

## Battle of Hannut

12-13<sup>th</sup> May 1940 (4 turns per day. Weather = Clear on first turn; -1 to roll fr 2<sup>nd</sup> day)

The Battle of Hannut was a side action of the German breakthrough in 1940, occurring North of the critical Ardennes sector. However, the French didn't know that and the battle can lay claim to being the armoured encounter with the most tanks involved in the whole of the war, as the elite French Cavalry Corps clashed with the German XVI Panzer Corps. The German aim was to divert the French from the critical action further South, while the French sought to delay what they thought was the main German attack long enough to get infantry support into place in the Gembloux Gap.

## Map

The Map is 75km wide and 60km tall. The Mehaigne River is a Rating 1 linear obstacle; the other two rivers are Rating 0 linear obstacles. Units can cross freely at bridges (marked by two short black lines). Woods and towns are cover level 1. All terrain is clear, except for the woods, which are rough.



### Victory Conditions:

Number of Towns controlled by the Germans: 0-1 = French Major Victory. 2 = French Minor Victory. 3 = German Minor Victory. 4-5 = German Major Victory. 6 = German Decisive Breakthrough.

## French Briefing – General Prioux

You command the cavalry Corps, consisting of the elite 2e DLM Division and the 3e DLM Division.

2e DLM deploys anywhere Southwest of the Mehaigne River.

3e DLM deploys anywhere West of the line Braives-Hannut-Jodoigne (although units may be deployed in these towns, if desired) and North of the Mehaigne River.

Your objective is to prevent German attacks from the East breaking through towards Gembloux in the West. On the 14<sup>th</sup> May your corps will withdraw as infantry will have occupied the positions by then. If the Germans reach Gembloux before the 14<sup>th</sup> then the front will be unhinged!

The enemy is estimated to be 2 Panzer Divisions in the first wave, but there are up to eight unaccounted for. These could approach from the NE or SE if our flanks are unhinged by our noble allies.

### 2e DLM (E=2 AA=1 LOG=8) 3 Dummies

Name	Type	Equipment	Ability	Move	Init	Recc	AT	Arm	HE	STR
13 Dragoons	Tank	H 35		Slow Tank	4	0	1	1	0	4
13 Dragoons	Tank	S 35		Med Tank	5	0	1	2	0	4
29 Dragoons	Tank	H 35		Slow Tank	4	0	1	1	0	4
29 Dragoons	Tank	S 35		Med Tank	5	0	1	2	0	4
1st RDP/1bn	Inf			Truck	1	2	1		0	3
1st RDP/2bn	Inf			Truck	1	2	1		0	3
1st RDP/3bn	Inf			Truck	1	2	1		0	3
8 Cuirassiers	A/Car	Panhard 178		A/Car	4	3	1	0	0	4
71st Artillery	Gun	75mm	Range 10km	Truck	0	0	2		1	3

### 3e DLM (E=2 AA=1 LOG=8) 2 Dummies

Name	Type	Equipment	Ability	Move	Init	Recc	AT	Arm	HE	STR
1 Cuirassiers	Tank	H 39		Slow Tank	5	0	1	1	0	3
1 Cuirassiers	Tank	S 35		Med Tank	5	0	1	2	0	3
2 Cuirassiers	Tank	H 39		Slow Tank	5	0	1	1	0	3
2 Cuirassiers	Tank	S 35		Med Tank	5	0	1	2	0	3
11th RDP/1bn	Inf			Truck	1	1	1		0	2
11th RDP/2bn	Inf			Truck	1	1	1		0	2
11th RDP/3bn	Inf			Truck	1	1	1		0	2
12 Cuirassiers	A/Car	Panhard 178		A/Car	4	3	1	0	0	3
76th Artillery	Gun	75mm	Range 10km	Truck	0	0	2		1	3

**Air Assets** – may only be used once each in game.

Name	Type	Equipment	Ability	Movement	Init	Recce	GS	INT	AB	CAP
	Fighter			Air	13	2	1	No	0	2
	Recce			Air	13	3	0	No	0	0

## German Briefing – General Hoepner

You command the XVI Panzer Corps consisting of the 3rd and 4<sup>th</sup> Panzer Divisions, supported by the Luftwaffe.

Your objective is to penetrate towards Gembloux. This will facilitate the main breakthrough by drawing off enemy forces. On the 12<sup>th</sup> May, the 4<sup>th</sup> Panzer Division will be available along with the Corps assets; and it will be joined by the 3<sup>rd</sup> Panzer Division on the 13<sup>th</sup>.

The enemy consists of armoured elements of the French 1<sup>st</sup> Army. Likely to be a tough nut to crack, and soon to be reinforced by infantry if you don't move quickly.

### XVI Panzer Corps (E=1 AA=0 LOG=0) Arrives in top 20km of Eastern Edge

Name	Type	Equipment	Ability	Move	Init	Recc	AT	Arm	HE	STR
PzJg Bn 654	SP Gun	PzJg I	AT	Med Tank	5	0	1	0	0	1
MG Bn 7	Inf		Support	Truck	2	0	0		0	2
Arko	Guns	105mm	Range 10km	Truck	0/11	0	3		2	2

### 4<sup>th</sup> Panzer Division (E=3 AA=2 LOG=10) Arrives in top 20km of Eastern Edge. 3 Dummies

Name	Type	Equipment	Ability	Move	Init	Recc	AT	Arm	HE	STR
Reg1	Tank	Pz I	Support	Med Tank	3	1	0	1	0	5
Reg1	Tank	Pz II	Support	Med Tank	4	1	0	1	0	5
Reg2	Tank	Pz II	Support	Med Tank	4	1	0	1	0	5
Reg2	Tank	Pz III	Support	Med Tank	5	1	1	1	0	5
Recce Bn	A/Car	SD 221/222		A/Car	4	3	0	0	0	4
Reg1	Inf	SDKFZ 250		Halftrack	3	1	0		1	5
Reg2	Inf			Truck	1	0	0		1	4
AT Bn	Guns	37mm	AT	Truck	0/10	0	1		0	3
Art. Reg	Guns	105mm	Range 10km	Truck	0/11	0	3		2	2

### Air Assets – may only be used once each in game.

Name	Type	Equipment	Ability	Movement	Init	Recce	GS	INT	AB	CAP
	Fighter	Me 109		Air	13	3	1	Yes	0	4
	Fighter	Me 109		Air	13	3	1	Yes	0	4
	Fighter	Me 109		Air	13	3	1	Yes	0	4
	Bomber	Ju 87	Support	Air	13	1	4	Yes	0	1
	Bomber	Ju 87	Support	Air	13	1	4	Yes	0	1
	Bomber	Ju 87	Support	Air	13	1	4	Yes	0	1
	Bomber	Ju 87	Support	Air	13	1	4	Yes	0	1
	Bomber	Ju 87	Support	Air	13	1	4	Yes	0	1

**Reinforcements: 3<sup>rd</sup> Panzer Division** (E=3 AA=2 LOG=6). Arrives 13<sup>th</sup> May  
anywhere on the Eastern Edge South of Waremmé. 3 Dummies

Name	Type	Equipment	Ability	Move	Init	Recc	AT	Arm	HE	STR
Reg1	Tank	Pz I	Support	Med Tank	3	1	0	1	0	5
Reg1	Tank	Pz II	Support	Med Tank	4	1	0	1	0	5
Reg2	Tank	Pz II	Support	Med Tank	4	1	0	1	0	5
Reg2	Tank	Pz III	Support	Med Tank	5	1	1	1	0	5
Recce Bn	A/Car	SD 221/222		A/Car	4	3	0	0	0	5
Reg	Inf			Truck	1	0	0		1	5
Bn	Inf	Motorbikes		A/Car	2	2	0		0	2
AT Bn	Guns	37mm	AT	Truck	0/10	0	1		0	3
Art. Reg	Guns	105mm	Range 10km	Truck	0/11	0	3		2	2