

MARVIE

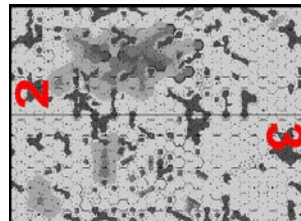
OAF Scenario 18.3



VICTORY CONDITIONS: Each building within the village (inside the U3, Q8, N4, Q3 road) that is solely held by one side at the end of turn 6 is worth a number of victory points equal to its hex size. At the conclusion of play, 1 point is awarded to the U. S. player for each intact roadblock or 1 point to the German player for each removed roadblock. To win, the German must have at least as many points as the U.S. at the end of the game. The U. S. player controls all buildings at the start of the scenario.

Marvie, Belgium; December 20, 1944. Hitler's biggest gamble, known later as the Battle of the Bulge, was already into full swing. Advance German elements had the task of capturing and holding key road junctions for which their main armor forces were to pass through on their way to Antwerp. The Americans, tired and weary from the past few months of heavy fighting were using many of these road junctions as resting areas. Allied Command was now fully aware of the surprised German threat and had put out the order to hold these positions at all costs.

BOARD CONFIGURATION:

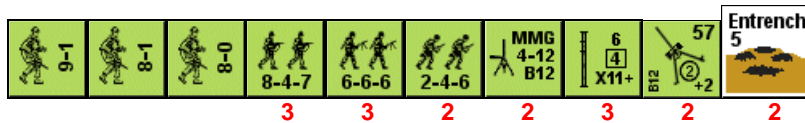


TURN RECORD CHART:

☆ American Sets up First	1	2	3	4	5	6	END
⊕ German Moves First							



AT START: Setup on any whole or half hex on board 3:



AT START: Place one roadblock in hexes indicated:



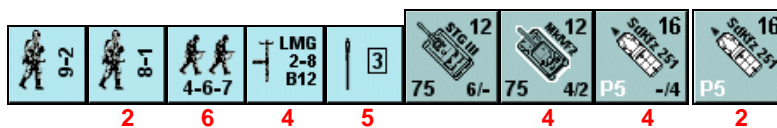
AT START: Setup on Hill 621 using HIP; both the location and covered arc must be defined. (see SSR OAF 18.3.4)



2



Enter on hex(es) 2Y1-2GG1 on TURN 1:



SPECIAL SCENARIO RULES:

OAF 18.3.1: TERRAIN: Wheatfields are out of season and therefore do not exist. Hills 534, 547, 538 are treated as open ground, although the woods [forest] hexes still exist. All buildings are level 1 with the building in 3I10 as non-existent, treat as open ground. Walls south of hex row 2T (inclusive) do not exist. **NOTE: VSQJ players may utilize the customized boards (2m & 3m) for this scenario downloadable from the SQLA website or from the VSQJ-Group files section on Yahoo Groups.**

OAF 18.3.2: There is no road movement bonus for infantry.

OAF 18.3.3: Prior to the U. S. setup, the German player selects and records two hexes on board 3 regardless of LOS, as the initial targets for a special turn 1 PFPh 105mm attack. There German is free to choose smoke or HE for his FFEs. Each FFE (seven hex barrage) is placed after the resolution for accuracy, direction, and extent of error DRs using the two pre selected hexes as AR counters. This fire cannot be corrected, continued, or delayed.

OAF 18.3.4: The American tanks are revealed when they fire or if "Spotted". Every rally phase, if a non broken German infantry unit or a functioning vehicle has a valid LOS to a HIP American tank (as determined by the American Player), the American player makes a spotting dr. If the dr is equal to or below the current turn number, any remaining American AFVs lose their HIP status and are immediately placed on the board.

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CREDITS: This scenario was originally published in ON ALL FRONT, Issue 18. The scenario was adapted by Harvey & Andrew Newcomb from the original design "Coup de Main", by Jeff Cebula. Further modification was made by Bill Thomson to increase suitability for tournament play. Modifications/clarifications made from its published form; Updated 090715; rev A. No rights are assumed by Wargame Academy. Graphic Layout by Bill Sosnicki (B090715). Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.