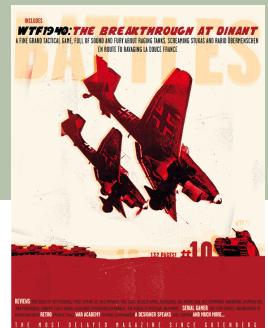


# WAR OF TANKS: FRANCE 1940

## THE BREAKTHROUGH AT DINANT

### EXAMPLES OF PLAY



## I - COMBAT AND SECRET DAMAGE CHITS

### REMINDER OF THE RULES

The combat results fall into one of five categories:

- Category 1 (no effect),
- Category 2 (green Damage Chit)
- Category 3 (red Damage Chit),
- Category 4 (black Damage Chit),
- Category 5 (elimination +black Damage Chit).

A straight 1 on the die drops the result into the category below. A straight 6 on the die puts the result in the next category above.

The Damage Chits are placed face down and are only revealed under certain conditions.

They are turned over when:

- a unit affected by the Damage chit is activated.
- a unit affected by the Damage chit is attacked again.

Damage chit carries out reaction fire or reaction movement.

- the German player plays the "Tactical Superiority" Tactical Chit.

The hits can give a combination of three results, in order of seriousness

- X (nothing happens)
- R (retreat)

- L (one step loss), 2L or 3L.

The result of a Damage Chit is shared amongst all the units concerned (i.e. all the units in the hex which took part in the combat that resulted in the Damage Chit).

The point unit may never suffer a "less serious" result than its other fellow units (unless it is eliminated).

The secret Damage Chits system means that the players don't know precisely what the result of a combat is. The chits force the players to plan reserves and to organize reconnaissance in force. They allow a better integration of the notion of simultaneous operations while adding a necessary dose of uncertainty and chaos. This system works well with our time scale (1 day is 4 days turns + 1 night turn) and with this particular battle, which was a succession of chaotic attacks and counterattacks, of daring displays of initiative and swift advances, of retreats and reorganizations. The results of engagements or reports on the troops' condition were slow to get back to HQs, or did not get back at all. Orders were most of the time given with incomplete knowledge of the situation.

### 1ST GERMAN ACTIVATION:

• This is the German Operations Phase. The player activates his units in Anthée (hex A). The three units in hex A are already under a green Damage Chit (from a combat in a previous turn). The Damage Chit is turned over. Result R (one retreat). The point unit was 37 Aufk, it retreats. The German player still decides to send his two remaining tank units to attack Morville (hex B). He decides the point unit is 3/66 (note: if the German player had decided to not move his tank units, they would still have been considered to be activated - i.e. spent)

• **Special Case:** Hex B contains an AT unit, and as the attacking point unit is a tank unit, it can fire first, "for free" (on the point unit only) (see 3.3.7). 33 BDAC has a red Combat Factor, bonus of +2 against a tank unit. The French player rolls 1D6, adds 0 (CF) + 2 (bonus), and subtracts the Target modifier (-1, Village). He rolls a 5 + 1 = 6. The result is less than the target unit's Quality (here, 10), and thus a Category 1 result: no effect (a straight 6 on the die would have put the result in the next category above - Green Damage Chit).

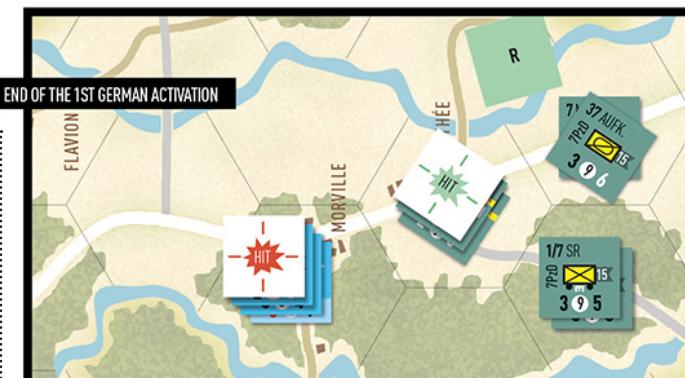
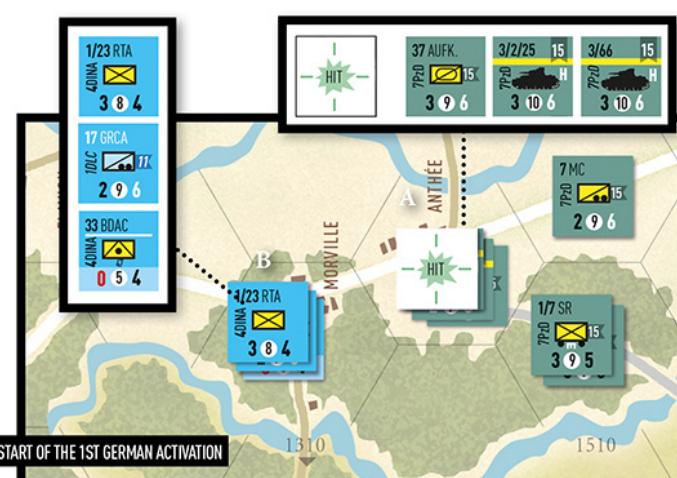
• **Back to the main combat procedure...** The French player designates his point unit (17GRCA). Now the German player totals the CFs of all the attacking units (3+3=6), makes deductions according to the terrain modifiers of the hex being attacked (Village: -1; Woods: -1)

and rolls a die (6). The final result is the Attack Value (AV): $6+6-2=10$ . He subtracts the Quality of the defending point unit (10-9=1). The result falls in Category 2, but the straight 6 on the die puts it in Category 3: Red Damage Chit.

• The French player totals the CFs of the defending units (3+2+0+2 bonus red CF= 7), deducts the TMs of the attacker's hex (Village:-1), rolls a die (5).

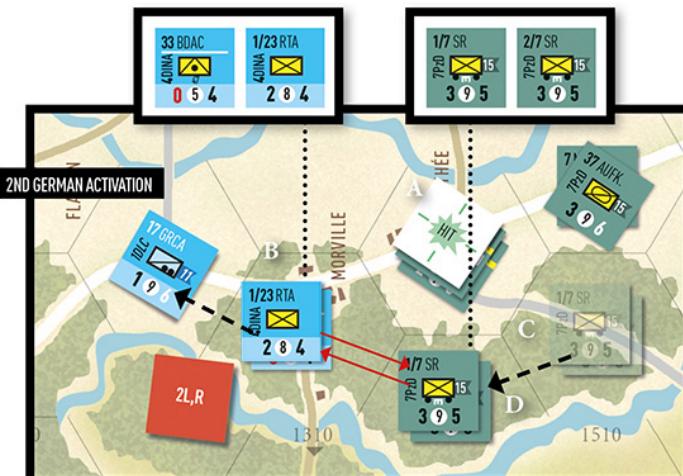
The final result is the Defense Value:  $5+7-1=11$ . He subtracts the Quality of the attacking point unit (11-10=1). The result falls in Category 2: Green Damage Chit.

• The three German units are now considered activated (the defending units are not considered activated after combat if they were not activated before). The players place the Damage chits, face down, on the units which took part in the combat. The next German activation may start.



## 2ND GERMAN ACTIVATION:

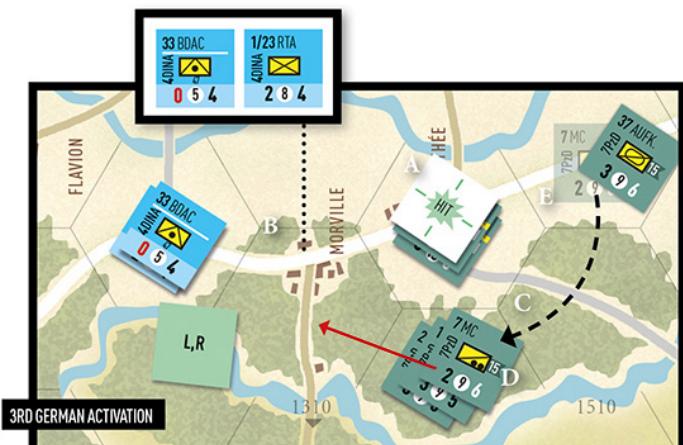
- The German player moves 1/7 and 2/7 SR from hex C to D to attack Hex B again. He designates his point unit (1/7SR)
- The units in hex B are under a Damage Chit and attacked again: the Damage Chit is turned over. It shows : 2LR (two losses, one retreat). 17GRCA was the point unit and takes a loss. The player decides it takes the Retreat too and 1/23RTA takes the second loss.
- The French player designates his point unit amongst the two remaining units (1/23RTA)
- Now the German player totals the CFs of the attacking units (3+3=6), makes deductions according to the terrain modifiers of the hex being attacked (Village: -1; Woods: -1) and rolls a die (5). The final result is the Attack Value (AV): $5+6-2=9$ . He subtracts the Quality of the defending point unit (9-8=1). The result falls in Category 2: green Damage Chit



## RESULTS OF THE DAMAGE CHITS ACCORDING TO THE COUNTERMIX:

- Green:
  - Two 'no effect'
  - Two 'Retreat'
  - Two '2 retreat'
  - Four 'Loss'
  - Two 'Loss, Retreat'
  - Two '2 losses'
- Red:
  - One 'Retreat'
  - One '2 Retreat'
  - One 'Loss'
  - One 'Loss, Retreat'
  - Three '2 Losses'
  - Two '2 Losses, 1 Retreat'
  - One '3 losses'
- Black
  - One 'los'
  - One '2 losses'
  - One '2 losses, 1 Retreat'
  - Two '3 losses'
  - Two '3 losses, 1 Retreat'
  - One '4 losses'.

Once a DC is revealed, it is placed in the 'spent' box of its category. Once all the DC of a category are spent, they are reshuffled, like dominos.



- The French player totals the CFs of the defending units (2+0=2), deducts the TMs of the attacker's hex (Woods:-1), rolls a die (4). The final result is the Defense Value:  $4+2-1=5$ . It's less than the attacking enemy point unit's Quality. The result falls in Category 1: No effect.
- The two German units are now considered activated. The French player places the Damage chit, face down, and the next German activation may start.

## 3RD GERMAN ACTIVATION:

- The German player moves 7MC from hex E to D to again attack hex B.
- The units in hex B are under a Damage Chit and attacked once more : the Damage Chit is turned over. It shows: LR (one loss, one retreat). 1/23 RTA (which was the point unit) takes one loss (eliminated), 33 BDAC retreats.
- As Hex B is empty (7MC finally found Morville abandoned), all the adjacent activated or non activated mobile units may perform now a tactical advance (see 3.2.2).
  - 7MC advances to Morville
  - The German player wants his units in A to advance into B as well. That is a Reaction Movement, and thus he's allowed to turn over the Green Tactical Chit (result X: no effect). His two tank units advance to Morville.



## II - CROSSING THE MEUSE

This is an AAR of the first turn and the very beginning of the second turn. Crossing the Meuse can be very problematic for the German player if he does not exploit all the possibilities. The German player should read these rules (6.0) carefully if he does not want to be quickly transferred to the East front, as a late crossing would compromise the whole battle.

### TURN 1

Turn 1 starts with the French Operational Phase. All the eligible French units move. The French player destroys all the bridges on the Meuse (*note: the destroyed bridge markers do not appear on the pics*). **Pic. 1** shows the end of the French Operations Phase. Now, we'll start the 2nd German Operations Phase (no 1st German OP on turn 1).

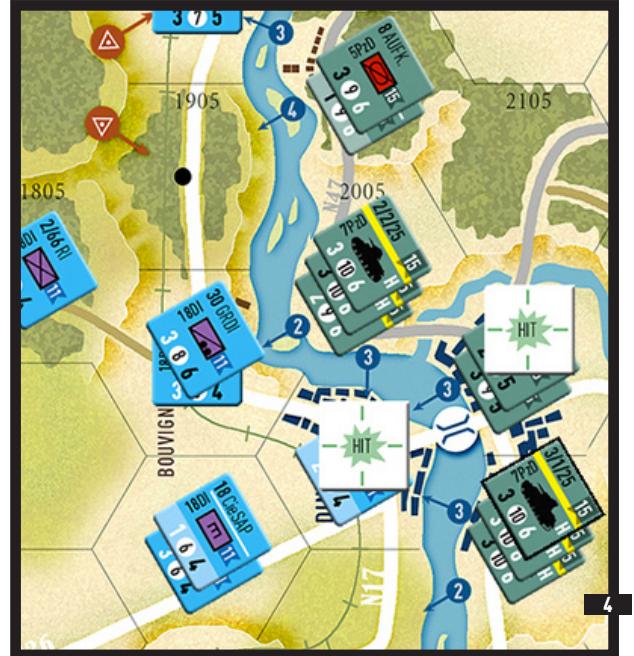
The German may activate all his units on the map and 4 German battalions or equivalent may enter the map.

- 8 AuffK and MC unit move to Houx.
- 1, 2, and 3/15 move to 2002
- 1/14 SR moves to 2002
- 1, 2, and 3/2/25 PR enter by 2506 and move to 2005, to attack 2006:
- 2/2/25 is the point unit. 1D6 + 8 CF
- 2 Meuse -2 Town = 8. Green Chit for the French Unit.
- 2/77 replies: 1D6 + 3 CF -1 (White CF and Enemy point unit is a tank unit, see 1.2) -2 Meuse = 4. No result (see **Pic.2**)
- 58 Pio and 2/6 SR move to 2106 and attack 2006 (2/6 SR is point unit). Green Chit is revealed first: L (Loss for the French unit) . 1D6 + 5 CF -1 (battalion in town, see 8.8) -1 (battalion in town) -2 Meuse -2 Town = 4. No result. 2/77 replies: 1D6 +2CF - 1(White CF and Enemy point unit is a tank unit) -2 Meuse -2 Town = 4.

### REMEMBER THE SPECIAL RULES FOR TURN 1

- no tactical chits
- no 1st German Operations Phase
- French units west to the Meuse AND adjacent to the Meuse cannot move
- Other French units west of the Meuse have their MPs halved
- French non divisional units cannot be activated before turn 3.
- Automatic movement for units of the 1st and 4th DLC





The French 18 DI is weak. It had to reach its position by forced march and is late. More than 50% of its AT guns were either missing or had never been issued. The front it has to cover is the most opened terrain of the defensive line and the most obvious gate to the west... Concentrating on this part of the front looks like a good option for the Germans. An other possibility is also to concentrate on Yvoir and Anhée in the 5 DIM sector, on the north. The crossing would surely be slower but the march to the west would be maybe easier, as 18 DI would have difficulties to flank any breakout.

- 1st German Operation Phase. The G1 Tactical Chit (Indecisiveness) and roll Phase.
    - 1st Activation:  
The German player activates 58 Pio in 2106. This unit is under a Damage Chit that must be revealed first : L. The point unit was 2/6 SR; this unit must take the Loss. 58 Pio will start to construct a pontoon bridge and is placed under a Bridging marker. (He could also choose to ferry the AufK unit for example, but decides to benefit from the night-time and the weakness of the enemy's artillery to construct the bridge) (see [Pic.6](#))
    - 2nd Activation: 8 AufK in 2004 attempts to find a passage across the Meuse to 1905. The German player rolls 1D6, result 4; because that is not higher than the value in the blue

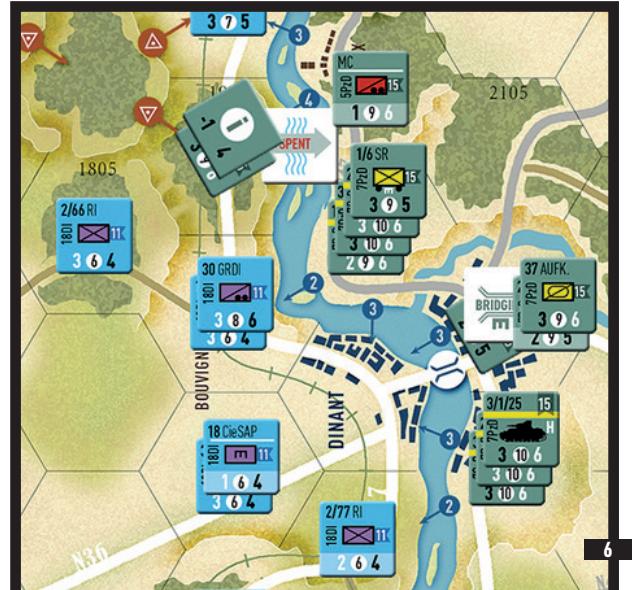
No result. But with a natural 6 on the dice, we have a category 2 result: Green Damage Chit for the German units (see [Pic.3](#))

- 3/1/25, 2 and 3/66 enter by 2506, move to 2106 and attack 2006. 1D6 + 9 CF -1, -1, -1 (tank units in town) - 2 Meuse -2 Town = 7. Result Green Damage Chit. 2/77 replies (...) No result (see [Pic.4](#)).
  - 37 AufK moves to 2106 and Attacks 2006. The Damage chit is revealed first : R. The scouts discover the French finally retreated, and the 37 AufK's activation is ended. No tactical advance allowed across the Meuse (see [Pic.5](#)).
  - 1/6 SR enters and moves to 2005
  - 1, 2 and 3/2/31 enter and move to 2103.

The German player has activated all his units on the map and entered 4 battalions. His Op phase is ended.  
End of turn 1

TURN 2

- Each player draws his Tactical Chits.
  - No repair phase on turn 2.

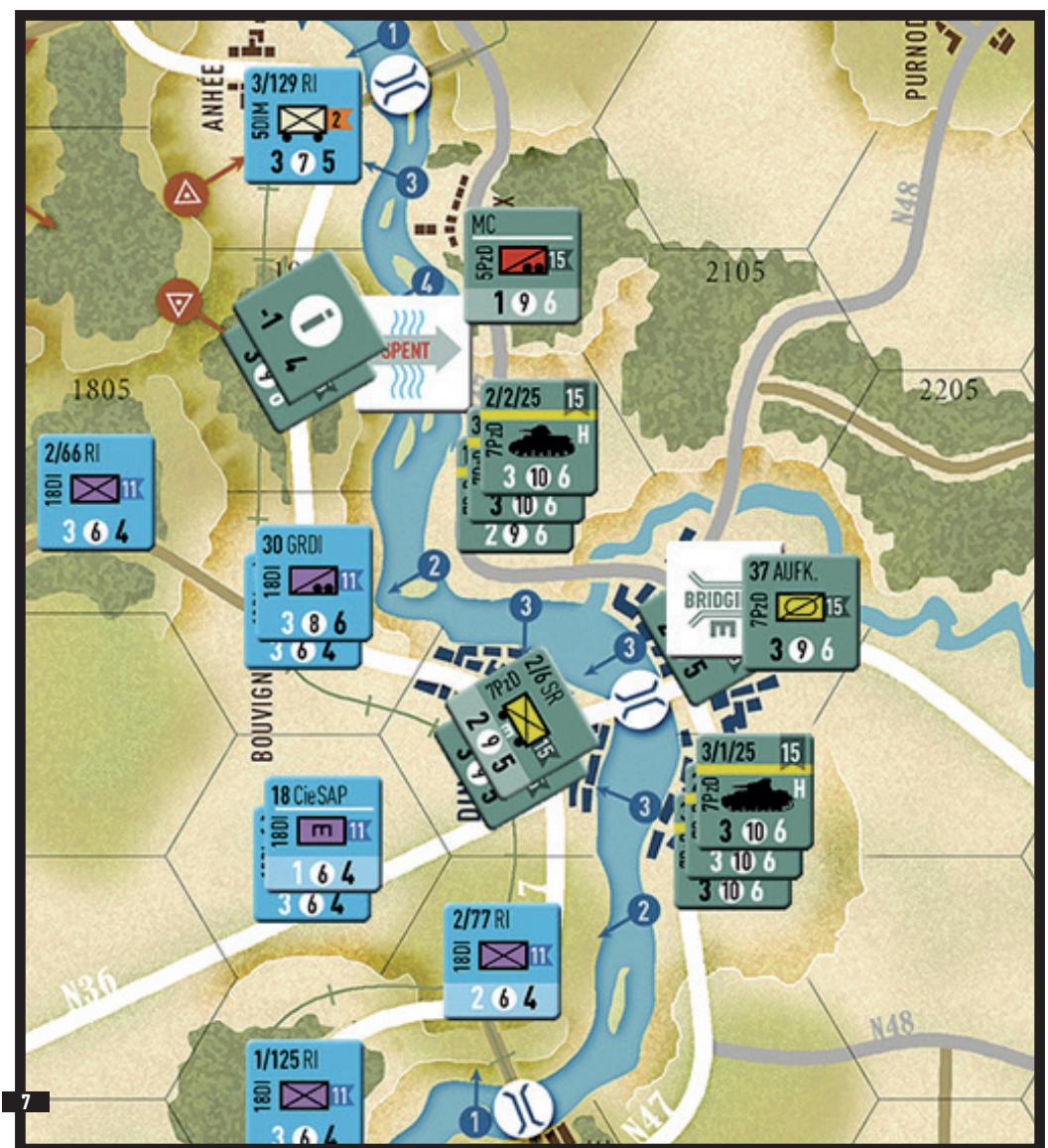


circle, the unit can attempt a crossing. 3/129 RI is adjacent to both the departure hex and the destination hex and may carry out a reaction fire with a DRM of +1 (See 6.3.2). 1D6+ 3 CF +1 -2 (night) = 7, no effect. 8 Aufk is placed in 1905. There is no ZOC in Rough terrain, and so there are no subsequent reaction fires. An «Isolated» marker is placed on the unit. A passage marker is placed between 2004 and 1905 on its Spent side.

- 3rd Activation: 1/6 SR in 2005 includes an engineer troop (E below the NATO symbol). It can attempt a crossing on pontoon to 2006 on its own. The two French units in 1906 may carry out a reaction fire with a DRM of +1 : 1D6 + 6 CF +1 - 2 (Night) = 10. That's a Green Damage Chit result. The German player spends a TC "Tactical Superiority" to reduce this result by one category: no result. 1/6 SR is placed in 2006. Because there is no ZOC in Towns, there is no reaction fire.
- 4th Activation : 2/6 SR in 2106 cross the Meuse on pontoon too. No possible reaction fire either.
- The German player may still activate one unit but prefers to pass. This marks the end of the 1st German Op phase. The French Operation Phase starts now, and the French player will try to reduce the German bridgeheads... (Pic.7)

The locks on the Meuse were not destroyed for fear of lowering the water level too much. Also, civilian boats were neither destroyed nor moved away through negligence and a lack of time.

Once across the Meuse, those units other than "pure" infantry that have crossed in this fashion are placed under an 'isolated' marker. They reduce their CF by 1 and their MPs to 4. The marker is removed as soon as they can trace a path of hexes to the East bank of the Meuse, passing over either a bridge or a pontoon.



This is the end of this example of play. The German player has tried to exploit the weak points of the French defensive line and the result is not so bad. It will be difficult for the French to reduce the two bridgeheads, but a pugnacious defense should delay or even put a stop to a large breakout. The 4 DINA is walking *à marche forcée* and the 1 DCR and its elephant-tanks are on the road. The 5 DIM on the North is the most efficient French division on the Meuse and is able to crush the flank of the 7 PzD if the 5 PzD is held back. The attack on the Meuse defensive line has a certain puzzle character. The German player should make the most of the easiness at this stage of the game to move and activate his units in efficient and coherent stacks. It will be more difficult after that. The race to the west is a different game, with different problems and tactics. Piercing the bottleneck, covering the flanks etc... It's a long way to Philippeville.❸