

Normandie and Julien



Somewhere in France; May 1940

After the German invasion began, the 8 surviving FCM-2C's were dusted off and sent to the front. But, the Luftwaffe damaged their rail line, and the tanks were destroyed by their own crews. What if they had reached the battle? - *Mark Mitchell*

French

51st Bataillon de Chars de Combat; enter in column on both roads on the South edge, starting on turn One.

- 8 x FCM-2C
- Mdl Julien w/ Ace Gunner skill card

Germans

Elements of an unidentified (by the French) Panzer Division; Anti-tank guns and infantry set up anywhere North hex row «H» on each map. ALL PzIIC's enter as reinforcements on either or both East and West edges on any game turns after Turn Two; they do not have to enter on the same turn or the same edge.

- 2 x 1-4-4-5
- 1 x PzB39 ATR
- 3 x 37 mm ATG WT
- 4x Pz IIC

Scenario Length

Six turns. The French have the initiative on Turn One.

Victory Conditions

Three French tanks must exit the North map edge (costs 1MP to exit).

Special Scenario Rules

FCM-2C

- 1) Because of their sheer size and weight, they pay 2 MP's to pivot one hex spine.
- 2) The optional OFT modifier (+2) on the back of the tanks counter applies.
- 3) The bulk of the tanks and size of the crew affords a (+2) to Morale Checks caused by Non-Penetrating Hits. Morale Checks for any other reasons do not get this benefit.
- 4) When they begin an impulse stacked with another tank, reduce their movement to 4T.
- 5) The main gun on the FCM-2C is considered to be at +1 level above the level of the hex the tank occupies. Conversely, an enemy unit that only has LOS to the tank's main gun turret has a (-1) OFT modifier, instead of the (+2) modifier for the entire tank. And, will only roll to penetrate the tank's turret armor. Any time that the enemy has LOS to the entire tank (i.e. not just the turret), normal spotting, LOS, and firing rules apply.
- 6) Enemy troops attempting to Close Assault this tank must add (+1) to their Morale roll, in addition to other modifiers.
- 7) With a 12 man crew, when a crew abandons or passes a Bailout Check, instead of a Shaken Crew counter, place a Shaken (1-5-4-5) MMC counter.



Mdl Julien: Maréchal des logis (Cavalry Sergeant) Julien is considered an Armor Leader for this scenario. He commands Normandie and is stationed in the turret (Level 1 height). Mdl Julien cannot leave the tank, unless the crew abandons the tank or passes a Bailout Check. Mdl Julien goes with the crew and also abandons or bails out and stacks with the crew's MMC counter (SSR #6). He does not need to roll for abandoning or bailout, he assumes the same status of the crew (Shaken or GO), and is considered a standard leader (i.e. no longer an Armor Leader). The crew can use his Morale. If he and a dismounted surviving crew(s) he is stacked with destroy a German tank (even a small one), the French player wins a resounding victory!

Order of Battle