



## THE FACE OF BATTLE

Marche, Belgium, 1510 hrs, May 11th, 1940



On May 10th, Light Cavalry Divisions from the 9e and 2e Armées were sent to the Ardennes. The French plan was to provide a light defensive screen connecting the Maginot line and the open country of Belgium. The DLC's were to intercept rogue German forces operating in the area and to provide reconnaissance information to the GHQ. The French did not expect to encounter the brunt of the German Panzer Divisions breaking through the "impassable" forest and hills of the Belgian Ardennes. One after another, the DLC's began their retreat back towards the Meuse River. The Belgian engineers were rapidly blowing bridges hampering maneuverability. The German panzers and infantry were creating havoc. In the chaos, the 4ème DLC managed to escape over the Ourthe River towards Marche. On May 11th lead elements of the 7th Panzer Division began enveloping trailing units of the 4ème. The two forces engaged each other on the outskirts of the town.

<b>Attacker</b> German 7th Panzer Division	<b>Conflict</b> World War Two
<b>Defender</b> French 4ème DLC	<b>Location</b> Eastern Belgium

<b>Decisive Victory Condition</b> Take and hold the stone building as indicated on the map.
<b>Marginal Victory Condition</b> Retreat 75% of the French force off the southern map edge.

**Game Length:** 5 turns



### Elements of 8e Régiment de Dragons, 4e Division Légère de Cavalerie, 9e Armée

#### Peloton HQ

1 Lieutenant w/Ruby	<b>2.8.8 G</b>
2 Cavalier w/M1907/15 Berthier Carbine	<b>2.7.8</b>
1 Runner w/M1907/15 Berthier Carbine	<b>2.7.9</b>

#### Section A

1 Sergeant w/M1907/15 Berthier Carbine	<b>2.7.7 A</b>
4 Cavalier w/M1907/15 Berthier Carbine	<b>2.7.7</b>
1 Caporal w/M1907/15 Berthier Carbine	<b>2.7.7 A</b>
1 Grenadier w/M1907/15 Berthier GL and Ruby	<b>2.7.7</b>
1 Assistant w/Ruby	<b>2.7.7</b>

#### Section MG

1 Caporal w/M1907/15 Berthier Carbine	<b>2.7.7 A</b>
1 Machinegunner w/Ruby and Chatellerault Mle 24/29	<b>2.7.7</b>
1 Assistant w/M1907/15 Berthier Carbine	<b>2.7.7</b>

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1 Caporal w/M1907/15 Berthier Carbine	<b>2.7.7 A</b>
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#### Optional Units

#### Support (1-4)

1 Caporal w/M1907/15 Berthier Carbine	<b>2.7.7 A</b>
1 Grenadier w/M1907/15 Berthier GL and Ruby	<b>2.7.7</b>
1 Assistant w/Ruby	<b>2.7.7</b>

#### Elements of Section (5-9)

4 Cavalier w/M1907/15 Berthier Carbine	<b>2.7.7</b>
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#### Transport (10)

1d6+4 Bicycles

#### Special Rules

- Roll 1d10 for optional units prior to set up.
- The soldiers set up last and deploy as indicated on the map.
- Each soldier has one fragmentation (F1) defensive grenade.
- The grenadiers have 1d6x2 HE grenades.
- There is one light concentration anti-tank minefield. This was quickly placed by fleeing Belgian Engineers. The minefield is 20" by 10" in size and may be placed anywhere on the gaming table, including roads.
- An objective is considered *held* if there is one good order unit in the building at the end of the game with no good order enemy units in the building.
- If the player receives the bicycles as an optional unit, a second optional unit die roll is made re-rolling a 10.
- The optional bicycles may be placed anywhere on the table in the French deployment zone.

#### Aftermath

After the advance through the Ardennes, Rommel spent the night of May 10th reorganizing his forces. The panzers were on the move early the next day and by mid-morning he was at the River Ourthe. Although the bridge was blown by Belgian engineers, he was able to but up a pontoon crossing without resistance. Not until driving 8 kilometers west towards Marche did he finally catch the retreating 4ème DLC. After a brief firefight, the exchange was a standoff. The 4ème DLC slipped away and fled to the western side of the Meuse River at Dinant.