

THE WALTZ

Scenario WG117

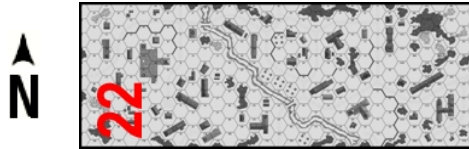
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Germany, February 1945: With the war drawing to an end, opposing forces begin to use a similar strategy of splitting their forces in order to both control their strongpoint while making a flanking attack against their enemies strongpoint.

VICTORY CONDITIONS: Building 22H4 represents the American strongpoint; Building 22W8 represents the German Strongpoint. Victory is immediately achieved by capturing the enemy strongpoint at the end of any full turn. Capture occurs when an attacker has more unbroken full squads in the enemy strongpoint than the defending player. If victory is not achieved in this manner, the side with more unbroken squads on the board at the end of turn 6 is the victor. Any other result is an American victory.

BOARD CONFIGURATION:



TURN RECORD CHART:

Simultaneous Set Up	1	2	3	4	5	6	END
American decides who moves first							

Elements of Kampfgruppe Von Steiner - Units on the east side of the stream must setup at least four full hexes from the North edge inclusive. Units on the West side of the stream must setup within two full hexes inclusive (half hexes may be used) from the South Edge:

				2	14	2		8	4			**		

* see WG117.7

** 3 modules of 81mm OBA

Elements of Bramley Combat Team - Units on the west side of the stream must setup at least four full hexes from the South edge inclusive. Units on the east side of the stream must setup within two full hexes (half hexes may be used) from the North Edge. No more than 6 American squads may setup west of the stream:

				12	2			2		2	*			

* 2 modules of 100mm OBA

SPECIAL SCENARIO RULES:

WG117.1: TERRAIN. The depicted stream is a deep ravine; no unit may cross it except at the two bridges (22K2, 22R7). Treat bridges as ground level road hexes. The bridge itself offers no TEM or LOS obstacle. Treat all Brush (22L3) as woods. Orchard hexes (22R6) are not open ground hexes. TEM is +0, units may safely rout through but they are not considered rout cover. Orchards are not a ground level LOS blockage but are a level 1 blockage to/from a higher elevation, non-open ground hex. All buildings are level 1, with the exception of hexes 22H4 and 22W8.

WG117.2: Simultaneous setup; if using Vassal, the German player sets up all units HIP. The American player then completes their setup. All units are then revealed, no units starts in HIP. If FTF the German player sets up, records his positions, and removes all units. After the American Setup is complete, the American player uses the German record to setup the Germans forces.

WG117.3: Due to a light mist, the maximum LOS is 10 hexes (although penetration may extend beyond this).

WG117.4: Both American 847s and German 838s play have smoke making capability.

WG117.5: The American Bazooka counters represent the new experimental 57mm Bazooka. All TK numbers are increased by 2 (5/6/8/12); the HE shell remains 6AF and is not subject to PBF. The breakdown number is reduced by two (9x). Due to the heavier shell, the PP cost is 2 for a squad; 3 for a leader. Usage is remains unchanged.

WG117.6: Units may start as passengers per normal stacking limits.

WG117.7: After the American setup is revealed, the German player may choose to substitute a 9-2 German leader for the 9-1 leader. However if victory is not achieved by capturing the American strongpoint, the American wins the scenario.

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WARGAME ACADEMY

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PLAYTEST STATUS: This scenario is currently in playtest (Beta Release), please contact Squad Leader Academy to join this effort. The 'final' version will be published as a SQLA/Wargame Academy (WGA) scenario pack.