THE BATTLE OF FRANCE

10 May – 25 June 1940

BREAKTHROUGH
The Battle of France means the invasion of the Netherlands, Belgium, Luxembourg and France during World War II by Germany. The offensive began on May 10, ending the phoney war, and ends on June 25 by the defeat of the French armed forces.

At dawn on 10 May, the Wehrmacht attack the Netherlands in Luxembourg. The Luftwaffe bombing proceeds to aerodromes. At the same time, the French army enters Belgium, as planned by the Dyle plan. But all allied forecasts are thwarted, the Germans use the concepts of shock and speed. The couple char + air communicating by radio and concentration on the sensitive points of the forehead surprised by their speed of action the Allies.

The spearhead of the German army (ten armored and motorized divisions) through the Ardennes deemed impenetrable by the French generals and drills in Sedan on the Meuse, Monthermé and hell. On 17 May, against an attack by the 4th DCR Montcornet and another 21 to Harras by BEF are insufficient to thwart German plans. The Germans themselves do not procrastinate. May 20, their vanguards reach Abbeville and the mouth of the Somme. Best Allied units are trapped. French left wing forces and the British Expeditionary Force being encircled in a pocket around Dunkirk; they are liberated by the sacrifice of a French infantry division and the total commitment of the RAF and Allied navies.

On June 5, the offensive ends with overwhelming numerical superiority. Despite heroic resistance of the French army for two days, on 7 June the French front was breached on the Somme, June 10 on the Aisne. Paris, declared an open city fell without a fight on June 14. While Pétain, the new head of government, called them to stop fighting on June 17, the Germans continue south. The armistice was signed on June 22, this long interval allows the German army prisoners to 1.5 million soldiers. Finally, the French army depletes 60,000 dead in six weeks of fighting. Belgium ended his campaign for eighteen days with 12,000 deaths.

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CAMPAIGN Notes

May - June 1940

**BRIEFING**

The campaign plays chronologically scenarios well as that of Dunkerque begins before and ends after both of Abbeville scenarios.

The German player has the initiative in 6 scenarios and the Allied forces in 4.

**Blitz and Air Supremacy War**

Most scenarios give an aerial advantage for the Axis but this is not always the case! Read the special rules!

Blitz Rules *(Actions 15 - Blitz Rules)*

- Axis may play a card **recon 1** as an Air Power/Sortie in the corresponding section.
- Allies shielded move 2 hexes, those of Axis 3 hexes.

Exception: Allied armored cavalry badge with PEGASUS move 3 hexes.

Rules of Air Supremacy *(Actions 34 - Air Supremacy)*

When the player benefiting from the Air Supremacy plays a card Air Power, he throws 2 dice per hex. referred, against one for his opponent (this rule overrides the text of the Air Power card).

Exception: In the absence of Air Supremacy, the map does Air Power will launch only one die per hex. concerned, including for the Allied player (this rule has priority over the text of the card Air Attack).

In scenarios where the card Air Power/Sortie is prohibited for the Allied forces:
- If he draws this card, he must discard it and draw another instead.
- If the opponent plays this card, he can not play the card Counter-Attack.

**JETS SPECIAL RESERVATIONS**

Normally apply the campaign rules for reserve Jets, except for the following results.

**Allies & Axis**

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<th>Flag + Star</th>
<th>If you play the first, receive a command car, otherwise get a barbed wire, anti-tank obstacle or a road barrier (only road) in a hex adjacent to your units.</th>
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| Star + Star | Take one of the following:  
- Elite Infantry  
- Elite Armour  
If you play the Axis  
- Token Attack / Air Sortie  
If you play the Allies  
- Commander Token Heroic |

*Note: Units/tokens obtained with a result ♻️ or ⚡️ are free and do not cost Reserve Token.*

**COUNTERS SPECIAL OBJECTIVES**

Victory conditions after the final scenario of the campaign, the victory points are counted as follows: 1 point per medal won in the countryside + 1 point per win scenario + additional 1 point per medal goal achieved. For example, if the Allied player wins 5 medals each scenario 6, 4 medals-goals, and loses another 5 0 medal final score would be 30 (medals) + 5 (Win) + 4 (objectives) = 39 points. The player with the most points wins the campaign.
THE BATTLE OF FRANCE

1. VICTOIRE AXE +
Dunkerque est à portée de main. Le QG vous envoie des renforts. Ajoutez un jeton de Réservé à votre Dépôt.

2. VICTOIRE AXE +
Un rude coup vient d'être porté à l'ennemi. Lors du prochain jet de dés de VICTOIRE, en plus des résultats normaux, vous pouvez retirer une figurine d'une unité d'infanterie ennemie.

3. VICTOIRE ALLIÉE ☺
À l'impossible nul n'est tenu : vos hommes ont bien combattu mais il n'y avait rien à faire. Vos exploits ont cependant galvanisé vos hommes, qui préfèrent mourir que de rendre ! Lors du prochain scénario, toutes vos unités peuvent ignorer le premier drapeau, sauf celles déjà protégées par des sacs de sable.

4. ARRAS p.13

5. DUNKERQUE p.14

6. ABBEVILLE (1) p.15

7. ABBEVILLE (2) p.16

8. VICTOIRE ALLIÉE ☺
Vos hommes reprennent confiance. Lors du prochain scénario, toutes vos unités peuvent ignorer le premier drapeau, sauf celles déjà protégées par des sacs de sable.

Le front est enfoncé et l'ennemi se replie en catastrophe. Lors du prochain jet de dés de VICTOIRE, en plus des résultats normaux, votre adversaire devra faire reculer une de ses unités d'un hex.

La victoire finale ne saurait être bien loin. Sachant cela, le QG décide de vous envoyer des réserves pour en finir. Lancez 3 dés pour votre prochain Jet de réserve et choisissez-en 2.
June 1940 – Fall Rot

THE BATTLE OF FRANCE

AMIENS

RETHEL

HOLVING

End Campaign
### CAMPAIGN Score

May - June 1940

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The player who wins the most points is declared the winner of the Campaign.
May - June 1940

**Supremacy aviation Axis?**

The French fighter fought first to intercept formations German fighters and bombers in his heaven. The French aviation intervening in mass in case of immediate danger to destroy surface targets such as bridges and failing concentrations of armor. Indeed, poor coordination Land / Air, rapid movements of German troops and mechanized DCA prevented effective action in favor of ground troops. This did not prevent the Farman 223-4 "Jules Verne" to make the first Allied bombing of Berlin June 7, 1940. In Dunkirk, the RAF lost 177 aircraft between May 26 and June 3, while the Luftwaffe lost 240 aircraft during the same period. The loss of units hunters based in France and in Britain from 10 May to 4 June amounted to 432, while the total losses of the RAF from all causes during the months of May and June were 959 aircraft, including 477 fighters. Most dogfights took place far from the beaches or high up in the sky and the retreating troops have largely ignored this vital aid. Many soldiers of both countries bitterly accused their Airmen have done nothing to help.

The special rule against Air Power card for the Allied forces appears as a disadvantage. However, the Allied forces, in addition to the map that draw instead, has an indirect effect! Indeed, the probability that the Axis player draws an Air Power card is reduced accordingly, and the likelihood of a Counter Attack Aerial Attack on becomes zero. One might consider this a successful interception mission in the same turn.

**Iron giants with feet of clay?**

The B1bis is a heavy French tank with 60/55 mm of armor and a gun in the bunker 75 and 56/46 mm of armor and a cannon in the turret 47. Insensitive to most except the calibres 88 Mm Flak and howitzers 105. "The 16 [May]-attack against the French and resume the village [of Stonne] the Billotte Captain (later General) decimates a column of 13 armored with its B1 bis Eure, the tanck will count 140 impacts without [...] serious injury. " Designed to pierce the enemy front, B1bis were too often used in small package; Their low autonomy and low speed made them unsuitable for warfare.

The Germans Stuka are dive bombers, the best known was the Ju 87. Although this was the best way to plant a bomb at goal, [...] the swoop pilot and aircraft subjected to physical phenomena unbearable. On May 13, at Sedan held a terrifying aerial bombardment: "The roar of explosions now dominates everything. Plus another sensation exists. [...] The Stukas join the heavy bombers. The siren sound of the aircraft that stings twist my ear and puts nerves exposed. It takes you want to scream."

The special rule panic can integrate in-game rout. Thus, the Stuka sirens with their poorly trained troops bombarding or poorly framed or demoralizing effect of the fifth column have caused several stampedes in the French army. But German troops sometimes experienced this situation; B1bis face in Abbeville, or face a charge of black troops (presented by German propaganda as savages).

Sources : Voir les bibliographies de chaque scénario et Wikipedia
May - June 1940

The Memoir'44 and Editor are a great source of pleasure for me. In fact, I like to play as well as create. Former player of DBA and DBM, I then partook my time between literature, figurine painting, set design and parts of the game.

Concerning M44, my preference goes to Breakthrough format and the French Army before the armistice. So when the son of the years have accumulated scenarios on this format and this time I could not help but to group them in a campaign (inspired by the CBN 1).

For operation in campaign mode, I harmonized writing these scenarios; I have updated with the M44 rules until D-DAY extension and I rewrite some (*). You can find the original scenarios in DoW products or in scenarios from the front.

I thank these great contributors Memory of duty that inspired this campaign:

- BaKoun author of Sedan
- It hugo author of Montcornet
- jdrommel author of Percée sur Gembloux, Contre attaque du BEF, Bataille au sud d'Amiens and La bataille d'Abbeville*
- LooneyLlama author of Dunkirk *

--------- IMPORTANTE NOTE ---------
This booklet is an extension to the game Memoir'44.

This campaign requires the base game, extensions Terran Pack, Mediterranean Theater, Equipment Pack, Campaign Book 2 and the Breakthrough Kit. Extensions Winters Wars and Air Pack are recommended but not mandatory.