

Germany



The Capture of Neunkirchen

By Chris Stoesen

September

1939

HISTORICAL BACKGROUND

In September of 1939, the French Army invaded Germany in support of Poland. This campaign was a short-lived offensive that barely penetrated 8km into Germany. The French were to come face to face with the fortifications of the still in construction Siegfried Line. Most of the positions encountered by the French were abandoned or incomplete. Yet each time, the French would stop and engage each bunker as if it were occupied, wasting a considerable amount of time. The defenders of the Fatherland were poorly equipped and prepared reserve units, with little to no armoured support. By October of that year, the offensive had faltered and the French had withdrawn back across their own border and the Germans crossed into France, taking the border town of Apach.

This scenario is based off of the taking of the town of Neunkirchen by the 6e RTM (6th Moroccan Tirailleurs Regiment) on September 10th. The 6e RTM was part of the 2e DINA (2nd North African Infantry Division). The Moroccan troops pressed their attacks hard in one of the few contested engagements of the whole campaign. The Commander of the 3rd Battalion of the 6e RTM is awarded the Order of the Army for their actions around Neunkirchen.

The French leadership did not exploit their gains. While the troops are from the right units and of the right composition, the terrain and situation is a fabrication.

CAUTION!

To maximize enjoyment of this scenario, potential players are urged not to read beyond this point unless an umpire is present, sides have been chosen, forces have been assembled, and a game is about to begin!

CONGRATULATIONS!

This month's Scenario of the Month was submitted by Chris Stoesen of Georgia in the USA and was the well deserved winner of our Scenario Competition.

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FRENCH BRIEFING

As the Captain of these Moroccans, you must enter the town. Your men seem eager to fight and have been getting bored with the constant marching. Your commanders have warned you that the outposts of the Siegfried Line are just around the corner. Be careful. You have heard the reports of how fast the Germans are destroying the Poles and you do not want to be their next victim.

Besides your company, you have additional support in the form of a cavalry reconnaissance troop. Command has prepared the area with an artillery strike before you arrived, (3 stonks).

Your men are to be supported in your attack by a platoon of Renault FT-18s. These will come on request. (Request the support at a Tea Break, and place a reinforcement card in the deck. The reinforcements will enter on a blind).

YOUR FORCES



3rd Battalion,
6th Moroccan Tirailleurs Regiment (RTM).

Big Men

Captain	(1D4+2)
Platoon Sergeant	(1D6)
Corporal	(1D4)
Private	(1D6+1)
Cavalry Sgt	(1DAv)

Company Headquarters (rated Good +)

- 1 x Rifle squad (10 men)
- 1 x 60mm mortar (2 crew)

1st Platoon

- 3 x Rifle squads (10 men each)

2nd Platoon

- 3 x Rifle squads (10 men each)

3rd Platoon

- 3 x Rifle squads (10 men each)

4th Platoon

- 3 x Rifle squads (10 men each)

Cavalry Troop (all mounted)

- 1 x HQ Squad (5 men)
- 3 x Rifle squads (10 men each)

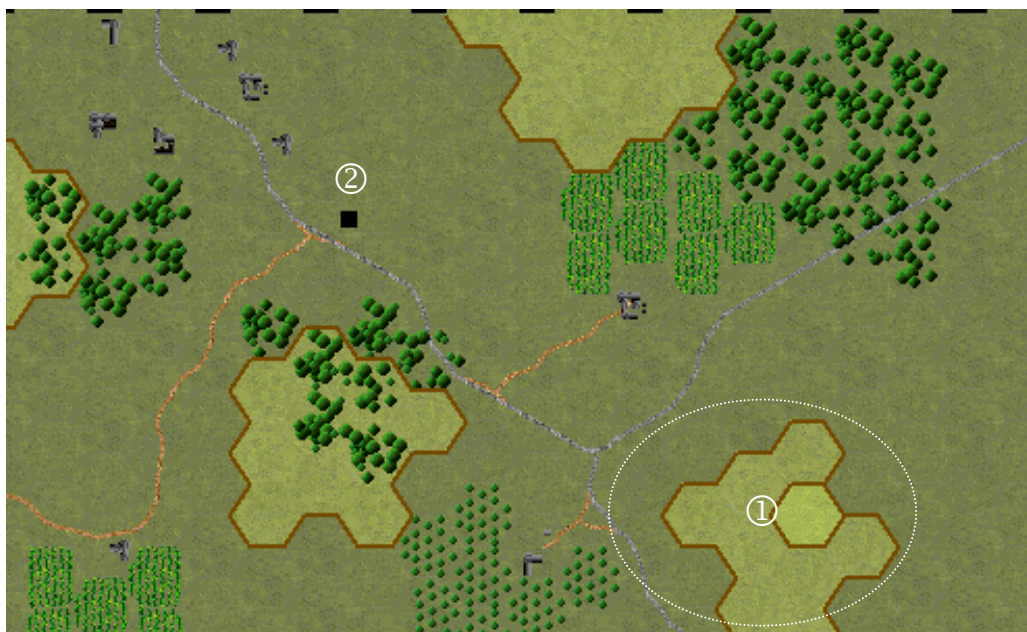
Support Weapons

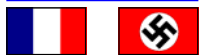
- 2 x MMGs (3 crew each)
- 4 x 81mm mortar (3 crew each)

Tank Platoon (reinforcements)

- 3 x Renault FT-18s

- ① = French initial deployment area.
- ② = Position of a known German bunker.





GERMAN BRIEFING

You are the commander of a Garrison Company that is spread out across nearly a mile of the Siegfried line. In the town of Neunkirchen behind you, there is a company of Wehrmacht regulars to support you. Your men in this sector are spread out thinly.

Construction is not complete on the main bunker guarding the road (a 75mm gun bunker). While the 75mm gun is in place, you have received no ammunition for it. The back of the bunker is still an exposed framework for the yet unpoured concrete. It will shelter up to 2 squads of men if you wish. There are two well-concealed MMG bunkers in the tree line overlooking the road and supporting the bunker. Your men have been busy digging some defensive positions and a roadblock has been established leading into the town. The engineers have been busy and placed a minefield in front of your positions as well.

You may call for reinforcements from the town if needed. (Request reinforcements at a Tea Break, and place a reinforcement card in the deck. They will enter on a blind). In addition, you have been provided with a Forward Observer linked to a battery of 75mm infantry guns.

- ① = Position of the roadblock.
 ② = Position of the 75mm gun bunker.
 ③ and ④ = Positions of MMG bunkers.

YOUR FORCES



Garrison Company.

Big Men

Hauptman	(1D6)
Feldwebel	(1D6)
Feldwebel	(1D4)
Feldwebel	(1DAv)

Garrison Platoon (rated Line -1)

- 4 x Rifles squads (8 men each)
- 1 x 50mm mortar (2 crew)
- 1 x PzB 39 AT Rifle (2 crew)

MMG Teams

- 3 x MMGs (3 crew each)

Artillery Support

- 1 x Forward Observer
- 3 x 75mm Infantry Guns (off table)

Wehrmacht Regulars (reinforcements)

Company Headquarters

- 1 x Rifle squad (10 men)
- 2 x MMGs (3 crew each)

Platoon 1

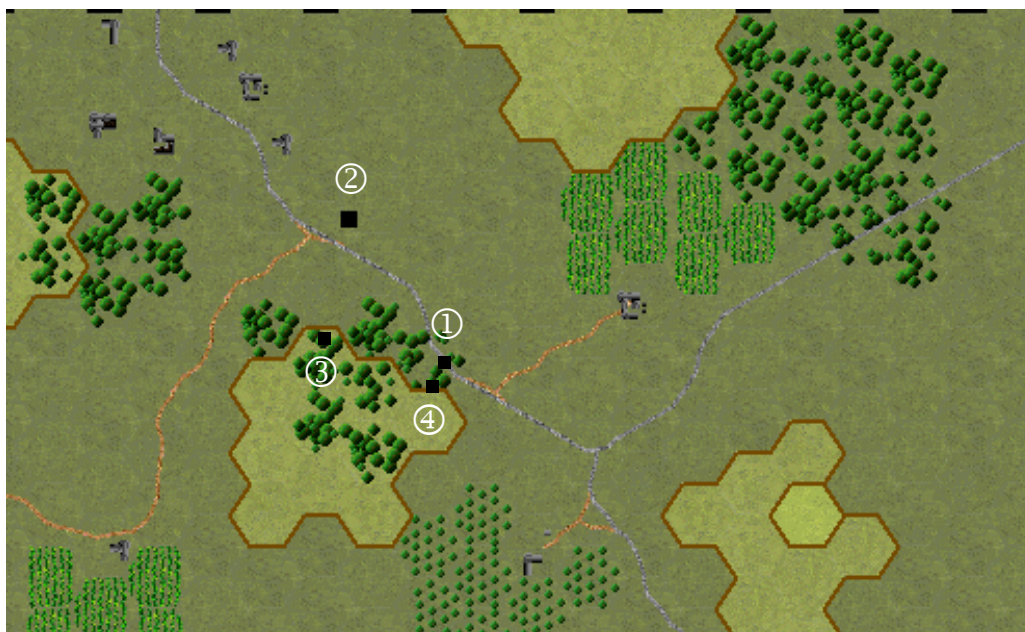
- 3 x Rifles squads (10 men each)
- 1 x 50mm mortar (2 crew)

Platoon 2

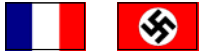
- 3 x Rifles squads (10 men each)
- 1 x 50mm mortar (2 crew)

Platoon 3

- 3 x Rifles squads (10 men each)
- 1 x 50mm mortar (2 crew)



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UMPIRE'S NOTES

This scenario pits Good French Troops (as defined in the Blitzkrieg supplement) against Line Troops with a Minus 1 applied to them. The French at the time already bought into German propaganda and throughout the campaign believed that the Germans were preparing a massive counter attack. In reality, there was very little standing between the French and the heart of Germany besides Hitler's propaganda.

Deployment

You have some surprises for the players. The French reinforcement is a single FT-17 not the promised platoon of FT-18s. The German player will receive a single platoon of troops on their reinforcement card, not the full company. These are rated as "Wehrmacht in Poland" from the Blitzkrieg Supplement.

All of the German troops on the board at the start are considered hidden unless they are placed in the open, in which case they may start as a blind. There should be plenty of cover for the Germans to start the game as hidden.

Terrain

The Germans do not know where their minefield is - just that it is in front of their positions. It is situated to the right of their roadblock, covering the gap between the woods and the farmer's fields. The roadblock is an obstacle to infantry but can be climbed over. Vehicles must move around the obstacle. Cavalry can jump the roadblock.

The table is assumed to be around 8' x 6'. The houses are made of wood and stone construction.

Victory Conditions

The French win if they can penetrate into the upper left corner of the map which is the outskirts of the town of Neunkirchen. The Germans win if they prevent the French from entering the town.

CARD DECK

Tea Break

FRENCH CARDS

Blinds Move
Big Men x 5
Company HQ
Rifle Platoon x 4
Cavalry Troop
Support Weapons
Mortar Bonus Fire
MMG Bonus Fire
On Table Fire Support
Reconnaissance Force
Heroic Leader
Hesitant Commander
Poor Fire Discipline
Rapid Deployment

FRENCH REINFORCEMENTS

Reinforcements
Tank
Armoured Bonus Move

GERMAN CARDS

Blinds Move
Big Men x 4
Garrison Rifle Platoon
MMG Team x 3
Forward Observer
Off Table Fire Support
Heroic Leader
AT Bonus Fire (ATR)
Mortar Bonus Fire
MMG Bonus Fire

GERMAN REINFORCEMENTS

Reinforcements
Wehrmacht Rifle Platoon