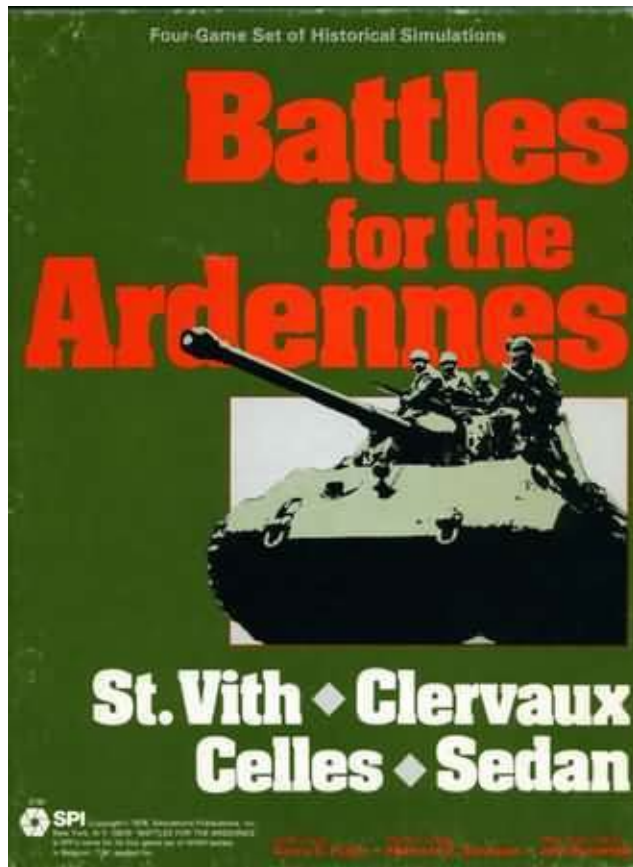


# Sedan, SPI 1978

## Replay by George Nap



*Editor's Notes: **The Battles for the Ardennes Quad** is the new era of quads. The package offers four games that combine to become the "Battle of the Bulge" campaign, designed by the now legendary Danny Parker, and developed for SPI by the equally famous John Butterfield. Building on the hit concept of **Napoleon's Last Battles**, where the four individual games in the Quad package combined with a few extra rules to become the Battle of Waterloo, this system is far more complex than any quad before or since. It is a quad, as all the games share the same rules. But these game rules are **MUCH** more sophisticated than the usual quad. And yes, the games combine to provide a larger campaign game. In this case, they provide two campaign games – the 1940 and the 1944 attacks. The results were widely praised and continue to be honored over four decades later. The individual games in the package are **St. Vith, Clervaux, Celles, and Sedan**. The conventional wisdom is Sedan is the 'weak sister' of the four. We will see how we feel about that **AFTER** George Nap's great replay! --RHG*

### Prelude:

Scored this game used, the counters seem to be all there, but were all mixed together. The French Army from 1940 mixing with the Germans from 1944, 1940 Belgians coexisting with the SS Divisions of Wacht am Rhein, a gigantic mess which took a couple of hours to sort into like colored units.

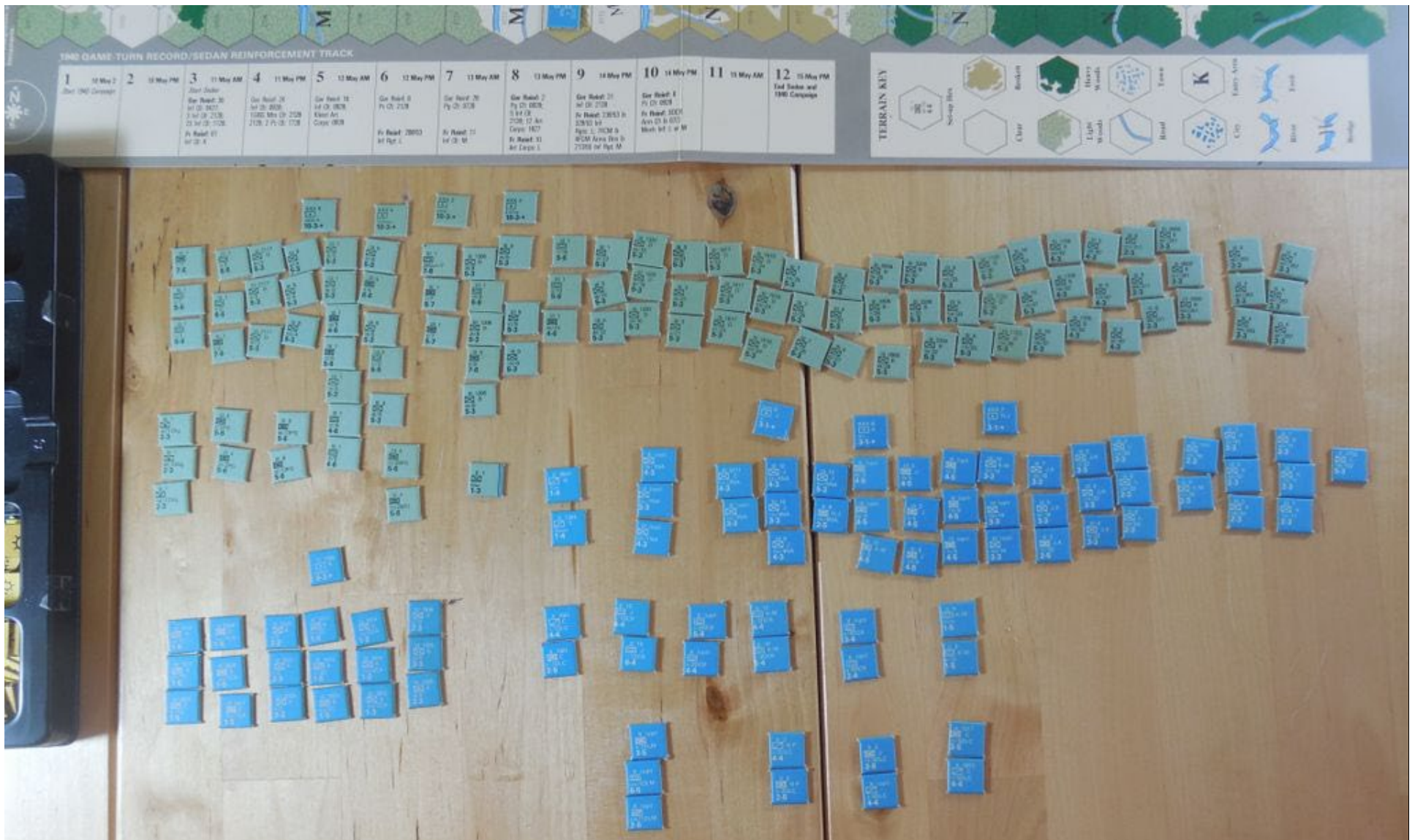


GAME-TURN RECORD/SEDAN REINFORCEMENT TRACK

Turn	Date	Time	Notes
1	10 May	11:30 AM	Start Game
2	10 May	PM	See Report 8 1st Lt. 205 1st Lt. 210 1st Lt. 215
3	11 May	AM	See Report 8 1st Lt. 205 1st Lt. 210 1st Lt. 215
4	11 May	PM	See Report 8 1st Lt. 205 1st Lt. 210 1st Lt. 215
5	12 May	AM	See Report 8 1st Lt. 205 1st Lt. 210 1st Lt. 215
6	12 May	PM	See Report 8 1st Lt. 205 1st Lt. 210 1st Lt. 215
7	13 May	AM	See Report 8 1st Lt. 205 1st Lt. 210 1st Lt. 215
8	13 May	PM	See Report 2 1st Lt. 205 1st Lt. 210 1st Lt. 215
9	13 May	PM	See Report 2 1st Lt. 205 1st Lt. 210 1st Lt. 215
10	13 May	PM	See Report 2 1st Lt. 205 1st Lt. 210 1st Lt. 215
11	13 May	AM	End Game and 1960 Campaign
12	13 May	PM	End Game and 1960 Campaign

**TERRAIN KEY**

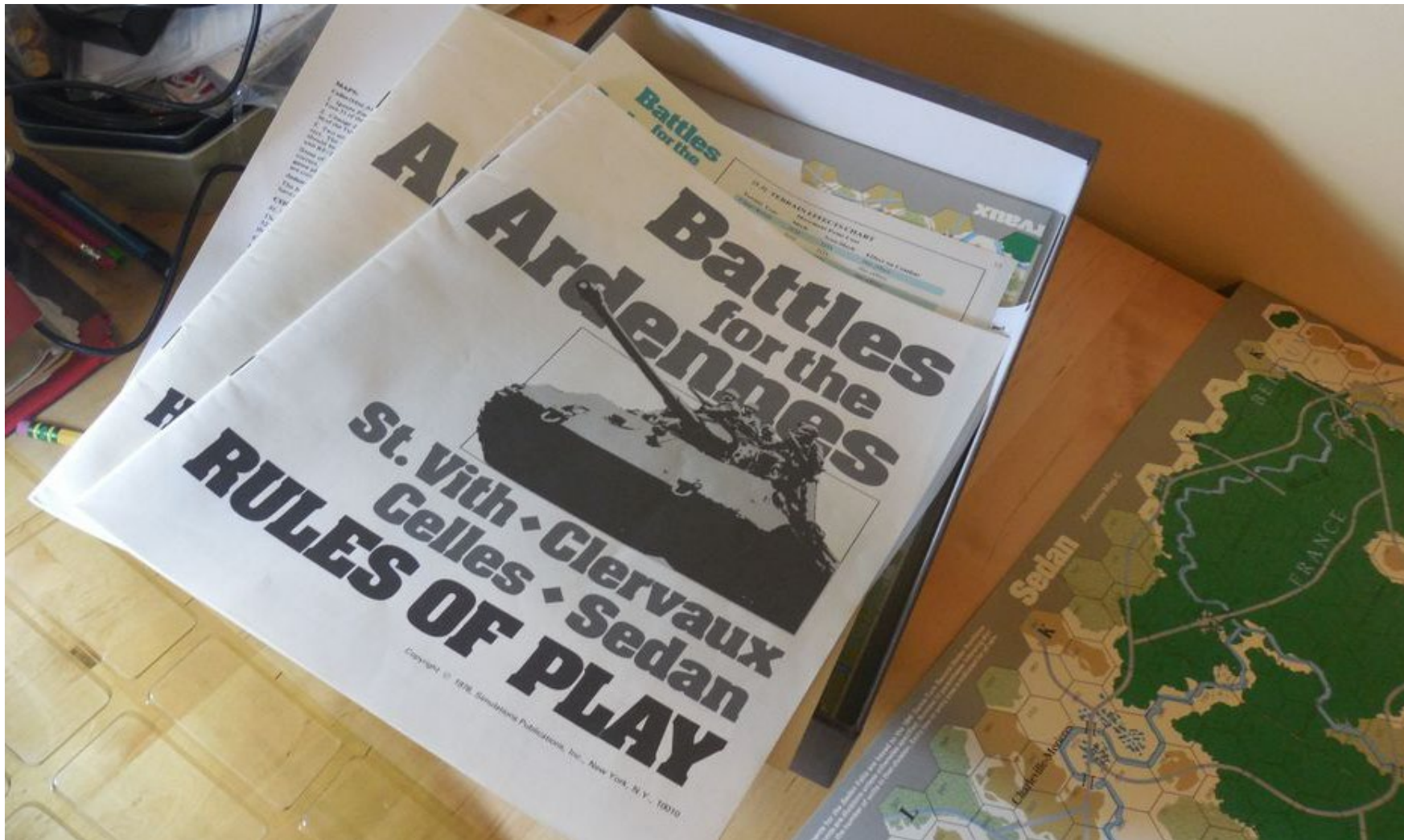
	Swampy Area		Breaker		Heavy Woods		Trench		Each Area
	Clear		Light Woods		Road		City		Forest
	Water		River		Bridge		Marsh		Marsh



The Boardgame Geek counter scans were incredibly helpful in decoding which units went with which era, since whoever had had my copy previously had not saved the counter sprues. (I have been mocked for doing so, but am now vindicated, had I had the counter sprues, I would have known the color codes for the eras the units were from, so there.) The rules do not elucidate this.

The reinforcement track is also a mystery, but in reading a replay from Boardgame Geek, I caught a hint, and then noted on the map, near the compass rose, are details on how to read the reinforcement schedule. The good about this is that it clears it up, the bad is that I have to now sort the counters again, this time by divisions. So set up is a bear with this beast. Also, units starting on the map are

printed there, but I always miss some. A positive here is that the rules tell us how many counters for each side start on the map. It, would have been nice to just go ahead and print the unit identifications and the hex numbers, also, but this being a game from 1978, the golden era, that is a bit of a reach. I will say that the writing and size of the counters are challenging to me 45 years of age on my frame, but I will muddle through.



Germans may force march - +1 to movement without supply consequences, this is in road march mode.

At this point I crunched through any errata I could find, not much, seems to be just clarifications. I note that I failed to find French regiment 295/55 which sets up in 0408, so I substituted 205/55 which has the same strengths. May just be a typo, who knows? And it begins: I

It is 1940, it is Sedan, a quiet sector in the French minds. The barbaric Germans are surely coming through the flat open terrain of northern Belgium, rather than the dense trackless arboreal hell which is the Ardennes. Off to find a croissant and go to a staff meeting.





### **Turn 3 – 11 May 1940 AM.**

Sequence of play is:

Determine supply

Air Power

Movement: Building segment, Battery segment, Mode (road march/combat) adjustment, Movement

Combat phase

Bridge phase

Allied player rinse and repeat, etc.

German Turn:

All units in supply.

Air power – saving for close combat, no interdiction.

No bridge building. No arty on the map yet for battery segment.

We move forward, attacking Neufchatel, trying to secure all crossings 1/1 Pz into March Mode to secure the bridges near Foret de Freyr.



Only using one air – should have interdicted somewhere, bad planning – to support Neufchatel attack. 3-1 shift to 4-1 on light woods/German initiative table is a two step loss 5/5 DCL is gone, lots of horsemeat.



**[Ed Note: Some discussion is in order following this choice!]**

*As my goal for these replays is to hopefully create a learning potential, this requires an examination of the rules to gather the play and tactics for this choice.*

*Realize the 5/5DLC CAV unit in 1020, in the first combat, took a 4-1 hit, and lost two steps. But remember. a strong point for this system is the Defender's choice how to allocate losses. As full strength units have two steps, the defender could, as George chose to do, take the two steps from the unit, which means he is eliminated and removed.*

*However, he could have retreated one hex, and lost one step; or retreated 2 hexes, and stayed at full strength. This is possible because unit is not surrounded, and thus has escape routes.*

*As it is George's choice, each of those choices are certainly a legal option, and George chose to be eliminated. Normally, in this game, that is the goal of the attacker - to get a BREAKTHROUGH and surround a unit and thus FORCE the unit's elimination. So it may seem odd. But likely, George's decision rested on the fact the attackers would have followed, and come adjacent to him.*

*Remember though, in this game, a unit is never forced to attack. In the Battle for the Ardennes. But there are other considerations, too. Let's use this as an example.*

*After a successful combat, the ATTACKER has choices in the Advance.*

- 1 - If they are an **infantry** unit, they can follow one hex, and it MUST be the hex where the retreating unit STARTED the retreat.*
- 2 - If they are **Mech Infantry**, or Cavalry, they can advance the full line of retreat - two hexes in this case.*
- 3- If they are **Armor**, they can **advance the full distance** of retreat, **add an ADDITIONAL HEX**, and **DEVIATE from the retreat path** after the FIRST hex!*

*Thus, had the 5/5DLC retreated to 1018 – the Mech Unit could have followed, first moving into 1020, then to 1019. (Can follow the full retreat, no deviation allowed.)*

*The Armor unit, though, could have moved into 1020 (must enter initial hex) then it could have moved to 1120 (deviating) and with the additional hex, it could have entered 1119.*

*Now, in this game, Enemy ZOCS stop the movement when entered. The phasing player in an Enemy ZOC is NOT forced to attack. And the Phasing player that STARTS in an enemy ZOC may LEAVE that ZOC at the cost of 1 additional movement point – but may NOT enter another Enemy ZOC on that first hex.*

*As we see in the next picture (below) George will move a sister unit into the same hex the full strength 5/5DLC could have retreated to. By choosing to do it this way, he retains the block next turn. However, by choosing elimination over retreat the losses will pile up over the course of the game. Much like a boxing match, early body blows pay dividends to the attacker in the later rounds. Be aware as you read, that the Allies will become pressed for bodies later in the game if the choice to sacrifice units rather than retreat continues.]*



is shift for  
on Combat  
with  
r doubled  
Deliver rapid  
or halted when  
ing across  
in River  
or as River  
throughout 1940 games  
etc.

11-1	10-1	9-1
10-1	9-1	8-1
9-1	8-1	7-1
8-1	7-1	6-1
7-1	6-1	5-1
6-1	5-1	4-1
5-1	4-1	3-1
4-1	3-1	2-1
3-1	2-1	1-1
2-1	1-1	
1-1		

Advanced units may stack to form the in-  
crease of strength, or remove the entire stack  
if they are destroyed or otherwise eliminated.  
The Attacker may stack units on a hex only if  
the Defender is not stacked on that hex. The  
Attacker may not stack units on a hex if the  
Defender is stacked on that hex. The Attacker  
may not stack units on a hex if the Defender  
is stacked on that hex. The Attacker may not  
stack units on a hex if the Defender is stacked  
on that hex.

### **Allied turn 3: above**

Lots to do, not a lot of units to do it, lots of ground to cover. We will attempt to blow bridges when the time comes, units building improved positions can blow bridges. Units building bridges cannot. Heavy woods/cities offer the best defensive CRT. Defending behind rivers is also a delight.

No attacks, retrograde movement, building improved positions, trying to blow bridges. Results: bridge 2317 stands, 0518 dropped, 0418 dropped, 1 Cav doing great, Bouillon dropped by 15/5DLC, 0311 stands, Sedan stands, 0603 dropped, Montherme stands, both at Vierux dropped by 265/61 Infantry. Not bad, not perfect. 9 turns, 4 ½ days left. End of turn below.



**German turn 4: All units in supply.**

Two attacks, 7/10 Pz and GD attack with both air units (first of two times the Germans can combine air in this game) 3-1 vs defender in heavy woods, two right shifts for air to 5-1 on German initiative table for armor 1/1 first blood for the French.



1Cav is attacked in the light woods at 9-1 with shift to 10-1, they are eliminated the unit awarded the Croix de Guerre for ignoring their safety to blow two bridges. They cannot advance across the river so will exploit towards Foret de Herbomont on the other side of which is a standing bridge.



**French turn 4:** all in supply, improved positions go up, we blow bridges, no attacks. 265/61 drops the Givet bridge into the river, 3 Spahi drops the span over the L'Homme at 2316, 0311 is dropped by 12z/3NA, Sedan bridge drops, remaining bridge at Charleville-Mezeires stubbornly remains, as does the bridge at Montherme, as do both bridges at 1009.



**German turn 5: all units in supply.**



15/5DLC is eliminated taking a step of 2/1 Pz with them. 2/2DLC is slaughtered by GD and 7/10 armor having paid in blood to delay the panzers at 0217. 3 Spahi dies having dropped the bridge.





**French turn 5:** Montherme bridge drops, Charlieville-Mezieres remaining bridge stubbornly stays up. Bar river bridge southwest of Sedan stays up, ugh.



**German turn 6:** all units in supply. Given the victory conditions the leg infantry will have to occupy the requisite victory hexes while the mech units move off map without taking too many casualties, the max casualties in 12 factors, have already lost 4 factors, have to exit 30 factors.



Sedan falls to a 7-1 (fpf fired vs air and div integrity, 3 step loss) the pgdr exploit to dismount and cross next turn.



3940 GAME TURN RECORD/SEDAN REINFORCEMENT TRACK

1	10 May 2	2	10 May PM	3	11 May AM	4	11 May PM	5	12 May AM	6	12 May PM	11	13 May AM	12	13 May PM
	Start 1st Campaign				Start Sedan										End Sedan and 1st Campaign
					See Road 26 1st 26: 8421 2nd 26: 2128 3rd 26: 1128										
					See Road 28 1st 28: 2028 2nd 28: 2128 3rd 28: 1128										
					See Road 18 1st 18: 2028 2nd 18: 2128 3rd 18: 1128										
					See Road 16 1st 16: 2128 2nd 16: 2128 3rd 16: 1128										
					See Road 14 1st 14: 2128 2nd 14: 2128 3rd 14: 1128										
					See Road 12 1st 12: 2128 2nd 12: 2128 3rd 12: 1128										
					See Road 10 1st 10: 2128 2nd 10: 2128 3rd 10: 1128										
					See Road 8 1st 8: 2128 2nd 8: 2128 3rd 8: 1128										
					See Road 6 1st 6: 2128 2nd 6: 2128 3rd 6: 1128										
					See Road 4 1st 4: 2128 2nd 4: 2128 3rd 4: 1128										
					See Road 2 1st 2: 2128 2nd 2: 2128 3rd 2: 1128										

**TERRAIN KEY**

- Swamp Hex
- Marsh
- Light Woods
- Heavy Hex
- Breakdown
- Heavy Woods
- Forest
- Trench
- Empty Area
- City
- Forest
- River
- Bridge

**French turn 6:** 248/61 throws itself in march mode to oppose any crossing. 12z/3NA starts to withdraw further west. The second bridge at Charleville-Mezeires fails to drop. The bridge at 1703 is dropped by the engineering savvy 265/61 who will now prepare to defend Revin.



## Turn 7

German: All units in supply.

No interdiction.

Had about a week's interlude here. Ironically one of the people in one of the social media gaming groups I follow started a replay of the same game. Looked like an entirely different strategy for the French, some defending forward. I chose not to do this, envisioning trying



to succeed at the Meuse with a French army in being. I note that I could have been more careful in my defensive placements, I had enough time to get the units exactly where I wanted them. As for the Germans, not sure that I will be able to breach the defensive lines without suffering too many casualties, or using too much time. We shall see

I thought about rebuilding some bridges, but the ones in existence are sufficient – barely – and I think every unit will be needed.

One attack, wanted more, but do not want to risk the mech units, bad planning on my part, may have just run the Germans out of time. 7-1 two left shifts for improved position, one right shift for division integrity, another right shift for air power so back to 7-1, 1 step loss def elim, cost 4 armor points, damn. Up to 8 of a max 12 mech factors lost.



Andromeda Map C

Ocean

BE

GIUM

FRANCE

Charlesvilles-Moydars

Meuse R.

E

N

N

1940 GAME-TURN RECORD / GEDAN REINFORCEMENT TRACK

French: Reinforcements arrive, lines tightened, we cannot cover the entire Meuse, so once crossings are committed to we will have to defend there. Hate dancing to their tune, but this army has no offensive power.





**Turn 8:** Five phases left to crack this. All units in supply



284/61 in 0508 is attacked by 32 factors plus two air, 2nd Army arty fires pff so it is 32/2 (halved attacking across river) -4 or 4-1, two right shifts for air – using that for the second and last time, another right shift for divisional integrity, so we end at 5-1 two step loss eliminates the defenders, the dismounted panzergrenadiers advance after combat, the Meuse is breached!  
An attack on the far French right supported by arty is 18:4 = 4:1 rounded step loss, infantry, for both sides.



French: We can use our artillery and get a 1-1 on the German bridgehead, fly our air for the one time we can and make it 2-1 which gives us a 67% chance of inflicting a step loss on mech units, so we will do that. Not much glory, but something. Rolled a 1, two step loss for the defenders, that is five factors, 13 mech factors gone the Germans cannot win the game, Allied victory, but will play it out.



## Turn 9:

All units in supply, no interdiction.

3-1 on the 148/102 and fpf arty defending the bridge out of Sedan. Two left shifts for improved position, right shift for air and another for div integrity, so 3-1, 1 step defender loss, defenders hold. The infantry eliminates the defenders on the far French right, crossing the Meuse there, also. A 10-1 on Charleville -Mezieres supported by air to 11-1, eliminates the defenders breaching the Meuse in a third place.



French: We can play ahistorically and attempt to defend to the South trying to keep our army in being rather than defending the entire Meuse, given the losses we have already inflicted on the Boche.



## Turn 10: All in supply.

Attacks at Montherme, Charleville Meieres, Sedan. We breach the Meuse again at Charleville, the Fortress unit at Montherme dies, another breach of the Meuse. 4-1 on the hills above Sedan two step losses eliminate the defenders, infantry crosses. 205/55 dies in their improved position on the far French right.

**French turn 10:** Continuing to fight a delaying action. 2-1 counterattack near Charleville is ineffective.



## Turn 11;

German: A 2-1 on the French mech infantry in the west = engaged. 42c/102 dies in their positions near Montherme. 213/55 is wiped out in their trenches on the far right, buying yet another half day for France. 215/71 and 120/71 die defendin the near side of the Bar River. 31 mech factors exit through K. So right now it would be a German victory but for my mech losses. I probably could have delayed, I also do not know if I consistently applied the extra German forced march movement factor consistently. **This is an incredibly well-balanced game.**



French: Ouch, armor pocketed east of the Bar river. 3-1 vs 9/23 to try and get some blood, engaged, of course. 1-1 on the intrusion over the Bar river, 7FCM armor takes the step loss for the French.





Turn 12;



Some desultory attacks to finish it up. Bridges at Sedan and Montherme repaired The attacks are inconsequential and the French will take a pass, having already won.



And I found the missing French counter! (The unit replacing them died on turn 10 on the far French right.)