

NATIONS AT WAR COMPENDIUM VOLUME 1 v2.0



FIREFLY
6 4 2APL 3 6
3 2 5 3 2 4

ACHILLES
6 3 4 (+) 2 6
3 2 5 5 2 5

M5 STUART
3 2 5 (+) 2 6
3 2 5 6 2 5

M10
6 2 4 (+) 2 6
3 1 5 5 1 5

STPZ IV
4 2 5 (+) 3 5
2 2 2 4 3 3 5

M7
4 1 6 (+) 2 6
1 6 2 4 4 1 6

STUG IV
6 3 4 (+) 2 5

CROCODILE
5 3 5 (+) 3 5
1 4 4 2 3 5

HQ
7th SLI

SPECIAL SCENARIO

STONNE



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SPECIAL - STONNE

May 16th, 1940

The town of Stonne near Sedan had changed hands between the Germans and French 19 times in a 3 day period. Brave French tankers threw themselves into harm's way to stop the German onslaught. Every hour that slows the German advance keeps them away from their advance towards the English Channel.



- Sean Druelinger



French

Set up first in any hexes between Rows I and A on Map 18

2nd RDMDT

- » 1 x HQ
- » 8 x Infantry
- » 3 x Char B1/B1 BIS (Attached)
- » 2 x HMG
- » 1 x 2nd RDMDT Formation Counter

Support:

- » 3 Fate Points
- » 2 Improved Positions



Germans

Setup second between Rows J and Rows P on Map 18

22 Pz (Use components from Desert Heat)

- » 1 x HQ
- » 3 x Panzer IIIj
- » 2 x Panzer Iif
- » 2 x Marder II (Attached)
- » 1 x 22 Pz Formation Counter

125th Pzg (Use components from Desert Heat)

- » 1 x HQ
- » 5 x Arm Inf
- » 1 x HMG
- » 1 x 125th Pzg Formation Counter

Support:

- » German Infantry have smoke capabilities
- » 1 Fate Points

SCENARIO ESSENTIALS

Playable Area

Map 18

Length

Eight turns. Use two End Turn markers in the cup. Add a Chaos marker to the cup at the beginning of Turn 4 and remains in the cup for the rest of the game.



SPECIAL - STONNE

SPECIAL SCENARIO RULES

1. Improved Positions may not be placed in any town hex.

VICTORY CONDITIONS

The German Player must control all town hexes on Map 18 by the end of Turn 8

