

La Drole de Guerre

ASL Southern Cross Scenario SX 1



VICTORY CONDITIONS: The side with the most VP at game end is the winner. VP's are awarded for the following: Each stone building is worth 2 VP to the last friendly MMC within the building. The French Player controls all stone buildings at game start. Row houses do not count as separate buildings. Each AFV (enemy destroyed or friendly surviving) is worth 1VP. The bridge in hex CC7 is worth 2 VP. SEE SSR 2

Schweigen Germany, 16 October 1939: On September 7th, French units advanced into the Sarre Gap between RF's of Metz and La Lauter towards the German industrial center at Sarrbrucken. French forces penetrated less than 10 kilometers when word came that French minister Gamelin informed the allied supreme war council that the situation in Poland did not justify further efforts in the Sarr. All French units were ordered to advance no further into Germany until the situation could be scrutinized. Nothing of any significance occurred on the Sarr front during the remainder of September while the bulk of French army units quietly and secretly slipped away, withdrawing back to pre-invasion positions. The German counter attack began on the morning of October 16th; clashing with the small French covering forces scattered along the front. One such encounter occurred just south of Schweigen Germany, where French mechanics rushed to repair several Renault tanks damaged during the earlier withdrawal.

BOARD CONFIGURATION:



BALANCE:

French- Add one 4-5-7 to OB
German- Add two 2-4-7 to OB

TURN RECORD CHART

🎯 French Set-up First	1	2	⚡ 3	4	5	6	7	END
⚡ German Moves First								

Rearguard Elements of the 11th d'Infanterie Regiment [ELR: 3] Set up on Board 12, on or west of Hexrow O.
(SAN:2) See SSR 3 and SSR 4

5	2									6	

37* -2*/*

Elements of Infanterie Division 6 with Armor Support [ELR:4] Set up on Board 12 on or east of Hexrow K
(SAN 3)

12			2			3		

37L 3/8 37L 3/8 75* 3/5

Armor Support Enters on Turn 3 along east edge of Board 12

Scenario Design: John Skillman

SPECIAL RULES:

- EC are Moderate with No Wind at start.
- Hex S1 and T1 are Ground Level Grain. Hex C6 is a wooden building.
- The French 2-4-8 represents an Engineer unit that has been trained in the used of the 37* Gun. It may act as the crew without penalty. The 37* Gun and Crew may set up HIP if in Concealment Terrain.
- After Setup, but prior to game start, the French Player makes a Secret dr for each R35. On a roll of 1; the R35 is Immobilized. 2-4; the R35 must add IMP per Hexside crossed, and is subject to Mechanical Reliability. 5-6; the R35 suffers from Mechanical Reliability.

AFTERMATH: By the end of the day, German formations completely recaptured all their lost territory taken by French in the early weeks of the war. German units even occupied Apach, the first French village to be captured during the war. By October 17th, all had quieted down again on the Sarr front, and both sides settled in for the beginning of the phony war, which the French forces called La Drole de Guerre.