



## SJ3 Hunting Hotchkiss V5.1

**Battle Introduction; Moxhe, Belgium 05/13/40:** On the second day of the Gembloux battles, both panzer divisions of Hoepner's XVI Panzer Corps assaulted various French positions situated in villages strung out through the area. The 1/35<sup>th</sup> Panzer Regiment with combined arms was tasked to clear some small villages that were in the 2<sup>nd</sup> DLM's area of responsibility. One such village was the town of Moxhe.



Board 9B is in play

**Victory Conditions:** The Germans win at Game End if they Control  $\geq 7$  out of the 11 building/rubble hexes in the French Setup Area. Any building that becomes Rubble still counts for VC. For every two German AFV's destroyed, the number of buildings the Germans must control is increased by one.

Game Length: 5.5 Turns

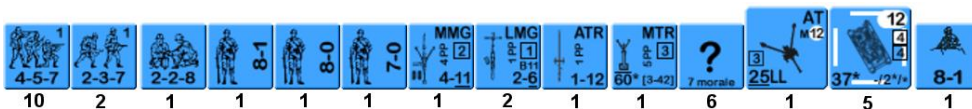
French Set Up First

Germans Move First

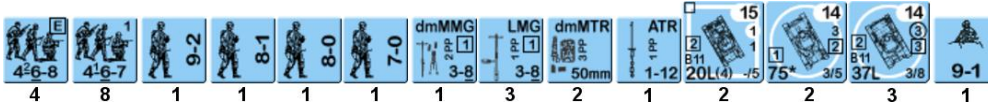
French Balance: Add one 4-5-7 to the French OB

German Balance: Swap two 4-6-7s for 2 4-6-8s

Elements of the 111 e Battalion, 1ere RDP and 4e Escadron 13e Dragons [ELR 3 SAN 3].  
Setup on/west of co-ordinate 6. (SSR 4 & 5)



Elements of the 1/35<sup>th</sup> Panzer Regiment [ELR 4 SAN 2] Enter on the east edge on Turn 1.



SSR 1 EC are Moderate with No Wind. Grain is in Season. Place Overlays as follows: O2 on BB2-CC2, O3 on BB17-BB16, O4 on AA7-BB6, O5 on AA11-BB11. Kindling (B25.11) is N/A.

SSR 2 Vehicle Crews may not voluntarily abandon their vehicles (D5.4).

SSR 3 Bore Sighting (C6.4) is N/A.

SSR 4 One French Hotchkiss tank may setup HIP in Concealment Terrain. It will lose Concealment as if a Gun when firing.

SSR 5 French Infantry and ½ inch ‘?’ Dummies may set up in Foxholes in suitable terrain. The size of the FH can be no larger than the squad equivalents setting up in the same hex. In the case of a hex with only Dummies, no larger than a 1S FH.

**Battle Summary:** The defenders were Hotchkiss light tanks supported by infantry of the 13e Dragoons and 1ere RDP respectively. The French fought desperately, despite local superiority in numbers favoring the Germans. The Germans sustained heavy losses in armor but were able to maintain the impetus of their offensive, clearing Moxhe and three other villages in the sector and continued to roll on inexorably as Operation Fall Gelb would eventually shock the world and force the French to capitulate.