

ATS GTF 9 Long Day at Jandrain



JANDRAIN, BELGIUM, 13 May 1940. On the 12th of May 1940, the first armored skirmishes raged around the positions of the 2nd DLM at Hannut before the Germans of the 4th Pz Div paused. The following morning, with the 3rd Pz Div at its side, the offensive continued. At 1100h, one German column of the 3rd Pz Div stormed the twin villages of Orp (Orp-le-Grand and Orp-le-Petit) and engaged various small French detachments in the fields beyond. After a brief pause to gather some force, one column drove south towards the village of Jandrain to isolate its garrison from the second defensive line at Jauche. A cautious advance towards the grainfields proved judicious as some Hotchkiss tanks were discovered guarding the village and a platoon of Somuas was spotted further west on the road leading to Jauche. Two PzIV were destroyed and some PzJg IB from PzJg Abt 39 were called forward. The attack continued at a slow pace but developed at about 1300 hours as a column from Panzer Rgt 35 of the 4th Pz Div pushed through the 2nd DLM's defense at Merdorp. Three Somua platoons were held in reserve to avoid an encirclement from that direction and were given the order to reach the crest line near the water tower of Jandrain. Lt Pasteur went too far, leading his platoon into Jandrenouille. Captain Amel kept the heights and repulsed the 4th Pz Div tanks. At 1600h, the Somuas were ordered to fall back into Jauche. When they left, the pressure on Captain Lizeray's 1st Battalion became unbearable and an attempt to reach Jauche under the protection of the surviving Hotchkiss tanks was made. Once in the open ground between the two villages, the Dragoons were cut down by the fire of about fifty tanks. Most of the survivors were then captured while only half of the Hotchkiss tanks escaped. The next step of the German attack was an assault of Jauche itself but the French were already retreating and only skirmishes occurred. This scenario is adapted from Lost Sentinels for ASL by Pedro Ramis. 09/04/2024

Elements 1st Batt, 11th RDP and 6th GRCA, 3rd DLM set up on boards 16 and/or 41. The H39s may set up hidden. No AFVs may set up in a building.



557	558	118	117	LMG	LMtr	H39	S35	HAT 37APX 47B	MMG 1914
12	6	1	5	4	2	6	5	2	2

Foxholes	Roadblock	ETC -1
7	1	2

Elements of Panzer Division 3 enter on Turn 1 along the North edge of bd 33 and/or 43



657	117	118	LMG MG34	LMtr	MMG MG42	Pz Ib	Pz IIa
14	4	1	4	3	1	4	2
MMG MG34		ETC -1	Pz IVD			Pz 38tA	Pz IIIIf
1		2	3			2	4

VICTORY CONDITIONS

The Germans win at game end if they control **16N4** and all hexes within **3** at game end. **As well** the Germans must control ≥ 21 buildings on Bd 41. The French win immediately if they accrue ≥ 155 VP.

SPECIAL SCENARIO RULES

1. Spotting conditions are optimal. Crops are in season. All Buildings are Masonry.
2. Place Overlays OG5 16C7-C8. W1 33C6-B6. St1 11O2-P2. St3 43Q5-R4
3. The Creek is Shallow. Hexsides 41V9/W10 and 41W1/W2 are Creek hexsides. Treat overlay W1 as a Ravine. There is a wood bridge in 43U3.
4. French FO (81 HE, normal ammo) enter with reinforcements or can be located on the west edge of Bd16 S of O5 at level +20. German FO (81 HE/Smoke, High Ammo) enter with reinforcements or be located on the North Edge at level +20.
5. Starting on Turn 11 roll 10d6. A roll \leq the given # and that is then the last game turn.
6. German 838s are considered Engineers.
7. On the Turn 1 Indirect Fire Phase the German Player places a CFF in any hex on the map. Roll for accuracy normally but without LOS or enemy unit requirements. Every hex within 7 hexes of the FFE is attacked by 105mm HE, resolve as a normal OBA attack. Any units in a resulting Flame Location may move one hex prior to the start of play. The game commences normally on turn 1.

MAP LAYOUT

Bds 33, 43, 16, 41, 19 & 11 Hexrows Q-GG on bds 19, 16 and 33 are not playable



TURN RECORD MARKER

1	2	3	4	5	6	7	8	9	10	11	12	13	14
										1	3	5	6

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Elements 11th RDP and 6th GRCA, 3rd DLM enter on Turn 4, west edge of bd 16 on/south of O5 or on the south edge of br 19 and/or 11.



118 FO	558 with 3 MtrCycle	117	557	LMtr	MMG 1914	HMtr 81mm	HAT 25A	Lt Truck	258 Bar
1	3	2	3	1	1	2	2	2	2

Enter on Turn 7 west edge of bd 16 south of O5 or on the south edge of br 19 and/or 11.

558 with 3 MtrCycle	557	117	118	LMG	LMtr	S35	2	4
3	3	1	1	2	1			



Elements of Panzer Division 3 enter on Turn 4 along the North edge of bd 33 and/or 43

657	838	Flame Thrower	Satchel Charge	118	117	LMtr	LMG MG34	Pz Jg I	Pz 38tA	Pz IIIf
5	3	1	2	1	1	1	2	2	2	2

118 FO	ETC -1	Pz Ib	Pz IIa
1	1	1	3

Elements of Panzer Division 3 enter on Turn 7 along the North edge of bd 33 and/or 43

657	117	MMG MG34	LMG MG34	LMtr
5	2	1	1	1

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5. Starting on Turn 11 roll 1d6. A roll \leq the given # and that is then the last game turn.
6. German 838s are considered Engineers.

7. On the Turn 1 Indirect Fire Phase the German Player places a CFF in any hex on the map. Roll for accuracy normally but without LOS or enemy unit requirements. Every hex within 7 hexes of the FFE is attacked by 105mm HE, resolve as a normal OBA attack. Any units in a resulting Flame Location may move one hex prior to the start of play. The game commences normally on turn 1.