

HOUX

May 12, 1940
28mm "Disposable Heroes 2" Scenario



BACKGROUND

On May 10, 1940 German panzers crossed the frontier into France to commence Operation Fall Gelb. Within two days, the Germans stood on the west bank of the Meuse River, the first major geographic barrier to delay their penetration deeper into the French countryside.

Erwin Rommel's spearhead, the 7th Panzer Division, arrived on the Meuse opposite the town of Houx, where the French had already blown the bridge crossing. But they had not fully destroyed the stone pylons still jutting out from the water, and on the night of May 12th German motorcycle troops laid planks across the pylons to reach the eastern bank.

On the outskirts of town the German vanguard encountered no resistance, despite the nearby presence of the French 5th Motorized Division. Orders to defend the Meuse down to the water's edge had been ignored by local commanders, who instead took up positions on the high ground above Houx. This oversight allowed the Germans to grow their bridgehead that night into a formidable position.

But what if the French had obeyed their orders and patrolled the river bank that night? What if the German crossing had not gone unopposed? Would Rommel's crossing still have been a success?

GAME LENGTH

This is a 3 turn scenario for Disposable Heroes 2.

TABLETOP

The scenario requires a 6'x4' tabletop, representing the southwestern outskirts of Houx along the railroad embankment. Buildings represent -4 cover, the embankment is -3 cover, and woods are -2 cover. The tabletop should be set up according to the map below, with deployment areas noted for both sides.

DEPLOYMENT

The Germans are defending and must secretly write down their deployment at any Deployment Point. When revealed (either by the defender's choice or when the attacker is within 6"), the defending miniatures must be within 6" of their noted Deployment Point. The French may enter the northern table edge and begin with Initiative.

SCENARIO NOTES

This action represents a hypothetical "what if" encounter along the eastern shoreline of the Meuse. Forces noted as "In Reserve" for each side are not made available until the French capture their first Deployment Point. German reserves may enter anywhere from the southern table edge, on foot.

The French achieve victory if they end Turn 3 in control of at least 2 German Deployment Points. The Germans earn a minor victory if they maintain control over 3 of the 4 points and a major victory if they end the scenario in control of all 4 Deployment Points.



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GERMAN BRIEFING

Some brave men have found a path across the river and are now securing us a foothold on the eastern shore. Anchor our position on this side of the Meuse to allow time for our engineers to construct a bridge during the night. We'll have panzers across the river by dawn!

8th Motorcycle Battalion, 5th Panzer

T&E Rating: +2

Platoon HQ: 1 Lt, 1 Sgt, 2 riflemen

Kradschutzen Squad: 1 Sgt, 1 LMG, 8 riflemen

AT Rifle Team: 2-man team

5cm Mortar Team: 2-man team

IN RESERVE

Kradschutzen Squad: 1 Sgt, 1 LMG, 8 riflemen

FRENCH BRIEFING

Panzers are now on the banks of the Meuse, which means the Germans will need to secure a crossing. Patrol the river bank and keep a sharp eye out tonight!

39th Regiment, 5th GRDI

T&E Rating: +0

Platoon HQ: 1 Lt, 1 Sgt, 2 riflemen with grenades mounted in a truck

Motorcycle Recon Squad: 1 Sgt, 1 LMG, 8 riflemen mounted on 5 motorcycles

Panhard Armored Car

IN RESERVE

Motorized Squad: 1 Sgt, 1 LMG, 9 riflemen mounted in a truck

Off-board 60mm mortar & Off-board HMG

MAP

