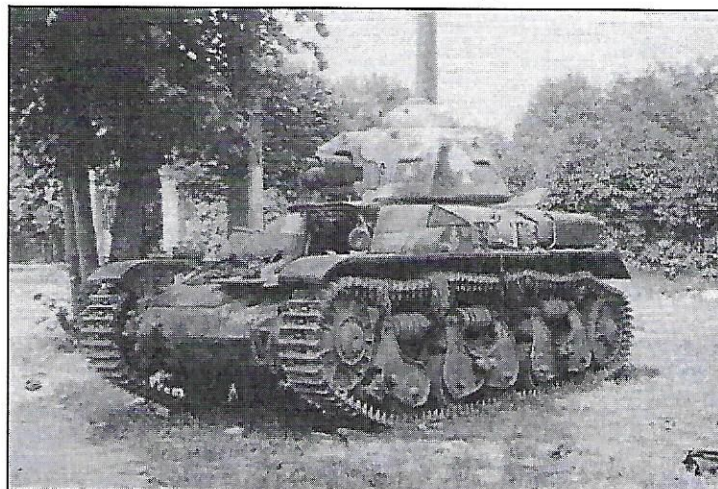


SHAKEN NOT STIRRED

RALLY POINT SCENARIO RPT152

SITUATION: VILLERS-MAREUIL, France, 29 May 1940: Generalleutnant Oskar Blümm's 57th Infantry Division was defending Villers-Mareuil as part of XXXVIII Armeekorps defense of the Abbeville Bridgehead and the Somme River crossings. Général de Brigade Charles de Gaulle launched an attack against the German bridgehead with his 4^{ème} Division Cuirassée, pushing the German 57th Division back nearly four kilometers and taking 300 prisoners. The objective for the second day of the attack was Villers-Mareuil. Lieutenant René Bardel's R-35 tanks moved toward the villages with soldiers of the 22^{ème} Régiment d'Infanterie Coloniale following close behind. Passing the smoking wrecks of R-35s knocked out the day before, Bardel's tank was suddenly hit by a German 37mm anti-tank round. Instinctively, Bardel returned fire and got a lucky hit that exploded the enemy's ammunition, knocking out the gun. French infantry was uncharacteristically eager to fight, but nevertheless, German machine guns pinned them down. Bardel's R-35 again saved the day by engaging the German machine guns. One enemy gun was blown off its tripod. Bardel again fired and this time the shell cut a German machine gunner in half leaving his mangled, bloody torso still clutching the MG34. French infantry was now moving and clearing the villages house-by-house. Shaken from the previous day's fighting, some Germans could not withstand the shock of French tanks attacking. The German infantry defense cracked and soon the French were in control of Villers-Mareuil. Though they had suffered a small setback, the Germans would not be stirred from their bridgehead. Just as de Gaulle was about continue, the Germans beat him to the punch and counterattacked. The 4^{ème} Division Cuirassée had shot its bolt and lost the initiative.



MAP ORIENTATION:

	65	70
64		67



(Only hexrows A-P are playable.)

OPTIONS:

- ⦿ Add a 4-5-7 to the French.
- ⚡ Add a 4-6-7 to the Germans.

MISSION LENGTH

⚡ GERMAN SETS UP FIRST	1	2	3	4	5
⦿ FRENCH MOVES FIRST					

Elements of Infanterie Division 57 set up on boards 67 and 70.



4-6-8	4-6-7	2-2-8	9-1	8-1	8-0	3PP 2 5-12	1 3-8	30-1	81* [2-60]	37L H6[9]
11	3					2	2		2	

{ELR: 3}
{SAN: 3}

Elements of 1^{ère} Compagnie, 44^{ème} Bataillon de Chars de Combat, 22^{ème} Régiment d'Infanterie Coloniale, 4^{ème} Division Cuirassée set up on boards 64 and 65 on/west of hewrow E.



4-5-7	9-2	8-1	8-0	3 6-12	2 4-11	1 2-8	60* [3-42]	9-1 2nd LI	37* -[2*]*
17	2					3			6

{ELR: 2}
{SAN: 3}



MISSION: The French win at game end if they control ≥ 5 of the 7 stone buildings on boards 67 and 70, provided that they have ≥ 1 Good Order, mobile (non-recalled) R-35 with functioning MA remaining on the map.

COORDINATING INSTRUCTIONS:

1. EC are Wet, with no wind at start. Kindling is NA.
2. French R-35 crews may not voluntarily abandon their vehicles.

Scenario Design: Evan E. Sherry 120818.8

Source: Pallud, Jean Paul, *Blitzkrieg in the West: Then and Now* (London: After the Battle, 1991) pp. 404-407