the German ELR to 4.

IDLE Side Sets Up First; and ATTACKING Side Moves First

1	2	3	4 ^①	5 ^③	6 ^⑤	7 ^⑥
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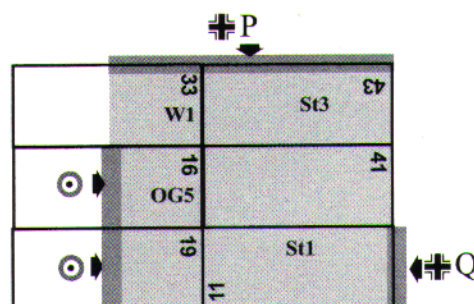
TERRAIN CONFIGURATION: Terrain is ETO.

All Buildings are Stone. There is a Ford in 43oU3. The Stream is Shallow. Hexsides 41V9/oW10 and 41oW1/W2 are Stream hexsides. Treat the Wadi as a Gully and the Desert Open Ground as normal OG. Hexrows Q-GG on boards 16, 19, and 33 are not playable.

OVERLAY PLACEMENT:

OG5 on 16C7-C8;
W1 on 33C6-B6;
St1 on 11O2-P2; and
St3 on 43Q5-R4.

Friendly Board Edge: French FBE is West edge of boards 16/19. German FBE is the North edge and east edge of board 11.



INITIAL FRENCH OB: [ELR: 2] {SAN: 3}
Elements of the 1st Battalion, 11th RDP and 6th GRCA, 3rd DLM
set up on board(s) 16 and/or 41 (see SSR I2):

RGs: Inf Pltn (I1) RGs: Moto Pltn (I3)
RGs: 2x LT Sect (A1)
10x ? 10x 1S Foxholes Roadblock
26 CP (see SSR I4)



INITIAL GERMAN OB: [ELR: 3] {SAN: 3}
Elements of the 3rd Panzer Division
enter on/after Turn 1 along the north edge:

RGs: 2x Inf Pltn (I1) RGs: LT Pltn I (A1)
RGs: 2x LT Pltn II (A2)
26 CP (see SSR I4)



LOST SENTINELS Campaign SSR:

- C1.** Weather, EC, and Wind are *always* as provided on the CG Card.
- C2.** Germans enter along the north edge [EXC: "Q" RGs must enter along the east edge of board 11]. "Q" RGs may only be purchased during scenarios 3 and/or 4. See RGs footnote "z" for explanation of "Q" RGs.
- C3.** French enter along the west edge of board(s) 16 and/or 19.
- C4.** CP replenishment (instead of PL 3.52) is equal to the number given on the CG Card minus a secret DR.
- C5.** At the start of each French RPH of CG Scenario 4, the French make a DR: if ≥ 7 , all S-35 AFV are immediately Recalled and must exit off the east edge.
- C6.** Kindling is NA. No FP purchases are available in this CG.

LOST SENTINELS Initial SSR:

- I1.** All PL CG SSR and Campaign SSR are in effect unless noted otherwise.
- I2.** The OB given (i.e., not purchased) French H-39s may set up using HIP. No AFV may set up in a building.
- I3.** Bore Sighting is NA.
- I4.** The amount of CP received is reduced by a secret DR. Optionally, for balance purposes, players may agree to use the same DR.





Elements of the 1st Battalion RDP and 6th GRCA, 3rd DLM

French CG Card

ID	Unit Description and Composition	Type	CP Cost	Maximum Scen.	CG	Notes
A1	LT Sect.	3xH39 Light Tank	5	3	4	a l
A2	MT Sect.	5xS35 Medium Tank	8	2	3	l
I1	Inf. Pltn.	3x4-5-7 Squad	3	2	3	a l w
I2	Inf. HQ	2-3-7HS, 60mm Mtr., 9-2, 8-0	2	1	1	a
I3	Cycle. Pltn.	4x4-5-8 Squad, LMG, 4xSidecar	4	2	3	a l w
G1	MTR/AT Sect.	2x81mm Mtr.; 2x25MM AT	5	1	1	a c
G2	AT/MG Sect.	2x25mm AT; 2xHMG	4	1	1	a c
O1	Btln. Mortars	81mm Btln. Mtr. OBA (HE+S)	3	1	3	p
O2	Light Artillery	75mm OBA (HE+S)	2	1	4	p
O3	Medium Artillery	105mm OBA (HE)	4	1	2	p
O4	Offboard Observer	Offboard Observer	1	1	3	o
M1	Sniper	+1 SAN Increase	1	1	4	
M2	Attack Option	Attack Option	3	1	3	

a Available for on-map set up on CG Date of purchase for the first two CG Dates only.

b The Germans may bombard two half boards as per C1.8. Hexrow Q is unaffected unless both halves of the same board are chosen. No German unit may set up within three hexes of a bombarded half board hex [EXC: Isolated unit].

c Each Gun is accompanied by a 2-2-8 crew and each MG is accompanied by a 1-2-7 crew.

e Assault Engineers (A11.5 and H1.22) and Sappers (B28.8 and B24.7) with ELR of 5. Each Pioneer Section receives three DC.

l Determine Leaders as per 1.6205.

o Offboard Observers are at Level 2. The German is placed along the north edge; the French is placed along the west edge of board 16.

p No Pre-Registered hexes may be purchased!

t Make a dr to determine the model of tank for that RGs: ≤ 2 use Pz IIA or Pz IVC; and ≥ 3 use Pz IIF or Pz IVD. Only one dr is made for each Platoon.

w French RGs I1 and I3 arrive with one LMG; and German RGs I1 arrives with one LMG and one 50mm MTR. French I3 also arrives with 4 Sidecars.

* There are two separate CG Maximums for the Germans. All RGs that are purchased from the "Q" group have a different entry area (see SSR C2) and are only available during scenarios 3 and/or 4. Scenario Maximums are for both (not each) area.

Counter limits: Counter limits are not in effect. When all of a given counter type is already in play, use any mutually agreeable counter to represent that counter.

Scenario	Time/Date	Attacker	Weather	EC	Wind	German CP*	French CP*
1	1130 5/13/40	German	Clear	Moderate	none	26	26
2	1230 5/13/40	German	Clear	Moderate	none	45	30
3	1340 5/13/40	Both	Clear	Moderate	none	45	30
4	1610 5/13/40	German	Clear	Moderate	none	14	14

* Subtract a secret DR to determine the Final CP amount for each CG Date (see SSR C4).

CG DRM:	FRENCH	GERMAN
Leader Table Mod.	0	0
Battlefield Promotion	0	+1
Artillery OBA	+1	0
CP Replenishment	NA	NA
Intensity Level	NA	NA



CRITICAL HIT



Elements of Panzer Divisions 3 and 4

German CG Card

ID	Unit Description and Composition	Type	CP Cost	Maximum Scen.	CG	Notes
A1	LT Pltn. I	2xPz 1B; 2xPz II(a-f)	6	1	P1	l t
A2	LT Pltn. II	2xPz 1B; 3xPz II(a-f)	8	2	P3	l t
A3	LT Pltn. III	5xPz II(a-f)	9	1	P2, Q2	l t
A4	MT Pltn. I	5xPz IIIF	11	1	P1, Q1	l
A5	MT Pltn. II	3xPz IV(c-d)	8	2	P2, Q1	l t
A6	TD Sect.	2xPzJg 1	6	1	P1	l
I1	Inf. Pltn.	3x4-6-7 Squad, LMG, 50mtr.	4	4	P1,2	l w
I2	Pioneer Sect.	5-4-8 Squad; 2-3-8 HS; 3xDC	3	2	P2	e
I3	MG Sect.	2xMMG; 2xHMG	4	2	P4	c
G1	Light IG Bty.	2xleIG 18; 2x Kfz 1	3	2	P2	a c
G2	AT Gun Sect.	3x Pak 35/36; 3xOpel Blitz	3	2	P2	c
G3	Mtr. Sect.	2x81mm MTR	4	2	P3	c
O1	Btln. Mortars	81mm Btln. Mtr. OBA (HE+S)	3	1	4	p
O2	Light Artillery	75mm OBA (HE+S)	2	1	4	p
O3	Medium Artillery	105mm OBA (HE+S)	4	1	2	p
O4	Offboard Observer	Offboard Observer	1	1	4	o
O5	Bombardment	Bombardment	6	1	2	b
M1	Sniper	+1 SAN Increase	1	1	4	
M2	Attack Option		1	1	3	

a Available for on-map set up on CG Date of purchase for the first two CG Dates only.

b The Germans may bombard two half boards as per C1.8. Hexrow Q is unaffected unless both halves of the same board are chosen. No German unit may set up within three hexes of a bombarded half board hex [EXC: Isolated unit].

c Each Gun is accompanied by a 2-2-8 crew and each MG is accompanied by a 1-2-7 crew.

e Assault Engineers (A11.5 and H1.22) and Sappers (B28.8 and B24.7) with ELR of 5. Each Pioneer Section receives three DC.

l Determine Leaders as per 1.6205.

o Offboard Observers are at Level 2. The German is placed along the north edge; the French is placed along the west edge of board 16.

p No Pre-Registered hexes may be purchased!

t Make a dr to determine the model of tank for that RGs: ≤ 2 use Pz IIA or Pz IVC; and ≥ 3 use Pz IIF or Pz IVD. Only one dr is made for each Platoon.

w German RGs I1 arrives with one LMG and one 50mm MTR.

* There are two separate CG Maximums for the Germans. All RGs that are purchased from the "Q" group have a different entry area (see SSR C2) and are only available during scenarios 3 and/or 4. Scenario Maximums are for both (not each) area.

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Scenario	Time/Date	Attacker	Weather	EC	Wind	German CP*	French CP*
1	1130 5/13/40	German	Clear	Moderate	none	26	26
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3	1340 5/13/40	Both	Clear	Moderate	none	45	30
4	1610 5/13/40	German	Clear	Moderate	none	14	14

* Subtract a secret DR to determine the Final CP amount for each CG Scenario (see SSR C4).

CG DRM:	FRENCH	GERMAN
Leader Table Mod.	0	0
Battlefield Promotion	0	+1
Artillery OBA	+1	0
CP Replenishment	NA	NA
Intensity Level	NA	NA

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GEMBLoux:

NOTES ON A BATTLE FORGOTTEN

by Raymond J. Tapio

With the exception of the "miracle" evacuation at Dunkirk, 50 years after the actual event the world still associates the outcome of The Battle of France with unmitigated Allied defeat. A resurgent Nazi-apologist press still hails Manstein as a *genius*, while the Allied command is described in print, board-games and the computerized versions of various encyclopedias as bumbling their way into the execution of the ill fated *Dyle Plan*, the great strategy that resulted in the redeployment of the main French, Belgian and British armies moving, as on a hinge, to a line defined by the Dyle River in Belgium.

We all know how it ended up. The Allies take the bait, and our German 'heroes' Rommel and company swing behind them through the "impassable" Ardennes and the race for the Channel coast is on. A massive, total defeat resulted and the world has stood in awe of this feat of German arms ever since. Other results of course, include Hitler's ascension over the German General Staff as an infallible "genius" and the stain forced on the French people in the form of collaboration.

There is an untold story hidden from the view of most whom have given this battle a cursory glance. The collapse of the French army was due neither to poor equipment or a lack of bravery on the part of the *Pouilu* of 1940 despite what some *Germano-centric* writers would have us believe. In this writer's opinion, the defeat in France was simply, although not of course, *merely*, a strategic defeat. Once the Allied Armies found themselves outflanked, and cut off, by the unexpected enemy thrust through the Ardennes, their outdated and multi-national command structure did not enable them to respond to the crisis in sufficient time or with efficient, or sufficient force, to alter the course of events. As late as May 15, the French High Command failed to believe German tanks had broken through at Sedan. That evening, in a phone call, General Gamelin informed Daladier of the German advances in the south. At about the same time, after an abortive counter-attack had failed, General Georges at la Ferte received the first news of enemy panzers having reached Montcornet. By the following morning Reynaud cried out across the phone wires to Churchill, who was still lying abed: 'We have been defeated..we are beaten; we have lost the battle.' A trip to Paris by Churchill and much fighting lay ahead, including the long awaited French counter-attack from the south on May 27; the panzer corridor was not broken by the spasmodic thrusts of the 7th and 4th Colonial Infantry Divisions under General Grandsard; heroism during Degaulle's 3rd action the following day, in combination with the British 51st Highland Division caused a bit of German anxiety around the German bridgehead at Abbeville. By the next day the news of the defeat of the Belgian Army spread and DeGaulle's attack was halted. Reynaud was proven prescient and the world was left with the strategic withdrawal at Dunkirk to point to as the only Allied success (albeit a critical one) during the execution of Hitler's *Fall Gelb*.

While history has written the story of The Battle of France in bold, broad strokes, those interested in a true *comparison* of the men and machines facing off in this battle of the generals and politicians must take magnifying glass in hand and focus their eyes closely over a little known part of the map of Belgium known as the Ottignies-Gembloux-Sainte Servais Line. It was here that the elite troops of General Renes Jacques Adolphe Prioux's Third Division, a cavalry corps consisting of two light mechanized divisions (2nd and 3rd DLM, equipped with the battle-worthy S.O.M.U.A. S-35 and Hotchkiss H-35 tanks) had been ordered to advance *beyond* the Dyle River to buy time for the main body in the form of the French First Army, to close up to their long planned positions across the Gembloux Gap. Prioux would soon discover first hand that the vaunted "*Coinet mobile tank obstacles*" known as the KW-Namur Line, or Dyle Defense Line (the line the "Dyle Plan" was intended to be anchored on) was nonexistent. Prioux's day worsened when he was informed, at the same time, of the German break-through at the Albert Canal. But we digress!

The intent for publishing GEMBLoux: THE FEINT (GrF) arose from a general desire to tell one story from The Battle of France in a microcosm. The ultra-detail of tactical level miniatures and board games like ASL cannot relay the strategic and political aspects of the campaign that have received the majority of the coverage of this major event of the 20th Century. What these games excel in is the comparison of man and machine, the 'Mens-Guns-Tanks' that make up the World War II subject matter that has long fascinated historians and gamers alike. Simply put, these games are an ideal and fertile ground for manpower, ordnance and AFV comparisons. The battle that took place at Gembloux is the ideal battle to recreate for the student of WW II AFVs. As was true of the early campaigns, the balance of forces was not unfavorable to the French. French tanks, as well as their German counter-parts, were plentiful, and saw much action on this battle-front. And we all know how gamers (and little boys) *love* tanks! Many French tanks were, in fact, better than their German contemporaries. It was the French predilections to piece-meal their armor across the battlefield that spelled their downfall. This fatal strategic error was not a factor at Gembloux: the Germans lost some 300 tanks compared to French losses of about 200 lost in the tactical French



victory at Gembloux. It is this reality, and the opportunity to bring out the facts of, and an account of, a battle described by legendary historian John Keegan as an “amnesic spot” in history that led to the decision by Critical Hit to accept designer Tim Robinson’s submission of GtF for publication.

THE BATTLE:

From the outset, the German seizure of the fortress at Eben Emael and the capture of the Albert Canal bridges doomed the plans of the French High Command to delay the enemy from reaching the Dyle Line before Allied forces could be brought forward. After token resistance, the knee-jerk reaction of the Belgians consisted of a hasty withdrawal back to the Dyle Line positions during the evening of 11 May.

What followed between 11-15 May was the fiercest tank battle of the Second World War to date, based on tank usage by both combatants. The 3rd and 4th Panzer Divisions of General Erich Hoepner’s XVI Panzer Corps pressed forward into the Gembloux Gap, facing off against General René Prioux’s 1er Corps de Cavalerie, consisting of 2ème and 3ème Divisions Légères Mécaniques (2 & 3 DLM). Both sides claimed to be the victor...and both were to lose over 100 tanks each. History tells the tale of the relative insignificance of the French claims. The Germans held the battlefield, enabling their recovery teams to re-claim and repair many tanks formerly lost. They also continued their advance westward while the French withdrew. The battle also served to keep Allied attention focused on the avenue of expected enemy attack, on the Belgian front.

TANK VS. TANK:

First and foremost this was an important face off of armor technology and organization. Much is known about the by-then vaunted German *Panzertruppe*. This is not the forum to go over Guderian’s bunch point by point. The main point to remember for our purposes is that each Panzer division was a balanced, self-sufficient force of all-arms which included motorized infantry (transported in trucks), motorized reconnaissance, motorized artillery, a full anti-tank battalion, engineers, and last, but not least Ju-88 ‘Stuka’ dive-bombers on-call for close air support. It was not the tanks themselves that made the Panzer division a most dangerous foe, but the advances made in training, discipline and communications which had been battle-tested in Poland before being unleashed in France.

French tank tactics were another thing altogether. On paper,



the French DLM appears a powerful force. French armored units were subordinated to the infantry by the High Command and French armored commanders had little opportunity to train compared to their Panzer division counter-parts. This disparity trickled right down to the battlefield and the individual tank platoon. We have been made well aware of the German tank handling and deployment advantage represented by radios in each tank compared to their respective Polish, French and Russian adversaries still relying on orders and flag/hand signals during the heat of battle. French tank commanders with little experience and less initiative, radioless tanks and backward tactics: this is the litany of reasons presented *ad infinitum* by historians and their ilk since everyone’s hero Rommel mugged for the camera at St Valéry-en-Caux with a less-than-happy looking Victor Fortune.

So that’s it? Is the only explanation for the success at Gembloux that the French tanks had thick armor? Was it a preponderance in numbers? Do historians quote each other too often? Let’s make a distinction here: Lumping commentary about the deployment of French tanks is inaccurate when discussing the Battle of Gembloux. In “Armor—A History of Mechanized Forces” author Richard M. Ogorkiewicz states on page 178: “Progress in equipment was not, however, matched by any marked progress in the employment of tanks. With the *exception of the cavalry’s D.L.M.*, the bulk of the tank units continued to be mentally and physically tied to the speed of the foot soldier.” Author and expert Ogorkiewicz goes on to state: “In theory, the extension of any break-throughs was to be left to the *Division Légères Mécanique* and motorized infantry divisions.”

The French DLM had received more training compared to their DCR comrades. Further, the mechanized cavalry were equipped with the H-35 and H-39 tanks which were faster than the replacement of the ancient FT-17, the R-35. All of the above tanks were equipped with thick armor for its day (40mm). The cavalry also received the S.O.M.U.A. S-35, a medium tank along the lines of the D-1 and generally viewed as the best tank in the world at the time. The S-35 was capable of speeds of up to 28 m.p.h. and had a long radius of action (80-161 miles) for its day. Armor thickness was 55mm at the

French Tank Details:

Type	Weight	Armament	Crew	Armor	Speed
Somua S-35 (Year Built: 1936)	20 tons	1x47mm, 1xMG	3	20-55mm	25mph
Hotchkiss H-35 (Year Built: 1935)	11.4 tons	1x37mm, 1xMG	2	12-34mm	17.5mph
Hotchkiss H-39 (Year Built: 1935)	12 tons	1x37mm, 1xMG	2	12-45mm	22.5mph



thickest and the S-35 was armed with a potent 47mm gun and had advanced features such as electric power traverse and regenerative controlled differential steering. This last feature was several years ahead of any British or German tank and would not be equalled until the release of the Churchill and Tiger respectively! [This brings us around to a point relating to the representation of RST/1MT in ASL. The S-35, with its electric turret traverse mechanism, also shared by the B-1, may well deserve "T" status; however based on the 1MT status of these tanks, we can only surmise the intent of the designer(s) of ASL were to represent same by penalizing the S-35 with "RST" status. We toyed with the idea of adding 'chrome' such as treating the S-35 as a "T" turret *only* when changing TCA to fire at an already acquired target, but shelved the idea. You may wish to further simulate this strength of the S-35 and B-1 using such an optional rule. At least the MP are 'black' to, hopefully, represent the S-35's advanced steering system...although this system was shared by the "red" MP B1].

THE BATTLE CONTINUED:

Now that we have identified our premise that the Allied stars at Gembloux were their best trained and best equipped armored units, we will move back in close to the battlefield and see what happened to cause all those tank hulks to be scattered over the Belgian countryside. The terrain the fighting took place in was described by George Forty, in *Tank Action: From the Great War to The Gulf* as: "...a broadly undulating landscape, with only scattered woods and villages well apart..." Forty goes on to quote one Lt. Robert Le Bel, the commander of a platoon of Hotchkiss H-39 tanks in 3 DLM as he stood in his turret on the outskirts of Jandrain: "The massive gathering of this armored armada was an unforgettable sight...it appeared even more terrifying through the field glasses..." The gathering of armor from both sides in the Gembloux Gap pointedly reflects the comments of author John Paul Pallud in *Blitzkrieg in the West, Then and Now*, in which the author states: "armour was in its element". We are then not surprised that the first great tank vs. tank battle of World War II took place at this place. Well equipped and armed tank forces were wielded by both protagonists in a massive meeting engagement in good tank country during dry weather.

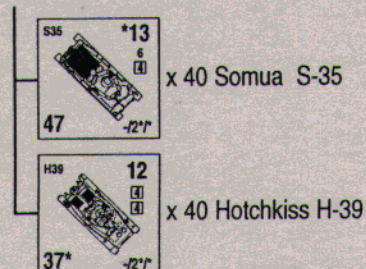
After only skirmishes between reconnaissance elements took place on 11 May [CAUGHT NAPPING] the leading elements of the 4th Panzer Division began pressing forward in earnest while Stuka dive-bombers began their routine softening up of French positions. By 12 May General Prioux's Cavalry Corps were situated with 3 DLM between Tirlemont-Hannut and 2 DLM between Hannut and Huy. Battle was soon raging outside of Hannut with tanks bursting into flame on both sides [BITTER DAY]. The battle continued on 12 May [RELUCTANT WITHDRAWAL] but by the end of the day Hannut had been taken by the Germans. The battlefield was described by Hauptmann Ernst von Jugenfeld, the commander of 2nd battalion, Pz Regiment 35, as 'a witches cauldron' and went on to give the opposing tankers credit by stating the Panzers '...had to work hard to get the better of the French tanks'. The French threatened the southern flank of 3 Panzer right into the evening of 12 May [THISNES AT DUSK]. On the right flank of 3 Panzer, Jauche was only taken after fierce house-to-house fighting ensued on 13 May [LOST SENTINELS]. The French had by no means given in, fighting every step of the way, often counter-attacking in the form of armored raids [WRONG BATTLE] and staunch defense of fixed positions.

At his HQ, General Aymes wrote out his Operation Order No.

3 DLM

5ème (Brigade Légères Mécaniques) BLM

1er Cuirassiers



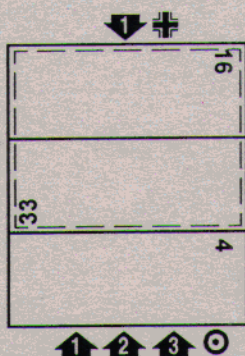
ment of his death, Grudler's portrait, solidly nailed to the wall of his brother's living room, fell and crashed. This was considered a bad omen by his family. It would turn out to be a bad omen for all of France.

After holding the Germans in front of Gembloux for 72 hours the French and Moroccan soldiers were ordered to retreat. At 12:30 p.m. on 16 May the German 6 Armee notified von Bock that the French had left the Dyle Line.

Notes on our new scenario graphics and layout:

New board and entry information includes boxes with dotted lines to delineate the set-up area for each nationality (as denoted by appropriate symbol) and entry of reinforcements. The number in the arrows off-board indicate the turn of reinforcements; the location of the arrow indicates the general location of entry. Other data, such as shading of areas in play on the boards and overlays, remains unchanged.

Example: In the figure to the right (from GTF 7, CAUGHT NAPPING) the illustration signifies German set-up on boards 33 and 16. German reinforcements enter on turn 1 along the north edge of board 16. French reinforcements enter along the south edge of board 4 on turns 1, 2 and 3.



Notes for MINIATURES PLAYERS:

GTF is easily played using miniatures using a variety of tactical level rules systems. The following information is provided to clarify the Orders of Battle listed in the scenarios:

GTF 1:

German OB: 4 x Panzer IIF; one dismounted tank crew

French OB: 2 x AMD 35 (Panhard P-178); two armor leaders/commanders with increased performance capabilities.

GTF 2:

German OB: At Start: 5 x squads, 2 x NCO, LMG, MMG, 5 x Pz IIF; 3 x Opel Blitz Truck. Enter on Turn 2: 3 x Pz IIF; one armor leaders/commander with increased performance capabilities. Turn 4: 4 x squads, NCO, MMG, 50mm mortar, 3 x Opel Blitz Truck.

French OB: 9 x squads, 4 x NCO, LMG, 2 x MMG, 8 x H-39;

GTF 3:

German OB: 8 x Panzer IIF; one armor leaders/commander with increased performance capabilities, 5 x squads, 2 x NCO, 2 x LMG, MMG.

French OB: 3 x H-39, 2 x H-35, 4 x squads, 3 x NCO, HMG, 105mm Artillery (off-board) and phone, armor leader/commander with increased performance capabilities.

GTF 4:

German OB: At Start: 8 x squads, 3 x NCO, MMG, 2 x LMG, 105mm Artillery (off-board) and radio, 2 x Pz IB, 2 x Pz IIA, 2 x Pz IIF, Pz IVD. Enter on Turn 2: 8 x squads, 3 x NCO, HMG, MMG, LMG, 50mm mortar, ATR. Stuka dive-bomber support available.

French OB: At Start: 10 x squads, 3 x NCO, HMG, MMG, LMG, 37mm infantry gun, 3 x gun crew, 105mm Artillery (off-board) and phone, 25mm AT-gun. Enter on Turn 2: 3 x Somua S-35 tanks.

GTF 5:

German OB: 2 x Panzer IIF; armor leader/commander with increased performance capabilities, MMG, 5 x squads, 2 x gun crews, 2 x NCO, 37mm AT-gun, 47mm Czech AT-gun, Stuka dive-bomber support avail-

able.

French OB: 5 x Somua S-35, armor leaders/commanders with increased performance capabilities, 7 x squads, 2 x NCO, MMG, ATR, 7 x trucks.

GTF 6:

German OB: 6 x squads, 3 x NCO, MMG, 2 x LMG, 2 x Pz IB, 3 x Pz IIF, 2 x Pz IIF, Stuka dive-bomber support available.

French OB: 10 x squads, 3 x gun crews, 2 x NCO, HMG, MMG, ATR, 3 x 25mm AT-gun.

GTF 7:

German OB: At Start: 6 x squads, 3 x NCO, HMG, MMG, LMG, ATR, gun crew, 75mm Light Infantry Gun, 2 x Pz IIA, armor leader/commander with increased performance capabilities. Enter on Turn 1: 2 x Panzer IIF. Stuka dive-bomber support available.

French OB: At Start: 4 x squads, NCO, LMG, ATR, 3 x R-35. Enter on Turn 2: 3 x squads, NCO, MMG, 60mm mortar, 2 x R-35. Enter on Turn 3: 4 x squads, NCO, MMG, 3 x R-35.

GTF 8:

German OB: 10 x squads, 3 x NCO, MMG, 2 x LMG, 50mm mortar, Stuka dive-bomber support available.

French OB: 5 x squads, 2 x NCO, HMG, LMG, 60mm mortar, units may start in foxholes/improved positions.

PL H:

German and French OB are listed in terms easily translated with each unit identified by type such as "squad" and type of vehicle or weapon.

Terrain: For the sake of variety it is suggested that miniatures players set up unique table terrain each time a particular scenario is played. A basic guideline in the form of the predominant terrain on the boards listed for the scenarios provided is found below:

<u>Board Number</u>	<u>Predominant Terrain & Notes</u>
22	City (at least 4 village stands)
24	Village in a depression (3 stands)
14, 16, 19 4	Wooded, fairly open (patches of woods)
33	Farmland (large grain-fields)
13	marshy, raised road, streams
14*	Wooded, sunken road in center
42 w/village overlay	Small village (2 stands)
17	Wooded, a few small buildings (1 stand)
11	Road running along two low hills
41	Village on small hills, gully (2 stands)
43	Farmland, woods, St3 is a stream

GEMBLUX Credits:

Tim Robinson
Original Scenario Designs

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Campaign Game Design

Steven J. Pleva
Development

Raymond J. Tapio
Layout, Historical Article

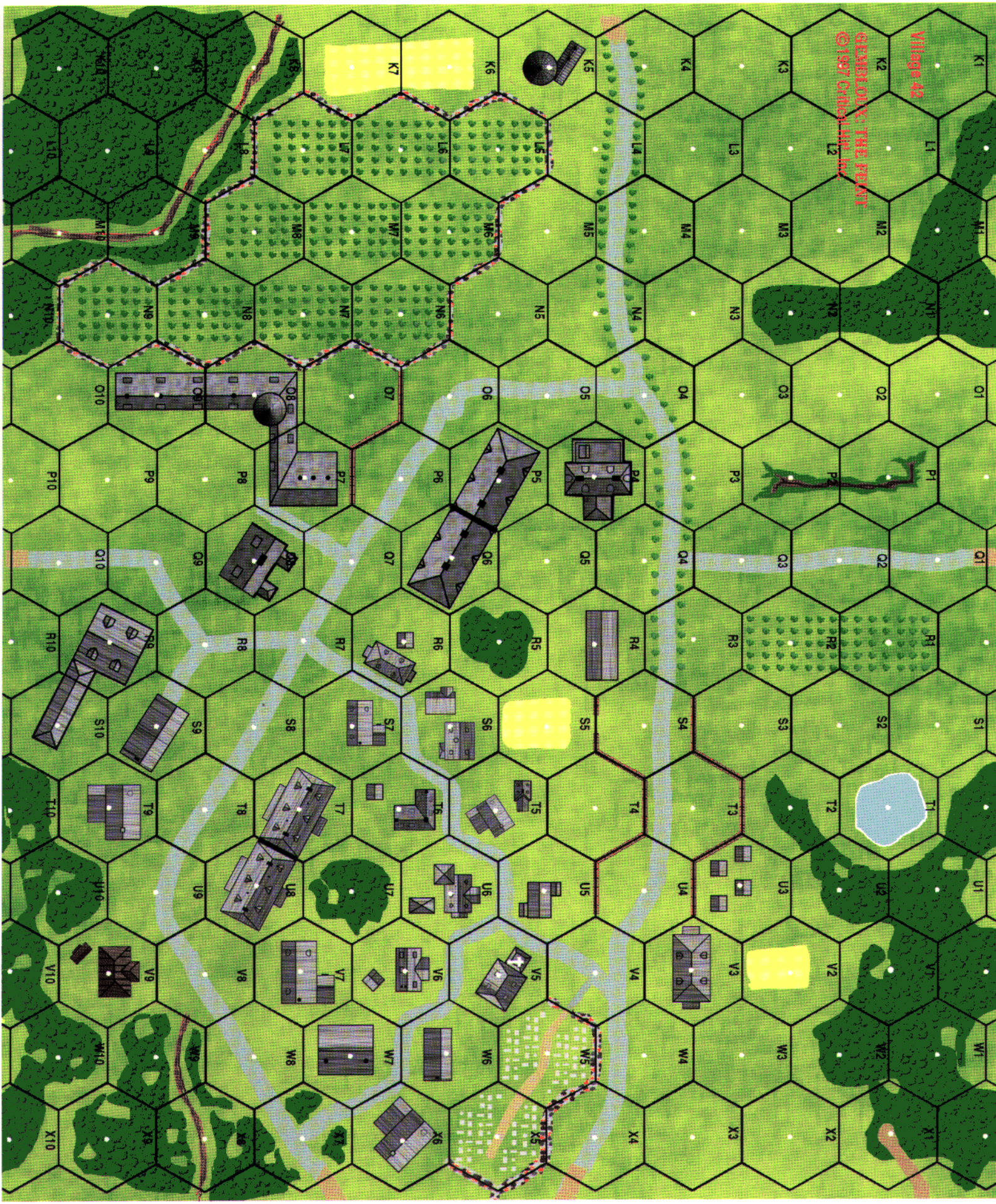
Playtesting Stars

Vince Lewonski, Jim 'Gunner' Thompson, Robbie Weissbard, Nick Kabir, Mike Gribbroek, Mark 'Tank' Porterfield, the guys who put up with a try at the cons and local tournaments! Thank God for the Bomb! Bless the children...don't flame them!

Overlay Notes:

The Village 42 overlay has a Steeple (P5.2) in hex V5 at Level 1. The brown depictions in hexes S3/S4/S5-T2/T3/T4-U3/U4/U5-O7/O6-P7/P6 are "fences" and for Adv. Sq. Ldr. purposes are treated exactly the same as HEDGES (B9). Miniatures players use applicable rules for wooden fences. The depictions in overlay hex L5 is Orchard; W5 is Graveyard.

Village 42
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GEOMETRY THE PELLY





PLATOON LEADER 2.0 CGs Roster Chart

CG:

Nationality:

Record Sheet #

CG		CP				CP								
Scenario	DRM	Start	Repl.	Total	ELR	EC	RGs Purchased:	RGs ID and CP cost	SAN	Spent	Left	Initiative	Win/Loss	Notes:

This image shows a full page of blank graph paper. The grid consists of small squares formed by thin black lines. There are approximately 20 columns and 20 rows visible on the page. The paper is white, and the grid lines are evenly spaced.[illegible][illegible][illegible]

**Note CVP
Totals Here**