

Battle of Wavre, Belgium – Aug 1944

(by Justo Perez www.NuGamers.com , for use with BKC rules <http://www.blitzkrieg-commander.com/Default.aspx>)

Intro -

This is a fictional scenario that takes place in 1944, and is based on an actual battle that occurred 1815. Marshal Grouchy was to cut off the Prussians from joining Wellington at Waterloo, and support Napoleon's wing. Instead, Grouchy got bottle-necked at Wavre by a Prussian reserve; he was held in check at river Dyle, long enough for Wellington to defeat Napoleon at Waterloo. I had played the Napoleonic's scenario and thought it would a darn good setting for a WWII game. If faced with the same prospect of crossing the Dyle at Wavre, garrisoned by a small German reserve, would the Allies succeed or would history repeat itself?

Map Layout -

As best you can, duplicate the mapped area as shown on the right . . . Don't worry about being exact, the important aspect is the relative location of terrain features and tactical features for the scenario.

The terrain map represents a 5' x 6' area; the grid overlay is 12" x 12" squares that are only shown to help you gauge the relative layout of all the terrain features. The river Dyle (i) runs NW to SE and is class-III rapids. There are two stone bridges (a and c; class I) and two wood bridges (b & d; class II). The beige area is a slight earth depression that is considered rough muddy terrain. The black squares represent buildings: those in Wavre (j) and the small town (k) are all brick structure (class I), except the ones in the depression are wooden structures (class II); those at (d), (f), (M), and (n), are all wooden structures. The woods and open areas are obvious as are roads (e, g, h, and z), and there's a small stream (r) on NE corner.

Points -

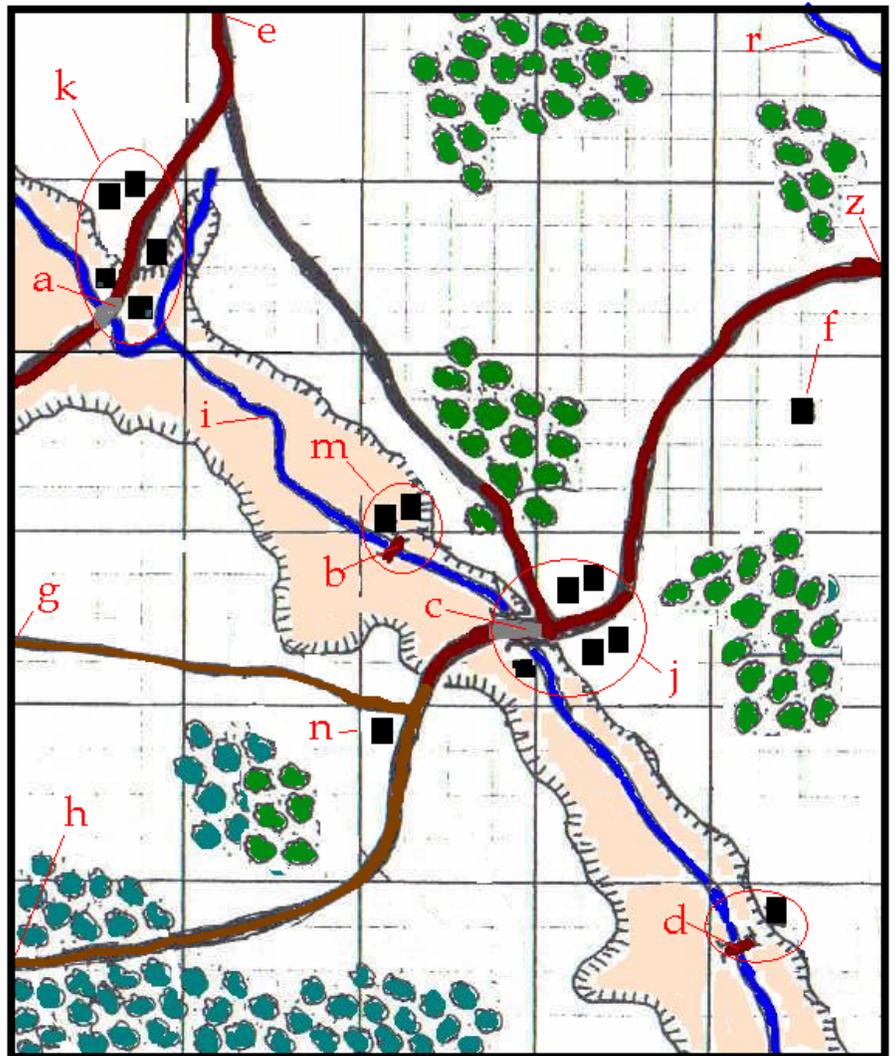
Allies start with 3000 points and Germans with 1500; Allies may buy assets and Germans may buy filed defenses.

Deployment -

Germans may deploy anywhere on the north side of the river; they may deploy in hidden position within woods, buildings, etc. and/or arrive from off board along north and/or east edge. Units held off board in reserve may enter at any time during the German's command phase as long as there are NO enemy units within 50cm of the entry point; or along the road entry points (e and/or z) if there are NO enemy units closer than 30cm to those entry point.

Allies may deploy anywhere along the roads from entry points (g) and (h) up to where the two roads meet near building (n). With a successful command roll, units reserve units may enter at any time during the Allie command phase; they may enter at entry points (g) and/or (h); paratrooper may arrive during any Allie command phase and may drop in anywhere on the board. For paratroopers: select any point on the board, roll 3d6 and a directional die to place command unit, and then place troopers within 20 cm of the command unit.

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Objectives -

A decisive victory is awarded to the Allies if they manage to exit 50% of their units (except paratroopers) along the road as (e) and/or (f). If after six game rounds the Allies have not managed to cross the river with at least three units, the Germans are awarded a decisive victory. Aside from decisive victory conditions, the game ends after ten rounds; compare kill points to establish the winner (kill points are tallied based on unit cost); add 25% bonus for control of Wavre (j) and 10% for (k); and Germans gain 5% bonus for each bridge they destroy.

Special Scenario Rules -

1. Tank riders are hit on a 3.
2. Armour is NOT knocked-out simply by having to retreat more than 10cm. In regard to forced retreat, they are only knocked-out if they cannot retreat, i.e. if they retreat into enemy units or restricted terrain.
3. Units within the woods must be within 5cm of the wood's edge to see any units that are outside of the woods. Units outside of the woods may only see units within the woods if all the following apply:
 - a. the units inside the woods are within 5cm of the edge
 - b. the units outside are within 10cm of the woods edge.
4. Infantry inside buildings can see out all sides of the buildings that have windows. The units outside the buildings can only see into buildings along the sides that have windows and must be within 10cm of the buildings. All infantry within buildings have SAVE of 5 from external attacks. Close combat occurs within the building; the attacker is charging into the buildings, the first round is resolved as if the attacker is on the outside and defenders inside; if the unit is a building charge units outside the buildings, it is all handled as usual.
5. Control of an objective requires 3 infantry units and one command unit completely within the objective, and no enemy units within the same. If all the buildings are destroyed in an objective area, the objective points are not awarded.
6. Opportunity fire is used in reaction enemy movement and fire.
7. All other optional rules should be used with common sense.

Terrain Effects & Details -

River -

The river is a class III rapids that runs NW to SE and may be forded only by infantry, and the crossing attempt requires a 1d6 roll: a roll other than a SIX means the infantry crosses successfully; a roll of SIX means they are swept downstream 3d6 cm. During the end phase of each turn, infantry that was swept downstream may attempt to break free of the river's current by rolling 1d6; on a roll of SIX they continue being swept downstream 3d6; a roll other than a SIX, they break free and emerge adjacent to the river (roll again; odd for south or even for north side of the river), and they emerge suppressed. Obviously, if they do not break free at some point, they will continue to downstream and eventually end up off board (knocked-out). In addition to this special rule, there is the normal movement rule that requires it to stop at the river's edge and then expend another command to move onto the river. In other words, the infantry unit moves into contact with the river, is issued another command to move into the river, roll a 1d6 for the current, and if successful is issued another order to exit the river on the other side. All other units must cross at bridges or via engineered bridging.

Woods -

All units may enter woods: infantry movement is unrestricted; tanks and halftracks move at 1/2 rate; wheeled vehicles at 1/4 rate. For LOS rule see item 3 above.

Bridges -

All units may cross at bridges or via engineered bridging. The four permanent bridges are classed as I or II. A class I bridge can take 10 hits before it collapses; class II can take 5 hits. If units are on the bridge when it is destroyed, the units are knocked-out. Feel free to get creative if you don't want to have the units knocked out automatically; I've sometimes have the infantry take 1d6 hits and have them swept downstream 3d6 per the river rules above. It's lots of fun!

Buildings -

All buildings are class I (brick) or II (wooden); class I can take 10 hits and class II can take 5 hits before they collapse. before is collapses; class II can take 5 hits. Infantry and tanks may enter buildings. Obviously, when a tank enters a building the structure is demolished and any infantry that was within the building will take a significant damage. Replace the building with a foot-print template that represents the building's rubble and foundation. If the building has a basement, the tanks falls

crashers through the floor and remains stuck in the basement (is knocked-out); if there is not basement, roll 1d6 to see if the tank sustains any damage: a roll of SIX means the tanks is damaged and may not longer move, it may only fire; a roll other than a SIX means the tank is OK and may move freely on its next command. As for the infantry in the building or any foolishly riding on the tanks when it crashed into the buildings, roll hits as per the applicable buildings type:

- If it's class I building, roll 10d6 hits against each infantry unit.
- If it's a class II buildings, roll 5d6 against each infantry unit.

Rough/Muddy - The area adjacent to the river is rough and soft mud: all units move half speed; tanks and halftracks get stuck if they roll a SIX; wheeled vehicles if they do NOT roll a SIX; infantry do not have to roll. As with normal movement rules, the unit must stop at the terrain's defining edge and be issued another command to enter, at which point if it's a tank, halftrack, or wheeled vehicle, it must make the 1d6 roll; if the roll is successful, it may carry on with half its movement. And, as noted, infantry does not need to roll... its simply moves at ½ rate.

Roads - All roads are normal movement over any terrain.

Misc. - When vehicles get knocked-out, leave them in place and mark with a plume of smoke or something to indicate they are knocked-out. The roads that cross through the rough/muddy area and the bridges are only as wide as a vehicle; a knocked-out vehicle must be cleared out of the way before moving through with another vehicle. To clear a vehicle, move into contact with one command using a functional vehicle and with the next command move the disabled vehicle off to the side.

Remarks -

At the time of this writing, I've played the scenario three times and its been a hoot on all counts. Use well defined templates for wooded and town areas. Be sure to define the rough/muddy area well; this depressed area is a heck of quagmire for the Allies. Allies will need well placed scheduled support to soften the enemy before crossing. Be sure to bone up on the Engineering section of the rules.

It can be done, but it's tough as hell.

Enjoy!

Justo