

## 400513-Dinant Scenario Design Notes and Reference

The German offensive against France opened on May 10, 1940. German armored spearheads penetrated the rugged Ardennes forest, sweeping aside the Belgian cavalry screens (the Chasseurs Ardennais). The XVth Panzer Corps under Hoth was spearheaded by the 7th Panzer Division, only recently converted from a Light Division. The 7th Panzer Division, led by a young General Erwin Rommel, rolled over French DLC forces as well, giving them a mauling at the Ourthe River crossings. The DLC's retreated to the west bank of the Meuse, just as the French armies advanced from their positions in northern France to the Belgian defensive lines along the river.



This is the view from the Dinant Citadel, which dominates the town. The bridge here was blown on the afternoon of May 12th.

The DLC and Chasseur screening forces were supposed to give the Allies four days to take up their positions. Instead, the German recon elements were at the Meuse on the afternoon of May 12, with the armor close behind. French units in the Dinant sector found Belgian pillboxes locked and empty. In the hasty advance, most of the anti-tank ammunition had been left behind in France. The engineers detonated the explosive charges on the Meuse bridges, in one case just as German armored cars were on the bridge itself.

As the French forces hurried to take up positions, the Germans probed for crossing sites. The direct approach, such as at Dinant, proved costly for the Germans. Pontoon assault boats were shot up by well-placed French defenders of the 18th Infantry Division. The German attack had stalled, and it looked like the Allied plan might be working after all.

### **Your Mission.**

Best played as Axis or H2H.

If Axis, get across the river. If Allied stop them getting across the river.

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