

ASSAULT AT WADELINCOURT

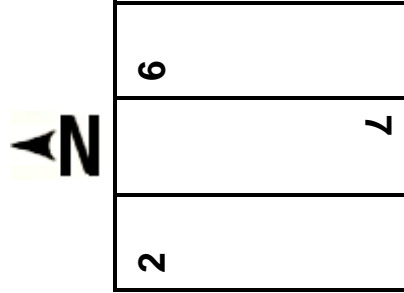
WWW SCENARIO 91

110416



WADELINCOURT, BELGIUM, May 13, 1940: The northernmost of the three crossing attempts of the Meuse took place late in the day as advance elements of the German 2nd Panzer Division approached the river in the face of fierce crossfire from the western bank. As a preliminary to gaining a bridgehead, assault engineers would have to cross the river and silence the well-prepared French positions on the far side.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The German player wins by capturing (being the last to exclusively occupy) three of the four French bunkers. The French player wins by avoiding the German victory conditions.

TURN RECORD CHART:

French Sets up First	1	2	3	4	5	6	7	8	9	10	Restart on Turn 11 (1)
German Moves First											

Elements 55th Infantry Division [ELR 3] - set up anywhere on board 2. Bunkers must set up on board 2 east of hexrow 5 inclusive:

Elements 2nd Panzer Division [ELR 4] - enter Turn 1 or later (at the German player's option) on any east edge hexes of board six:

SPECIAL SCENARIO RULES:

- SSR 91.1** The river is deep, running high with a moderate current flowing north. There are no island hexes; consider all such hexes open river instead.
- SSR 91.2** The weather is clear; EC are moist and there is no wind.
- SSR 91.3** French OBA consists of one module of 70mm. Mtr/SW's may enter/start the scenario either disassembled or assembled at the owner's option (142.8-.84).
- SSR 91.4** Only German assault engineer (8-3-8) squads may make smoke.
- SSR 91.5** French units in bunkers are not concealed, but the German player may not inspect the contents of any bunker until some unit from that particular bunker fires.
- SSR 91.6** All buildings on board 6 are considered single-story and of wooden construction.
- SSR 91.7 OPTIONAL: ELR and Heat of Battle (HoB)** is in effect for both sides. ELR rules (141.51-.54) are used but with one exception: any MMC which fails its ELR is not replaced by an inexperienced unit but is instead reduced to the next lower quality unit. [Ex: a German 468 is reduced to a 467 > 447 > 436, a British 458 is reduced to a 457 > 447 > 436, a French 458 is reduced to a 457 > 357 > 136. EXC: Specialized units of all nationalities are reduced to their Inexperienced Infantry (94) unit type as per their nationality and rules pertaining to them (i.e. German Volksgrenadiers, Russian Conscripts, British Home Guard, U.S. Green units, etc.)] HoB is occasionally the reverse of ELR but also has some additional effects which can occur and are shown in the following table:

Heat of Battle		
follows any Original MC or Rally (not Self-Rally) DR of 2		
DR	Result	DRM's
≤6	Hero Creation (159)	Elite -1
5-8	Battle Hardening ◊*	Broken, Inexperienced (each) +1
9-11	Berserk †	Note: A unit can become Battle Hardened and generate a Hero at the same time.
12	Surrender †*	

◊ A unit's quality level is increased. An elite unit becomes Fanatic.
 * Treat as Berserk if unit is already Fanatic.
 † Treat as Battle Hardening if in a Bunker/Fortified Building (161.).

AFTERMATH: After a bitter and costly struggle the Germans succeeded in scrambling a few men onto the west bank. These men managed to knock out one bunker, and the tide then began to turn in the Germans' favor. By the end of the day they had a firm foothold on the west bank, and would eventually succeed in establishing a bridgehead.

CREDITS: Scenarios 91-100
Original Design: Joe Suchar, Jon Mishcon, John Kenower, Steve Myberg, Simon Haines, Andy Bagley.
Original Development: Jon Mishcon, Joe Suchar, Andy Bagley, Simon Haines. **Original Play testing:** Howard Sylvester, Burt Baker, Kevin Duke, Jim Vaughn, Mark Nixon, Val John Halford. **Original Graphics:** Richard Czapnic, Briony Doyle, Rodger MacGowan. **Original Production:** Andy Bagley, Keith Poulter.

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 This scenario is an adaptation of Scenario #91 from the World Wide Wargamers G.I.: Anvil of Victory Scenario Package. It has been slightly modified since its original publication to correct typos and sentence structure plus added optional rules for my own enjoyment and for play using VSOL. For all accounts its still plays the same as the original publication. Feel free to use these modifications or use your own. Graphic Layout and Modifications by Bill Sosnicki; Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.