

The Battle of Perthes and Juniville

A WWII scenario for Hail of Lead from the Battle of France - June 10, 1940

Played on Saturday, August 11, 2007, by the Gourmet Wargaming Club in El Cerrito, California.

Credits

Designed by Warwick Young, for the *Hail of Lead* miniature wargaming rule set. Scenario based on an excellent article posted on the Axis History Forum by David Lehmann, entitled *The Battle on the Aisne and Retourne Rivers in May/June 1940*.

Find it at <http://forum.axishistory.com/viewtopic.php?t=61885>

Reference for orders of battle is *Armies of the Second World War, Volume 1* by Frank Chadwick, created for his award-winning *Command Decision* rule set.

Number of Players

This scenario is designed to keep 10 to 12 players busy, and does this by simulating combat in 2 separate "sectors" near each other. These sectors are laid out on the same game table; see below.

4-5 French players to command approximately 24 units: 1 to 2 players to command the Perthes sector, 3 players for the Juniville sector.

6-7 German players to command approximately 38 units: 2 players to command the Perthes sector, 4 to 5 for the Juniville sector.

Game Table

6 x 16 foot table, with a northern 6 x 4-foot section for the Perthes sector, and a southern 6 x 12-foot section for the Juniville sector.

Two Scenarios in One

Don't want to play a large game? Don't have a 6 x 16-foot table? Can't find 12 players? Just play 1 of the 2 sectors instead of both sectors. The Perthes sector only needs 2 to 4 players on a 6 x 4-foot table; the Juniville sector, 7 to 8 players on a 6 x 12-foot table.

Special Rules: French Communication Limits

In our game we allowed the French players to communicate freely and plan strategy before the game, but once the action started they were not allowed to discuss game play unless their units were in close proximity. The opposing players had no such limits. This rule was meant to help simulate the command and control advantage enjoyed by the Germans in France.

Public Player Knowledge

Background

May 13th - 22nd

After crossing the Ardennes, General Guderian's XIXth (19th) Panzer Corps bridged the River Meuse at Sedan on May 13th. The Germans had forced a breach between the French IIe (2nd) and IXe (9th) Armies. French high command tried to restore a continuous front, and ordered reinforcements to deploy west of Sedan to try to stop Guderian.

On May 15th elements from the 14e DI (14th Infantry Division) slowed the German penetration and destroyed about 30 German tanks, giving French units engaged during the previous days time to retreat. The 14e DI was then ordered to pull back behind the Aisne River and to establish a defensive line with a bridgehead north of the river in the town of Rethel. By 17th May the division is in position.

In the ensuing battle along the Aisne, elements of two German infantry divisions attacked three times, the last attack coming in on May 22nd. Reinforced with a few requisitioned tanks, the 14e DI distinguished itself by resisting all the German attacks, and even took some 800 German POWs. The front remained quiet until 9 June.

June 9th

Four enemy infantry divisions faced the defending French 2e DI (2nd Infantry Division) and 14e DI. The German infantry were tasked with establishing strong bridgeheads across the Aisne River in order to enable Guderian's panzer force to pierce deep into the French lines. The German armored force was composed of two panzer korps, with a combined strength of 4 panzer and 2 motorized infantry divisions.

The Germans attacked in the early morning; the 14e DI held its line east of Rethel, but the enemy finally breached the positions of 2e DI in the afternoon after hard fighting. German engineers built a bridge over the Aisne, and by 0700 hours on June 10th Guderian had established a 5-kilometer-deep bridgehead. 2e DI retreated south, and the left (west) flank of 14e DI was hanging unprotected.

June 10th

On the front of the 14e DI, two German infantry divisions launch an attack that is thrown back everywhere with heavy losses. But the left flank of the French division is now facing a mass of mobile German forces; all that holds them back is the equivalent of two regiments of infantry.

Guderian's 1st and 2nd Panzer Divisions strengthened the bridgehead west of Rethel while the 17th and 21st Infantry Divisions launched an attack towards Perthes in the southeast of the bridgehead at 0530h after an intense artillery preparation. This attack was meant to force the French to abandon Rethel to avoid being outflanked, thus allowing the Germans to cross the river on a wider front. Perthes is encircled at about 0830h, but fighting within the town continues all day.

Meanwhile, Guderian's tanks are free to exploit their mobility. 1st Panzer Division reached Juniville at 0900 hours, and launched three assaults against the entrenched French infantry without any success.

Victory Conditions

The Germans must continue their advance, destroying or displacing all French forces that oppose them.

If they hold Perthes and capture Juniville, they will be in position to completely outflank Rethel, and may possibly fall upon the rear of the French 14e DI.

The French must capture Perthes and hold Juniville to halt the German advance so that friendly units may pull back to safer positions. It is a simple case of buying time while inflicting maximum damage.

Sides

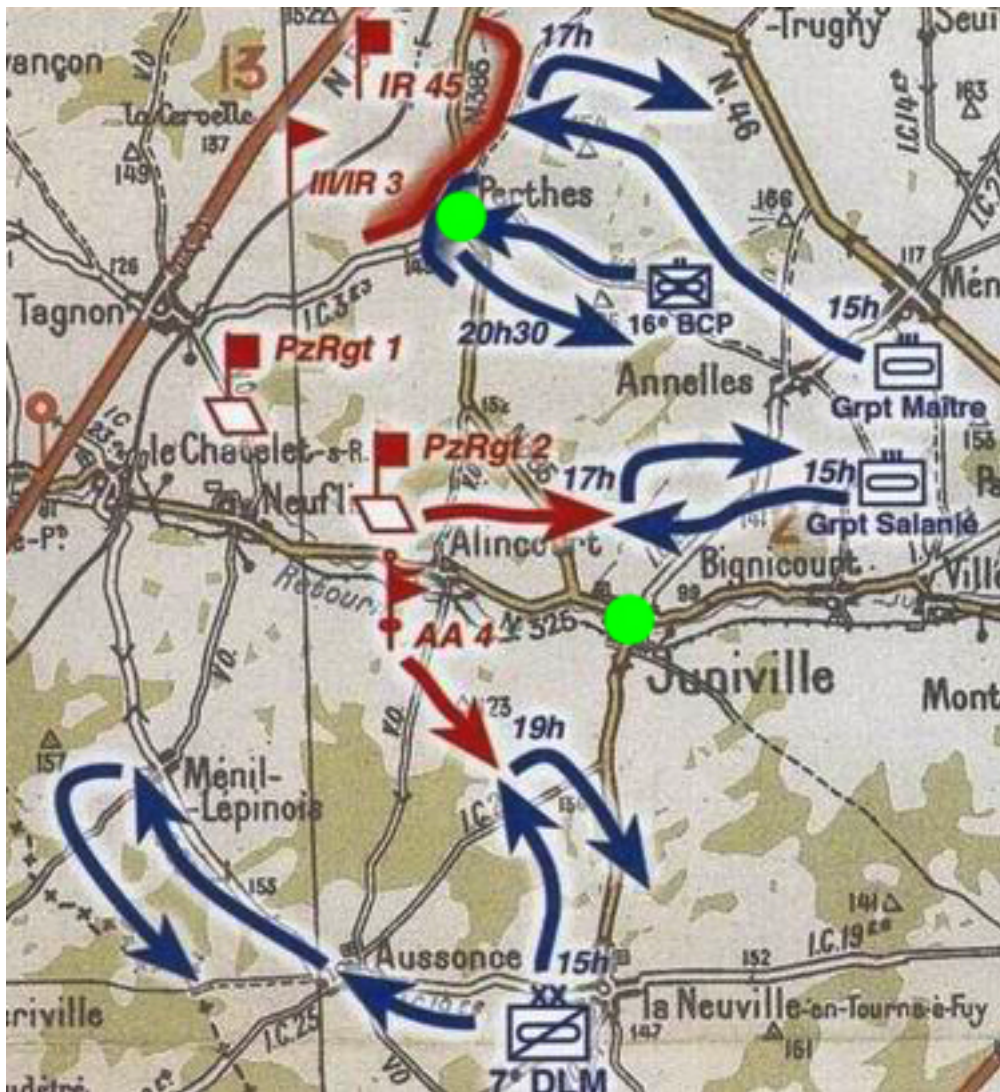
The French are the attackers in this scenario, and thus are Side 1 in the game turn sequence. The Germans are Side 2 reacting to the French offensive.

Time

The battle has a time limit of 14 turns. Hostilities commence at 1500 hours, and the battle ends at the completion of the 2130 hour turn. All turns are daylight turns, with full 50" visibility.

No Hidden Units

There's no need to use hidden movement systems because most units will be revealed within the first couple of turns, or have been encountered earlier in the day before the scenario begins. In our battle we set all stands out on the table and used the standard spotting rules.



The Historical Outcome

June 10th

Groupement Buisson was the single unit able to lead a counter-attack near Rethel, but it was not until 1700h, after spending hours maneuvering to its start position and refueling, that it was able to make its assault. The French counter-attack was launched with neither artillery nor air support, and it was spotted by the Luftwaffe.

Groupment Buisson split into Groupments Maître and Salanié; the former force attacked northwest towards Perthes, the latter due west towards Alincourt.

Groupment Maître inflicted heavy losses on the German infantry surrounding Perthes, the mobile infantry of

16e BCP (Mechanized Chasseur Battalion) breaking in and defending the town until 2200h when they were ordered to pull back. In the process they rescued about a platoon's worth of survivors from the 2e DI still holding out in the rubble. The Groupments tanks did not fare so well: about half were lost to a combination of indirect artillery fire, 105mm artillery pieces firing directly, and towed 88mm guns from the 560th Heavy Tank Destroyer Battalion.

North of Juniville, Groupement Salanié encountered elements of 1st Panzer Division, including 2nd Panzer Regiment. The B1 bis tanks were surrounded near a farm by a greater number of enemy tanks, antitank guns and artillery pieces, and the French lost roughly half their vehicles in the ensuing breakout and retreat.

South of Juniville, elements of 7e DLM organized in Groupment Aussenac launched a counter-attack below Alincourt earlier in the afternoon. 1st Panzer Division crossed the Retourne River between Alincourt and Juniville and hit 7e DLM in its right flank. The fighting turned in favor of the Germans, but their exhausted troops required resupply, giving the French a chance to disengage and regroup farther south.

The town of Juniville held out until about Midnight.

The Aftermath

French forces near Reims conducted a fighting retreat thanks to the efforts of 3e DCR and 7e DLM. 129 French tanks engaged about 260 tanks of 1st Panzer Division; 34 French tanks were destroyed and about 15 more damaged that day. The German advance was delayed for half a day, and approximately 100 various German vehicles were destroyed (including several dozen tanks, halftracks, and armoured cars).

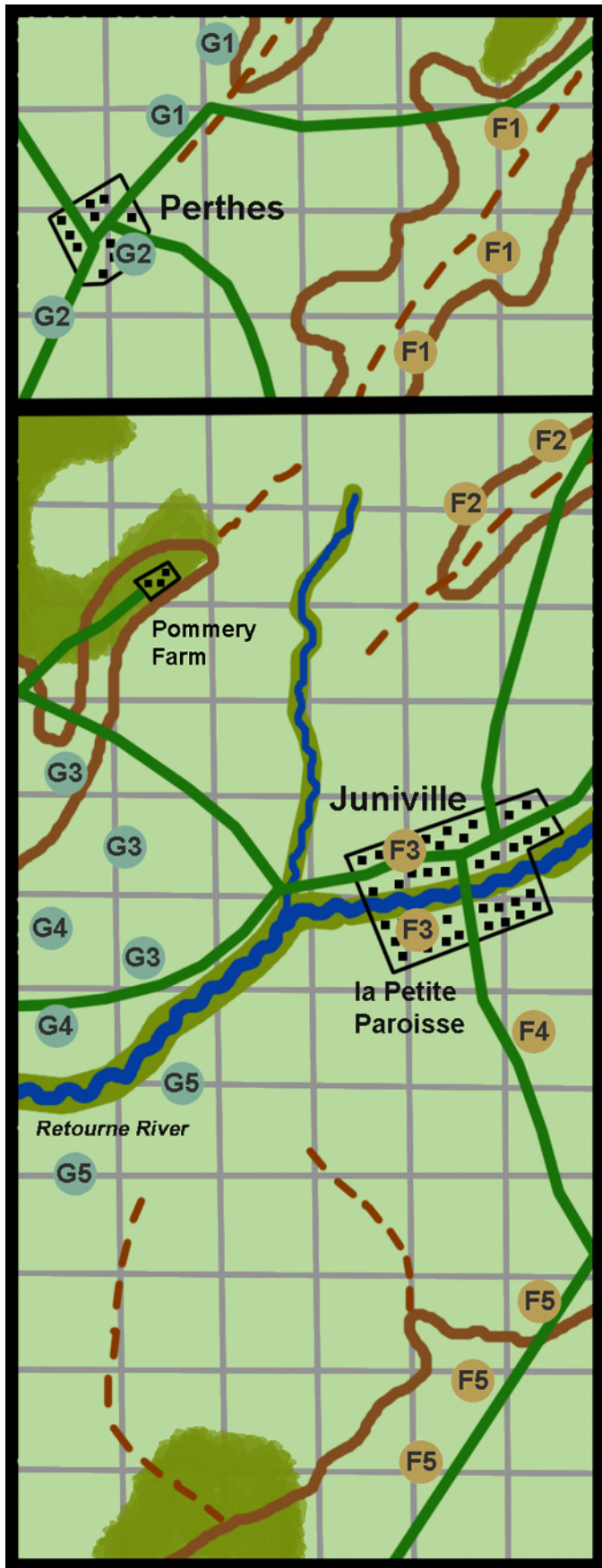
By June 15th, Guderian's tanks opened their way towards Reims, definitively isolating the eastern French armies from the rest of France.

Designer's Notes

This scenario tips everyone into the fray from the outset; no player will be wanting for action. The French task is daunting because the enemy has so many advantages: Stukas on call, reliable artillery in both sectors, better skill ratings for the tank crews, and superior command and control. But, as the German players found in our game, the French armor is damage-resistant and well-endowed with firepower. The Germans cannot afford to throw themselves willy-nilly into frontal attacks, and the French must watch for pitfalls such as the towed 88's and 105's.

The French order of battle was taken directly out of David Lehmann's article, and thus seems reliable; what the Germans had in the environs of Juniville and Perthes is more sketchy, and this author freely admits that time constraints meant a bit of conjecture and guesswork took the place of honest research. But if you squint your eyes and approach this scenario as equally game and simulation, you'll enjoy the challenging balance of forces. It's sobering to think that in reality Groupements Aussenac and Salanié might well have faced the better part of 1st Panzer Division rather than less than half of it. A hot day in June.

Scenario Map



Note the separate sectors: Perthes sector, at top, and Juniville sector, at bottom. The two sectors are not connected, even though they share the same table; forces from one sector may not enter the other.

The 6 x 16-foot map is gridded by 1-foot squares. (Instead of playing the whole scenario on a 6 x 16-foot table, a gaming group could fight the two sectors separately, or even just one of the two sectors for a smaller game.)

North is up.

Key to Map Features

Pastel Green ground

Gently rolling open agricultural land.

Dark Green lines

Roads. Roads cross rivers and streams at bridges.

Brown solid lines

Contours--the boundaries of a hill. Hilly terrain is considered difficult going for movement. Hills block line of sight (LOS).

Brown dashed lines

Crests of hills or ridges. Crests are considered difficult going for movement, and block LOS. An AFV directly behind a crest gets hull down cover.

Olive Green patches and lines

Light woods or shrubbery along rivers. Woods block LOS, and LOS within them is limited to 2 inches. Shrubbery provides cover, but neither blocks nor limits LOS within it.

Dark Blue

Wide blue line is river, narrow line is stream. Rivers and streams are difficult terrain for movement.

Black lines and squares

Urban terrain. Towns and villages are difficult terrain for movement, and LOS is 0 inches (requires units to make contact to spot). Urban terrain blocks LOS.

Tan circles with F#

Approximate French unit locations.

Blue-grey circles with G#

Approximate German unit locations.

For French Eyes Only

French Aircraft

No French aircraft are available.

French Reinforcements

None

Condensed French Order of Battle

Deployed in the Perthes sector:

Elements of Groupement Buisson (Elements of 3e DCR):

Groupement Maître (cpt. de Hautecloque, aka "Leclerc")

2nd Company/41e BCC (Tank Battalion)

2nd Company/42e BCC (Tank Battalion)

3rd Company/42e BCC (Tank Battalion)

16e BCP (Mechanized Chasseur Battalion)

Deployed in the Juniville sector:

Elements of Groupement Buisson (Elements of 3e DCR)

Groupement Salanié (lt.col. Salanié)

45e BCC (Tank Battalion)

1st Company/41e BCC (Tank Battalion)

2nd Company/31e RDP (Motorized Dragoon Regiment) attached from 7e DLM

3rd Company/31e RDP (Motorized Dragoon Regiment) attached from 7e DLM

Elements of 2e Infantry Division:

III battalion/73e Infantry Regiment

Elements of 7e DLM:

Groupement Aussenac

10e BCC (Tank Battalion)

1st Company/8e RD (Dragoon Regiment)

4th Company/14e RDP (Motorized Dragoon Regiment)

Not part of Groupement Aussenac

1st Company/31e RDP (Motorized Dragoon Regiment)

IDF Support

77e RATT (Motorized Artillery Regiment) (Off-Board)

(in support of elements of 7e DLM south of Juniville)

French Deployment

Perthes sector

somewhere in Perthes: 2 rifle platoons - remnants of 127e Infantry Regiment in the rubble
all areas marked **F1** Groupment Maître

Juniville sector

all areas marked **F2** Groupment Salanié
all areas marked **F3** III battalion/73e Infantry Regiment (entrenched)
at **F4** 1st company/31e RDP (Motorized Dragoon Regiment)
all areas marked **F5** Groupment Aussenac

Off-Board Support: I/77e RATT (Motorized Artillery Regiment) (75mm)
I/77e RATT (Motorized Artillery Regiment) (75mm)
(in support of Groupment Aussenac only)

For German Eyes Only

German Aircraft

The German CinC will roll 1 die at the start of each turn: if a 6 is rolled, one flight (model) of Ju 87 Stuka dive-bombers will be available in the Juniville sector. The aircraft flight will be controlled by the FAC (Forward Air Controller) radio truck attached to the 4th Reconnaissance Battalion.

If the FAC is not available, then the aircraft will attack one of three target points, using the standard target priority rules for aircraft. The rub is that the German CinC will choose two of the target points, a French player will choose one. The referee will determine randomly which target point is attacked.

German Reinforcements

None

Condensed German Order of Battle

Deployed in the Perthes sector:

I Battalion/45th Infantry Regiment (-)
1st Company/560th Heavy Panzerjäger Battalion

III Battalion/3rd Infantry Regiment (-)
2nd Company/21st Panzerjäger Battalion
4th Company/21st Artillery Regiment (on board)

IDF support:

I Battalion (105mm)/21st Artillery Regiment (Off-Board)

Deployed in the Juniville sector:

2nd Panzer Regiment
I Panzer Battalion
II Panzer Battalion
1st Company/560th Heavy Tank Destroyer Battalion

II Battalion/Motorized Infantry Regiment
2nd Company/37th Panzerjäger Battalion

4th Reconnaissance Battalion (-)

IDF support:

I Battalion(105mm)/73rd Artillery Regiment (Off-Board)

German Deployment

Perthes sector

all areas marked **G1** I Battalion/45th Infantry Regiment
1st Company/560th Heavy Panzerjäger Battalion

all areas marked **G2** III Battalion/3rd Infantry Regiment
attached 2nd Company/21st Panzerjäger Battalion
4th Battery/21st Artillery Regiment (on board)

Off-Board Support: I Battalion (105mm)/21st Artillery Regiment

Juniville sector

all areas marked **G3** 2nd Panzer Regiment HQ
I Battalion/2nd Panzer Regiment
II Battalion/2nd Panzer Regiment
attached 1st Company/560th Heavy Tank Destroyer Battalion

all areas marked **G4** II Battalion/Motorized Infantry Regiment
attached 2nd Company/37th Panzerjäger Battalion

all areas marked **G5** 4th Reconnaissance Battalion

Off-Board Support: I Battalion(105mm)/73rd Artillery Regiment

Full French Order of Battle

All tank units, Motorized Dragoons, and Mechanized Chasseurs

Skill: regular 4-6

Rally: bold 3-6

All other units

Skill: regular 4-6

Rally: steady 4-6

Groupement Maître (cpt. de Hauteclouque, aka "Leclerc")

2nd Company/41e BCC (Tank Battalion)

*1 command char B1 bis (1 CR/10") 47L34 ammo: OOOO 75L17 ammo: OOOOO OOO

1 char B1 bis 47L34 ammo: OOOO 75L17 ammo: OOOOO OOO

**Note: The command tank of this unit commands all units in Groupement Maître.*

2nd & 3rd Company/42e BCC (Tank Battalion)

1 command char H39 (1 CR/10") OOOOO OO

1 char H39 OOOOO OO

1 char H39 OOOOO OO

1 char H39 OOOOO OO

16e BCP (Mechanized Chasseur Battalion)

Headquarters

1 command stand (2 CR/10")

1 car

1 recon motorcycle rifle stand (1 SCR)

1 recon Panhard 178 armored car (1 SCR)

1 81mm mortar stand oOOOO (special ammo = smoke or HE)

1 medium truck

1st Mechanized Infantry Company

1 command rifle stand (1 CR/10")

2 rifle stands

1 MMG stand

4 light trucks

1 attached 25L72 AT gun

1 gun crew stand OOOOO OOOOO OO

1 light truck

2nd Mechanized Infantry Company

1 command rifle stand (1 CR/10")

2 rifle stands

1 MMG stand

4 light trucks

1 attached 25L72 AT gun

1 gun crew stand OOOOO OOOOO OO

1 light truck

3rd Mechanized Infantry Company

1 command rifle stand (1 CR/10")

2 rifle stands

1 MMG stand

4 light trucks

1 attached 25L72 AT gun

1 gun crew stand OOOOO OOOOO OO

1 light truck

Groupement Salanié (lt.col. Salanié)

Headquarters

1 command stand (2 CR/10")
1 car

45e BCC (Tank Battalion)

1 command char H39 (2 CR/10") OOOOO OO
1 char H39 OOOOO OO
1 char H39 OOOOO OO
1 char H39 OOOOO OO
1 char H39 OOOOO OO

1st Company/41e BCC (Tank Battalion)

1 command char B1 bis (1 CR/10") 47L34 ammo: OOOO 75L17 ammo: OOOOO OOO
1 char B1 bis 47L34 ammo: OOOO 75L17 ammo: OOOOO OOO

2nd Company/31e RDP (Motorized Dragoon Regiment)

1 command rifle stand (1 CR/10")
1 rifle stand
1 MMG stand
3 light trucks

3rd Company/31e RDP (Motorized Dragoon Regiment)

1 command rifle stand (1 CR/10")
1 rifle stand
1 MMG stand
3 light trucks

III battalion/73e Infantry Regiment (-)

Headquarters

1 command stand (2 CR/10")
1 attached 81mm mortar stand oOO (special ammo = smoke or HE)

1st Infantry Company

1 command rifle stand (1 CR/10")
2 rifle stands
1 attached MMG stand
1 attached 25L72 AT gun
1 gun crew stand OOOOO OO

2nd Infantry Company

1 command rifle stand (1 CR/10")
2 rifle stands
1 attached MMG stand

3rd Infantry Company

1 command rifle stand (1 CR/10")
2 rifle stands
1 attached MMG stand

1st Company/31e RDP (Motorized Dragoon Regiment)

1 command rifle stand (1 CR/10")
1 rifle stand
1 MMG stand
3 light trucks

Groupement Aussenac

Headquarters

1 command stand (2 CR/10")

1 car

1 attached FO stand (2 SCR)

1 car

- directs fire from I Light Artillery Battalion (75mm) /77e RATT (Off-Board)

1 attached FO stand (2 SCR)

1 car

- directs fire from II Howtizer Battalion (105mm) /77e RATT (Off-Board)

10e BCC (Tank Battalion)

Headquarters

1 command char R35 (2 CR/10") OOOOO OO

1st Tank Company

1 command char R35 (1 CR/10") OOOOO OO

1 char R35 OOOOO OO

1 char R35 OOOOO OO

2nd Tank Company

1 char R35 OOOOO OO

1 char R35 OOOOO OO

1 char R35 OOOOO OO

3rd Tank Company

1 char R35 OOOOO OO

1 char R35 OOOOO OO

1 char R35 OOOOO OO

1st Company/8e Dragoons

1 command char H39 (1 CR/10") OOOOO OO

1 char H39 OOOOO OO

4th Company/14e RDP (Motorized Dragoon Regiment)

1 command rifle stand (1 CR/10")

1 rifle stand

1 MMG stand

1 attached 25L72 AT gun

1 gun crew stand OOOOO OO

4 light trucks

77e RATT (Motorized Artillery Regiment) (Off-Board)

I Light Artillery Battalion/77e RATT

1 75mm gun oOOOO (special ammo = smoke or HE)

1 75mm gun oOOOO (special ammo = smoke or HE)

1 75mm gun oOOOO (special ammo = smoke or HE)

II Howtizer Battalion/77e RATT

1 105mm howitzer oOOOO (special ammo = smoke or HE)

1 105mm howitzer oOOOO (special ammo = smoke or HE)

1 105mm howitzer oOOOO (special ammo = smoke or HE)

Full German Order of Battle

All foot infantry, artillery, and antitank units are rated as

Skill: regular 4-6,

Rally: steady 4-6

All armor, reconnaissance, and motorized infantry units are rated as

Skill: veteran 3-6,

Rally: bold 3-6

I Battalion/45th Infantry Regiment

Headquarters and 4th Weapons Company

1 command stand (2 CR/10")

1 attached mounted FO stand (2 SCR)

It directs fire for I Battalion (105mm)/21st Artillery Regiment (Off-Board)

2 MMG stands

1 8cm mortar stand oOOOO (special ammo = smoke or HE)

1st Infantry Company

1 command rifle stand (1 CR/10") Has integral ATRs

1 rifle stand

1 MMG stand

2nd Infantry Company

1 command rifle stand (1 CR/10") Has integral ATRs

1 rifle stand

1 MMG stand

3rd Infantry Company

1 command rifle stand (1 CR/10") Has integral ATRs

1 rifle stand

1 MMG stand

1st Company/560th Heavy Panzerjäger Battalion

1 command stand (1 CR/10")

1 car

1 88L56 AA gun

1 gun crew stand OOOOO

1 SdKfz 7 tractor

1 medium ammo truck (88L56 ammo) OOOOO OOOOO OOOOO

1 37L45 AT gun

1 gun crew stand OOOOO OOO

1 light truck

1 light ammo truck with trailer (37L45 ammo)

OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OO

III Battalion/3rd Infantry Regiment (-)

Headquarters and 12th Weapons Company

1 command stand (2 CR/10")

2 MMG stands

1 8cm mortar stand oOOOO (special ammo = smoke or HE)

9th Infantry Company

1 command rifle stand (1 CR/10") Has integral ATRs

1 rifle stand

1 MMG stand

10th Infantry Company

- 1 command rifle stand (1 CR/10") Has integral ATRs
- 1 rifle stand
- 1 MMG stand

11th Infantry Company

- 1 command rifle stand (1 CR/10") Has integral ATRs
- 1 rifle stand
- 1 MMG stand

2nd Company/21st Panzerjäger Battalion

- 1 command stand (1 CR/10")
- 1 kübelwagen
- 1 37L45 AT gun
- 1 gun crew stand OOOOO OOO
- 1 light truck
- 1 37L45 AT gun
- 1 gun crew stand OOOOO OOO
- 1 light truck
- 1 37L45 AT gun
- 1 gun crew stand OOOOO OOO
- 1 light truck

4th Battery/21st Artillery Regiment (on board)

4th Battery

- 1 mounted command stand (1 CR/10")
- 1 105L28 howitzer
- 1 gun crew stand oOOOO (special ammo = smoke or HE)
- 1 heavy limber
- 1 ammo wagon oOOOO
- 1 support stand

I Battalion (105mm)/21st Artillery Regiment (Off-Board)

- 1 105mm howitzer ooOOO OOOOO (special ammo = smoke or HE)
- 1 105mm howitzer ooOOO OOOOO (special ammo = smoke or HE)
- 1 105mm howitzer ooOOO OOOOO (special ammo = smoke or HE)

The FO for this unit is on-board and attached to I Battalion/45th Infantry Regiment.

1st Panzer Regiment

Headquarters

- 1 command PzBefWg I (2 CR/10")
- 1 staff radio PzBefWg III E (2 CR/40")
- 1 attached FO stand (2 SCR)
- 1 kübelwagen

The FO directs fire for I Battalion(105mm)/73rd Artillery Regiment (Off-Board)

I Panzer Battalion

Headquarters

- 1 command PzBefWg III E (2 CR/10")

1st Light Tank Company

- 1 command PzKfw III E (1 CR/10") OOOOO OOOOO
- 2 PzKfw II C
- 1 PzKfw I

2nd Light Tank Company

1 command PzKfw III E (1 CR/10") 00000 00000
2 PzKfw II C
1 PzKfw I

3rd Medium Tank Company

1 command PzKfw IV D (1 CR/10") 00000 000
1 PzKfw IV D 00000 000
1 PzKfw II C

II Panzer Battalion

Headquarters

1 command PzBefWg III E (2 CR/10")

4th Light Tank Company

1 command PzKfw III E (1 CR/10") 00000 00000
2 PzKfw II C
1 PzKfw I

5th Light Tank Company

1 command PzKfw III E (1 CR/10") 00000 00000
2 PzKfw II C
1 PzKfw I

6th Medium Tank Company

1 command PzKfw IV D (1 CR/10") 00000 000
1 PzKfw IV D 00000 000
1 PzKfw II C

1st Company/560th Heavy Tank Destroyer Battalion

1 command stand (1 CR/10")
1 car
1 88L56 AA gun
1 gun crew stand 00000
1 SdKfz 7 tractor
1 medium ammo truck (88L56 ammo) 00000 00000 00000

1 37L45 AT gun
1 gun crew stand 00000 000
1 light truck
1 light ammo truck with trailer (37L45 ammo)
00000 00000 00000 00000 00000 00000 00

II Battalion/Motorized Infantry Regiment

Headquarters

1 command stand (2 CR/10")
1 car

5th Motor Infantry Company

1 command mech-rifle stand (1 CR/10") Has integral ATRs
2 mech-rifle stands
1 MMG stand
2 medium trucks

6th Infantry Company

1 command mech-rifle stand (1 CR/10") Has integral ATRs
2 mech-rifle stands
1 MMG stand
2 medium trucks

7th Infantry Company

1 command mech-rifle stand (1 CR/10") Has integral ATRs
2 mech-rifle stands
1 MMG stand
2 medium trucks

8th Weapons Company

1 command stand (1 CR/10")

1 car

1 37L45 AT gun

1 gun crew stand OOOOO OOO

1 light truck

1 ^ 75L12 infantry gun

1 gun crew stand oOOOO (special ammo = smoke or HE)

1 light truck

^Note: this weapon represents 2-3 actual weapons, and therefore has reduced firepower.

2nd Company/37th Panzerjäger Battalion

1 command stand (1 CR/10")

1 kübelwagen

1 37L45 AT gun

1 gun crew stand OOOOO OOO

1 light truck

1 37L45 AT gun

1 gun crew stand OOOOO OOO

1 light truck

1 37L45 AT gun

1 gun crew stand OOOOO OOO

1 light truck

4th Reconnaissance Battalion (-)

Headquarters

1 command SdKfz 223 (2 CR/10")

1 staff radio SdKfz 263 (2 CR/40")

*1 attached FAC medium truck (2 SCR)

1st Armored Car Squadron

1 command SdKfz 223 (1 CR/10")

1 recon SdKfz 221 (1 SCR)

1 recon SdKfz 222 (1 SCR)

2nd Armored Car Squadron

1 command SdKfz 223 (1 CR/10")

1 recon SdKfz 221 (1 SCR)

1 recon SdKfz 222 (1 SCR)

1 recon SdKfz 231 8-rad (1 SCR)

3rd Motorcycle Squadron

1 motorcycle command mech-rifle stand (1 CR/10") Has integral ATRs

1 motorcycle MMG stand

4th Heavy Squadron

1 motorcycle command stand (1 CR/10")

1 engineer rifle stand

1 light truck

1 37L45 AT gun

1 gun crew stand OOOOO OOO

1 light truck

1 ^ 75L12 infantry gun

1 gun crew stand oOOOO (special ammo = smoke or HE)

1 light truck

**Note: The FAC (Forward Air Controller) truck attached the 4th Reconnaissance Battalion HQ may direct the attacks of any Ju87 Stuka dive-bombers that enter the battle.*

^Note: this weapon represents 2-3 actual weapons, and therefore has reduced firepower.

I Battalion(105mm)/73rd Artillery Regiment (Off-Board)

- 1 105mm howitzer ooOOO OOOOO (special ammo = smoke or HE)
- 1 105mm howitzer ooOOO OOOOO (special ammo = smoke or HE)
- 1 105mm howitzer ooOOO OOOOO (special ammo = smoke or HE)

The FO for this unit is on-board and attached to the HQ of 2nd Panzer Regiment.