

Saint-Georges

Saint-Georges, France, May 25, 1940: Defending part of the Dunkirk perimeter, the three battalions of the 137^e R.I. were in position along the Aa Canal. The II Battalion of the 137^e R.I. was attacked at several points along the canal. The fighting was fierce at the Saint-Folquin bridge where I.R. *Grossdeutschland* was attempting to force its way across the canal, supported by assault guns. Knowing that a French counter-attack was imminent, the II/137^e R.I. and two attached 75mm self-propelled AA guns were determined to slow the German advance as much as possible until then.



Historical Result: *Grossdeutschland* fought its way across the Aa Canal, inflicting heavy losses on the II/137^e and knocking out the French SPAA guns, but not before they destroyed several German assault guns. The II/137^e launched the counter-attack at 0900 hours, reinforced by five Hotchkiss H35 tanks. Despite both artillery and air attacks by the Germans, the counter-attack made good progress supported by the H35 tanks and a bombardment from the 5th Batterie of the 35^e RA. This forced I.R. *Grossdeutschland* to retreat to a new defensive position along the railroad line.

BOARD CONFIGURATION:



Only hexes on boards 16 and t and in rows H-Q on board 4a are playable.

VICTORY CONDITIONS:

Provided the Germans do not Control all four building hexes east of hex row W (which would result in an immediate German win), the French win at Game End if there is no Good Order German non-crew MMC east of the railroad.

BALANCE:



French: in the French at-start OB, replace one MMG with a HMG.



German: in SSR#4 the Germans receive a second '39 Stuka w/ bombs.



FRENCH Sets Up First



GERMAN Moves First

1

2

3

4

5

6

7

8

END



Elements of the II/137^e Régiment d'Infanterie, 21^e Division d'Infanterie and the 402^e Regimental Air Defense detachment [ELR:3] set up east of and within five hexes of the 'canal' (SSR#2) [EXC: vehicles may set up anywhere east of the 'canal' and south of the EmRR]; also see SSR#3: {SAN:3}

1	1					MMG
4-5-7	2-3-7	8-1	8-0	7-0	1-4-9	4PP 2 4-11
9	2					2
LMG	ATR	MTR	AC de 75 mle	Renault	Foxhole	
B11 1PP 1 2-6	1PP 1-12	3 5PP 60* [3-42]	13/34 1 SPAA *75	AGR2 Truck 29PP	5 1S OVR, OBA: +4 Other: +2	
2	2	2	2	2	2	

Reinforcements of II./137^e R.I. - some or all AFV's may enter on Turn 4 from the east edge, south of the railroad. All infantry and any remaining AFV's enter anywhere along the east edge on or after Turn 5:

1	1			LMG	MMG	ATR
4-5-7	2-3-7	9-1	8-0	B11 1PP 1 2-6	4PP 2 4-11	1PP 1-12
6						
				Radio	H35	10
				1PP 7	Light Tank 4	37* -/2*/
						5



Elements of Infanterie-Regiment (mot) *Grossdeutschland* and Sturmgeschütz-Batterie 640, subordinated to Panzer-Division 1. [ELR:4] set up west of the 'canal' (SSR#2); also see SSR#4: {SAN:2}

E	E				
4 ² -6-8	2-4-8	9-2	8-1	8-0	7-0
12		2			
MMG	LMG	ATR	MTR	Radio	
3PP 2 5-12	1PP 3-8	1PP 1-12	3 5PP 50* [2-13]	1PP 8	
	4	2			

14
StuG IIIB
Assault 6
Gun 3
1 75*
2



Special Rules:

#1 - EC are Moderate, no wind at start. Kindling is NA. Grain is in season (B15.6). All buildings are Single Story (B23.21). All Board 4a hill hexes are treated as level 0; other terrain therein still exists.

#2 - Place overlays X9 on tY6, P1 on 16A10, RR1 on tY9-Z9, RR2 on tN3-O4, RR3 on 16FF2-EE2, St1 on 16A5-A4 and OG1 on 4aL5. All Railroads are EmRR (B32.1) and there are EmRR-Xing (B32.42) in hexes toN3, toP4 and toY9. A road exists in hexes 16W2-X1 connecting 16W3 with 16Y1. All stream/pond overlays form one contiguous canal (B21.11) which is treated as 1-hex wide and inherent terrain. The canal is Fordable (B21.41) with a slow current flowing north. There is a two-lane stone bridge in 16oB5.

#3 - The Renault AGR2 trucks are Ammo Vehicles (E10.) for the AC de 75 mle 13/34 SPAA (see French Vehicle note 23). Each SPAA forms a Platoon with it's Ammo Vehicle and moves using (and are considered Radioless AFV for purposes of) Platoon Movement (D14.2). If no SPAA remain in play, all Ammo Vehicles are Recalled. The French receive one module of 80+mm OBA (HE only) which is limited to one Fire Mission only.

#4 - The Germans receive Air Support in the form of one '39 Stuka w/ bombs which arrives on/after Turn 4 per E7.2 and is Recalled at the end of the turn on which it arrives. The Germans receive one module of 70+mm OBA (HE only) which is available beginning on Turn 4; this module is limited to one Fire Mission only.