

Flames On The Hill



The Face of Battle

Outside Monthermé, 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 Take and hold the bunker and farmhouse as indicated on the map.
Marginal Victory Condition KIA, INC or capture 2 French officers.

Game Length: 6 turns



Elements of III Battalion, SchutzRegiment 4, Panzer Division 6

Squad A

1 Feldwebel w/MP40	2.7.9 A
5 Rifleman w/Kar 98k	2.7.8
1 Gefreiter w/MP40	2.7.8 A
1 Machinegunner w/MG34 and P-08	2.7.8
1 Assistant w/Kar 98k	2.7.8

Squad B

1 Feldwebel w/MP40	2.7.8 A
6 Rifleman w/Kar 98k	2.7.8

Engineer Squad

1 Feldwebel w/MP40	3.8.9 G
5 Pioneers w/MP40	2.8.9
2 Pioneers w/Kar 98k	2.8.9
1 Pioneer w/Flamethrower	2.8.9

BMW Motorcycle

1 Driver w/MP40	2.7.8
1 Scout w/Kar98k	2.7.10
<i>Enters 1d10 cards into Turn 3</i>	
<i>-or- End of Turn 3</i>	

BMW Motorcycle w/sidecar

1 Driver w/MP40	2.7.8
1 Machinegunner w/MG34 and P-08	2.7.8
<i>Enters 1d10 cards into Turn 4</i>	
<i>-or- End of Turn 4</i>	

Optional Units

Artillery Support (1-6)

1 Forward Observer w/MP40	2.7.10
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BMW Motorcycle w/sidecar (7-9)

1 Driver w/P-08, MP40	2.7.8
1 Machinegunner w/MG34 and P-08	2.7.8
<i>Enters 1d10 cards into Turn 4</i>	
<i>-or- End of Turn 4</i>	

Sd Kfz 221 (10)

1 Commander w/P-08 and MP40	2.7.8 A
1 Driver w/MP40	2.7.8
<i>Enters 1d10 cards into Turn 4</i>	
<i>-or- End of Turn 4</i>	

Special Rules

1. Roll 1d10 for optional units prior to set up. If the German player is winning the campaign, roll twice. The player may choose the best result.
2. The soldiers start anywhere in the deployment zone as indicated on the map. The German player sets up first.
3. Each soldier has two stick (ST) grenades.
4. The engineering squad has 1d6 + 2 smoke grenades.
5. The flamethrower has 2d6 uses before it is empty.
6. Only the FO can control the artillery. Artillery: 3 x 105mm, 2 fire missions, direct support, good availability, HE only.
7. Place one *Off Board Artillery Arrives Now!* Card in one deck.
8. Vehicles may enter the gaming table at any speed.
9. An building 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.

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.