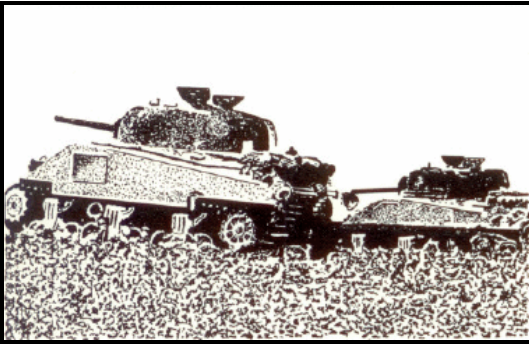


# THE ATTEMPT TO EXPLOIT

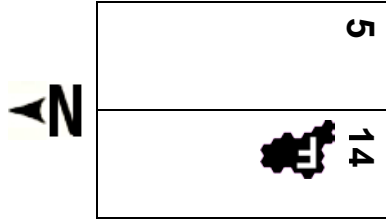
## WWW SCENARIO 95

110424



**MARIGNY, FRANCE, July 26 1944:** Combat Command of the U.S. 3rd Armored Division, in support of the U.S. 1st Infantry Division, attempted an envelopment of the German forces in Marigny. Initially slowed by bomb craters and defended hedgerows the American armored forces tried to crash through the final resistance before daylight ran out. The Germans were desperately trying to both slow the U.S. advance and to lose a minimum of the few combat troops they still had available.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** To win, the U.S. player must exit 5 tanks with functioning main armament off the south edge *or* eliminate 4 German squads (or its equivalent). The German tank counts as two squads eliminated if it is either destroyed or if it lacks a functioning MA at game's end. For each turn prior to turn 5 that the Typhoon arrives, increase the number of tanks the U.S. player must exit/number of squads he must eliminate for victory by one (e.g. Typhoon arrives turn 3—he must exit 7 tanks or eliminate 6 squads). The U.S. player always wins if he exits all seven tanks. The German player wins by avoiding the U.S. victory conditions.

**CREDITS:** Scenarios 91-100  
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**Original Production:** Andy Bagley, Keith Poulter.

### Balance:

- ★ Add one additional M4A3 tank to the U.S. OB.
- ⊕ German AFV counts as one squad lost if destroyed or lacks functioning MA.

### TURN RECORD CHART:

⊕ German Sets Up First	★ 1	2	3	4	5	END
★ U.S. Moves First						

**Mixed elements of 353rd Division and 2nd 55 Panzer Division [ELR 3] - set up anywhere south of row Y inclusive:**

**Elements Combat Command B of 3rd Armored Division - enter Turn 1 on any north edge hexes:**

### SPECIAL SCENARIO RULES:

- 95.1 **TERRAIN:** Place overlay 'F' normally on board 14. All hedges are hedgerows. *[VSQL Note: A special customized board 14 for this scenario is available for download on the WGA/SQLA website.]*
- 95.1.1 All woods are impassable to vehicles, however, VBM is allowed in woods hexes.
- 95.1.2 Roadblocks represent felled trees and may only be placed in forest-road hexes.
- 95.2 All M4 Shermans are equipped with hedgerow cutters.
- 95.3 The U.S. player may receive random fighter-bomber support consisting of a single Typhoon. The U.S. player *must* roll each turn and may not withhold such air support if it arrives in order to alter his victory conditions.
- 95.4 The German tank crew is SS (morale 9).
- 95.5 **OPTIONAL:** See SSR 91.7 for ELR and HoB rules.

**AFTERMATH:** The Germans caught the American Shermans at a narrowing of the small field path. The tremendous American numerical tank advantage was countered by their lack of close infantry support. In the ensuing firefight the GI's lost heavily but bled the Germans equally. In the end it was a tactical airstrike that permitted the U.S. tanks to advance. Although the Germans had delayed the 3rd's advance it was at far too high a cost.

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 This scenario is an adaptation of Scenario #95 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 VSQL. For all accounts it 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.