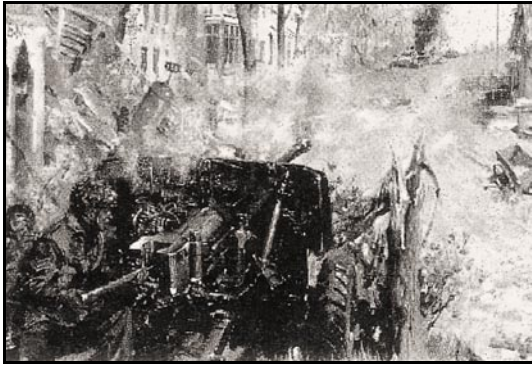


CAT BECOMES THE MOUSE

SL Scenario WCW 4

101030



VILLERS-BOCAGE, FRANCE, 13 June 1944: The “Battle of Villers-Bocage,” one of the most famous tank actions of the war, was coming to a close. After destroying 25 AFVs and many more light vehicles, Tiger ace Michael Wittmann moved through the now quiet village in an attempt to secure the important crossroads at the western end. Sensing a trap, he ordered his vehicles to shut down their engines so that he and his men could listen for the movement of enemy armor. Sgt. Bramall, in a Firefly, could not believe his eyes when he caught sight of a Tiger through the windows of a house as he approached the main road. Carefully maneuvering his vehicle in the narrow back street, he fired through the windows of the house, brewing up the Tiger. He quickly backed out of his position and hurried to catch up to the rest of the troop. After reporting on what had happened, they set up an ambush and waited. In the meantime, a crew of the Queen’s Regiment had managed to manhandle a 6-pdr into a supporting position in a nearby alley...

BOARD CONFIGURATION:



BALANCE:

- + Add a 9-1 Armor Leader
- ⊙ Add a 9-2 Armor Lender

VICTORY CONDITIONS: The British win if at game end they have scored more VPs (not CVPs) than the German or if the German has scored no VPs. The British receive 2 VPs for each German AFV destroyed. The German receives 4 VPs for each AFV exited off 21R7 and 1 VP for destroying 3 or more British AFVs.

TURN RECORD CHART:

⊙ BRITISH Sets Up First	+	1	2	3	4	5	END
⊕ GERMAN Moves First							

Elements of ‘B’ Squadron, 4th County of London Yeomanry and Queen’s Regiment: [ELR:] -
set up in any non-Stone Building hex within 3 hexes of 21U5:

Cromwell A27 VII Cromwell A27 VIII

2

set up using HIP on any Road Hex on Board 20 with a coordinate of > 6:

76LL -/2

Elements of the 1st and 2nd Companies, Schwere SS-Panzer Abteilung 101, 1st SS Panzer Division (LAH) and Panzer Lehr -
Enter on Turn one on hex 20Y1:

PzKwVIB PzKwIVH

3

SPECIAL SCENARIO RULES:

- SSR WCW 4.1:** EC are Moderate with no wind at start.
- SSR WCW 4.2:** Place a Stone Rubble counter in 20Y6.
- SSR WCW 4.3:** Boresighting is NA. The A-T Gun and its attending crew may set up using HIP.
- SSR WCW 4.4:** If the Firefly is still hidden, a CE German AFV may expend “1” MP to ‘stop’ (i.e., shut down its engine) thus allowing the German AFV to roll 1 die, if the result is a 5 or 6, and the Firefly is within 3 hexes of the German AFVs hex, the Firefly is placed on board. Before the AFV can move again it must expend 1 MP in order to “restart” its engine.
- SSR WCW 4.5:** Anytime a German MA rolls a 12 on a TH attempt [EXC: Intensive Fire] it may malfunction. Reroll an extra die, if the result is a “6” the MA malfunctions, if the result is a “1” there is no effect, if the result is a “2-5” the MA has depleted the type of Ammo used for that TH attempt.

AFTERMATH: Wittmann couldn’t understand how the Firefly got so close without them hearing it, but now knew for sure that there was British armor in the town. He decided to continue his advance on the crossroads and drove down the main street. The British opened fire as soon as the Germans appeared. The Firefly missed Wittmann’s Tiger got knocked out the PzKwIVH with it’s second round. A Cromwell VII bounced a round off the second Tiger, then followed it onto the road, killing it with a rear shot. The 6-pdr immobilized Wittmann’s Tiger, the only one left. After firing several rounds to suppress any infantry nearby. Wittmann’s crew removed both machineguns and bailed out, fleeing safely back to their company area. Although he failed in its bid for the crossroads. Hauptsturmführer Michael Wittmann was awarded the Crossed Swords to the Knights Cross for his actions on this day.

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 This scenario is an adaptation of Scenario #4 from the Windy City Wargamers Color Scenario Pack originally created for their 1996 ASL Open Tournament and published by Louie Tokarz. This scenario has been modified and/or redesigned to use the G.I.: Anvil Of Victory rules set, however, with some additional modifications players may utilize the Crescendo of Doom rules set. Updated 101030, rev B;
 Original scenario design by Louie Tokarz; Graphic Layout by Bill Sosnicki;
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