

AFTERMATH: Soon after the barrage lifted, the "Faughs" (so-called for their battlecry "Faugh a' Ballagh") stormed the shattered village. The bombardment had knocked out all the mines and fixed antitank weapons but had left the German troops and armor unaffected. Their fire, and the piles of rubble, so slowed the Irish assault that it was more the orderly German retirement rather than the Allied advance which left Sinagoga in Irish hands.

enter Turn 1 on the east edge of Board 4: {SAN: 2}
12x4-6-7 10-2 9-1 8-1 2x8-0 MMG (dm) 4xLMG Radio

SPECIAL RULES:

1. Environmental conditions are moderate with no wind at start.
2. Wheatfields are in season.
3. Only hexrows A-P on Board 4 and R-GG on Board 3 are playable.
4. Because of the exhausted condition of their troops, no German unit may Double Time.
5. The Germans have OBA of 80mm MTR.
6. Note that the game length depends on the German Victory Condition chit/card.

AFTERMATH: The presence of Colonel Balck carried the day for the Germans. By nightfall of the 15th the French had abandoned Bouvellemont and were falling back towards Rethel with the loss of over a third of their men. For his leadership that day Balck was awarded the Ritterkreuz. Even though the stiff resistance at Bouvellemont did help check the advance of the 1st Panzer Division, the 2nd Panzer Division smashed through the French 53rd Division to the north to close with the XLI Panzer Corps at Montornet. What used to be three isolated birdgeheads on the 14th became one continuous pocket on the 15th. The route westward now lay open.

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ATLANTICON '93 ASL SCENARIO 4 IN ROMMEL'S WAKE

ON THE MEUSE, May 17, 1940: In the confusion following the 7th Panzer Division's breakout, isolated French units still held crossings across the Meuse while the German infantry struggled to catch up. Now elements of the XIV Panzergrenadier Corps, on the basis of Fieseler Storch recon, hoped to grab another bridgehead into France from what appeared to be a platoon strength guard before French reinforcements could arrive. In this heavily wooded region air reports are unreliable but time is of the essence.

ORIGINAL SCENARIO: Scenario 29, COD.

BOARD CONFIGURATION:

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VICTORY CONDITIONS: The Germans must have 12 Victory Points of units on the south side of the river at the end of any game turn with at least one bridge still intact.

BALANCE:

French: Add 2x1 Squad Foxholes to the French.

German: Replace one German LMG with a dm MMG.

5 - 10 Game Turns. French set up first. Germans move first.

FRENCH: Elements of the 12th Regiment, 3rd North African Division [ELR: 3] set up first on the south side of the river using HIP for all units except the Bridge Guard. The Bridge Guard consists of one squad, one SW, and one SMC, and must set up unconcealed. The French player randomly selects a chit (card) numbered 1 - 4 (Ace - 4) to determine the game length and the French forces. {SAN: 4}

- #1: (Turn 5) 6x4-5-7 2x8-0 2xLMG MMG 2xDC
- #2: (Turn 6) 7x4-5-7 8-1 2x8-0 2xLMG 2xMMG 2xDC
- #3: (Turn 8) 7x4-5-7 8-1 2x8-0 2xLMG 2xMMG DC Set DC
- #4: (Turn 10) 8x4-5-7 2x8-1 8-0 2xLMG 2xMMG DC Set DC

GERMANS: Recon elements of the 71st Regiment, 29th Panzer Grenadier Division [ELR: 3] enters on 5Y10 on Turn 1 with infantry mounted on bicycles: {SAN: 2} 9x4-6-7 9-2 9-1 8-1 4xLMG 2xPSW 222 9xSquad Bicycles

SPECIAL RULES:

1. Environmental conditions are moderate with no wind at start.
2. The river is deep and running at normal level with a moderate current flowing west. However, marsh hexes are considered mud flats (B16.7).

3. A One-Lane (B6.431) vehicular stone bridge extends from 7I2 to 7I8 and a One-Lane vehicular wooden bridge extends from 7AA6 to 7AA8 (use pier counters for the wooden bridge if necessary). A land hex containing a bridge counter is treated as Open Ground.
4. The chit/card drawn by the French player is not revealed to the German player until the French player declares the game over, at the end of the turn indicated by the chit/card.
5. If the French OB includes a set DC (A23.7), it must be set up in a bridge hex. The Set DC may only be detonated by an 8-0 leader who has been predesignated by the French player, and a detonation attempt cannot be made until that leader has had a LOS to an enemy unit. A detonation attempt is not a concealment loss activity, but if HIP, the leader must be placed on board concealed. A detonation attempt may be made during the enemy's MPh as First Fire, as well as during a friendly DFPh, PFPh, or AFPh, but only one detonation attempt may be made per Player Turn. The other DC may be set during play or placed/thrown normally.
6. The German motorcycle counters represent bicycles (D15.8).
7. The French may not Bore Sight.

AFTERMATH: Only French command blunders had prevented the bridges from being blown earlier. Certain French elements remained north of the river and there was a question as to exactly when the bridges should be blown. The bridges were held very lightly due to the presence of heavy reserves nearby, but even so the bridges were in the process of being wired for demolition when an audacious rush by German scout cars and a lead platoon of bicycle mounted infantry captured the wooden bridge intact. Supported by German LMG fire from the north side of the Meuse the Germans held the bridge until reinforcements from Division arrived.