

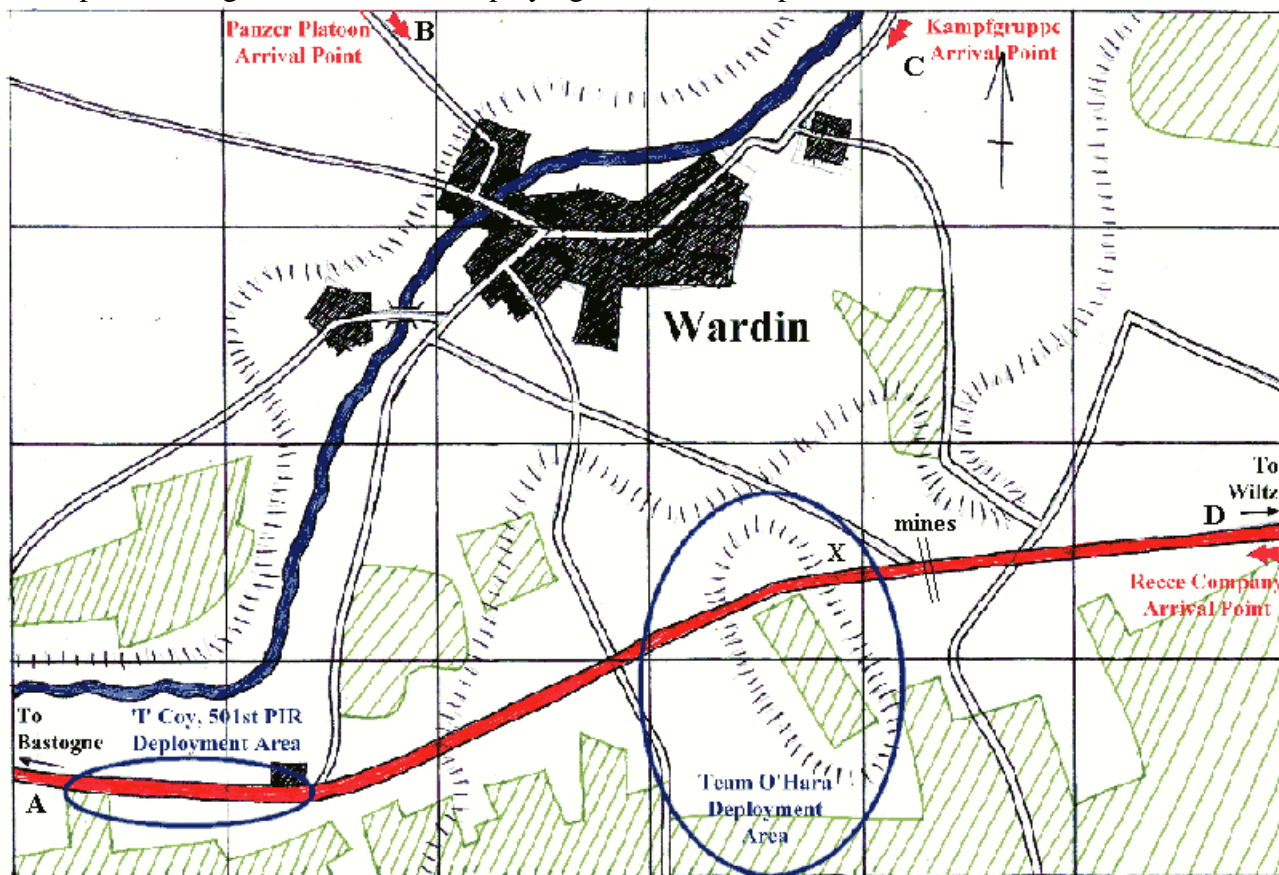
Team O'Hara at Wardin

The Action at Wardin - 19th December 1944

The General Situation.

Team O'Hara has been ordered to take up blocking positions protecting Bastogne. Elements of Panzer Lehr are attacking them.

This scenario is most interesting when played with an umpire, who participates by sowing confusion and doubt in all directions. The umpire's function is best served if the players receive only their own briefing and the general situation, and are kept ignorant of what is actually going on. Of course the umpire should read all briefings. Read the umpire briefing for instructions on playing without an umpire.



Scenario/Terrain Notes

- Germans move first
- Game Length: 20 turns
- Lines on the map are 12 inches apart.
- This scenario occurs in generally bad weather. All off-road movement by vehicles is halved. Troop units are not affected.
- The Bastogne-Wiltz highway is classed as 'Paved'. All other roads are classed as 'Unpaved'. Movement along the paved roads is unaffected by weather. Movement along unpaved roads is done at the normal cross-country clear terrain speed instead of the road speed.

- All woods are classified as 'Woods with Underbrush'.
- The stream is classified as 'Deep & Wide'. It may therefore only be crossed at the bridges. Bridges exist at all places where roads cross the stream and may not be destroyed during this scenario.
- Buildings: While the map specifies the location and outline of the built-up areas, the actual configuration of the town of Wardin is left to the participants. The main town should consist of about 10-12 2 sector buildings, with the roads leading into the town as indicated. Buildings should also be set up in the two outlying areas and at the cross-roads of the Bastogne-Wiltz highway and the road to Wardin. Most of the buildings should be soft-cover (wood), but you can add a couple of hard-cover (stone) buildings to keep things interesting.
- It is foggy and visibility is extremely variable. Each game turn, before the indirect fire phase of the German turn, roll 1xD10 (0 counts as 10) and multiply the result by 4. The total (in inches) is the maximum visibility for the entire game turn. Die rolls of 10 on successive turns will result in the fog lifting permanently for the duration of the game and maximum visibility range will be 60". Otherwise keep rolling every turn. Units firing or moving outside maximum visibility do not become suspected targets, and fog rolling back in will once again hide any spotted or suspected units that lie outside of visibility range.
- Unspotted markers (dummies and real units) may be maneuvered outside of visibility range without being revealed.
- Wardin actually lies in a valley, and units on the high ground to the North of the town may see to the high ground in the south without being blocked by the town. The town does block LOS to units that are also in the valley.

Victory:

- Normal Victory Points for destroyed units (see Fig 8 p.12)
- 10 VPs to the American if they have three or more undisordered stands in Wardin at the end of the game. 5VPs to the German if the Americans have no undisordered unit within 10" of Wardin at the end of the game.
- 7 VPs to the American if they have an 3 or more undisordered units within 5" of point X at the end of the game. 3 VPs to the Germans if the Americans have no undisordered unit within 10" of point X at the end of the game.
- 1 VP for each American maneuver element which exits up the Bastogne road with less than 50% casualties.
- 3 VPs for each German maneuver element which exits up the Bastogne road with less than 50% casualties.
- If playing with an umpire, 1 VP to the German for each infiltrator which successfully exits along the Bastogne-Wiltz highway toward Bastogne.

This scenario was written by R. Mark Davies, who is an enthusiastic and prolific participant in the British contingent of Battlefront:WWII playtesters.

It is adapted from an idea first set forth in a Wargames Illustrated article by Peter Heath (used with permission) which appeared in issue 110 of WI several years ago.

Wargames Illustrated is a very good source of scenario ideas and we recommend the magazine highly.

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