

# “Delaying the 9th Panzer”



## Soissons, France — June 6th, 1940

By June 6th, the Allies were reeling under the German Blitzkrieg through France. The Germans were heading for the Marne River and from there on to Paris. At the point of the spear would be the Panzers of the 9th Panzer Division. The division had pushed through hard fighting north of the Marne and south of the Marne looked to be lightly defended and an easy approach into the heart of central France. Just north of Soissons, a mixed force of retreating French and British troops were themselves trying to reach Paris before the Germans. In desperation the British deployed a delaying force with the last of their 2 pounders and Bofors guns hidden along the road net. A lone French unit would join the British and attempt to delay the 9th Panzer and buy time for their retreating comrades.

**VICTORY CONDITIONS:** The Player with the most VP at game end is the winner. German Player receives points for captured French and British MMC's only (1 for SMC's, 2 for MMC's). British Player receives points only for units, which exit the 12a board edge by game end (1 for SMC's, 2 for MMC's) - exception French SMC's and MMC's are doubled. Automatic Capture Occurs as each Phase Line is captured (by controlling Phase Line locations). British B Units north of Phase Line 2 when German controlled are removed from play. British B & C Units north of Phase Line 3 when German controlled are removed from play and lastly, all British B, C, and D units north of Phase Line 4 when German controlled are removed from play. French units are immune to Phase Line Control. (refer to picture for Phase Line data.)  
Note: Phase Line 1 must be controlled before Phase Line 2 can be controlled and 2 before 3 and 1-3 before 4.



### Board Configuration:



Boards: 9a, 19, y, 12a

Allied Player Sets up first	1	2	3	4	5	6	7	8	9
German Player moves first									



### Remnants of French & British Mixed Force (ELR 4) (SAN 4)



Set up within 5 Hexes of yFF5.  
May exit south edge of Board 12a immediately.  
Immune to Phase Line control.



Set up on Board y between Rows Y & R.  
May exit south edge of Board 12a on or after Turn 6.  
Automatically eliminated if north of Phase Line 2 when German-controlled.



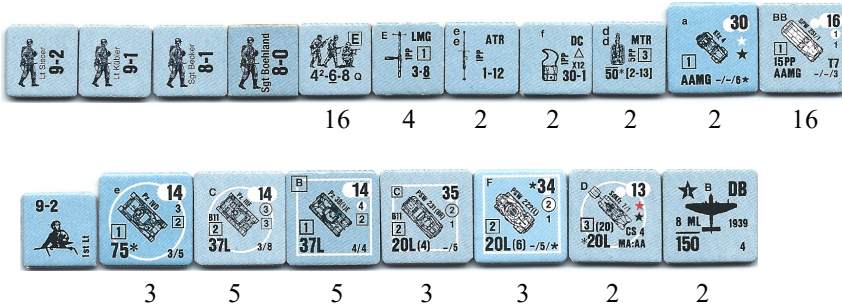
Set up on Board 19 between Rows Q & I.  
May exit south edge of Board 12a on or after Turn 6.  
Automatically eliminated if north of Phase Line 3 when German-controlled.



Set up on Board 12a on or north of Row H.  
May exit south edge of Board 12a on or after Turn 8.  
Automatically eliminated if north of Phase Line 4 when German-controlled.



### Elements of 9th Panzer Division (ELR 5) (SAN 2) (Set up: enter Turn 1 on the north board edge)



### Special Rules/Notes:

1. EC are moderate with no wind. Kindling is N.A.
2. No Quarter is N.A.
3. On Turn 2, the German Player receives two Stukas, which depart the battlefield on Turn 4.
4. Phase Line 1—control Hexes are 19Y6 and yY7, Phase Line 2—control Hexes are 19R6, yR6 and yR4, Phase Line 3—control Hexes are 19I1, yI7 and yI3, Phase Line 4 control Hexes are 12aH2, 12aH9, 12aH10, and 12aH15.



**Aftermath:** As the 9th Panzer deployed along the road net and across the open fields north of Soissons, they suddenly found themselves in a murderous cross-fire of hidden anti-tank guns. The accurate British fire would create burning wrecks across the pastoral landscape as half-track mounted Panzergrenadiers roared into the battlefield to eliminate the AT Guns. Additionally, a flight of Stukas would enter the fight and help open a route for the Panzers to continue their drive. The British and French would fall back slowly, giving ground grudgingly as they fell back towards Soissons. The fast moving Germans would cut off the retreat of many, forcing French and British to surrender by the score. In spite of its losses, the 9th Panzer would take control of Soissons by nightfall.