

Introduction

"Outpacing the Blitzkrieg"

by Dr. Norbert M. W. Brunhuber (brunhube@bellatlantic.net), May 26, 1999

May 1940

Somewhere in the Belgian countryside

As the Blitzkrieg plunged forward through Belgium, neither side anticipated just how fast it would advance. In sector 34-B, a German motorcycle reconnaissance platoon outpaced its escorting infantry and came upon a bridge over an otherwise impassable river. The mobile units quickly stormed the bridge, crossed over and took up defensive positions on the far side to await reinforcement by dismounted panzergrenadiers. With their help they hoped to hold the bridge for the main German force advancing in this direction.

Meanwhile, the British infantry unit guarding the bridge prudently pulled back once they saw German armor advancing towards them, and radioed for assistance. A light armor force responded to the call and began to race towards the bridge in the hopes of quickly removing the German presence before they were reinforced.

Can the British wipe away the German spearhead and blunt the advancing Blitzkrieg? Or will the Germans continue to steamroll their way through Belgium? It's up to you.

Gamemaster Notes

- 1) Roll a 1d4 for each side. Adjust the time of reinforcement arrival listed on the players sheets by the die roll. (1 = -1, 2 = 0, 3 = +1, or 4 = +2)
- 2) The German player may set up his forces anywhere behind or on top of the hills north of the river. His reinforcements will begin to arrive in an off-board column along the road.
- 3) The British player deploys his forces anywhere in the forest in the northeast corner of the board. His reinforcements will begin to arrive in an off-board column along the that road.
- 4) Victory conditions are defined by amount of firepower with LOS to the bridge. Thus a single rifleman 12" from the bridge has a firepower factor of 2 and so two points towards victory. For vehicles, use the firepower ratings of their weapons at the appropriate ranges. The main armor-piercing gun of the A9 is worth 20 points at any range. A marginal British victory is 18 points (equivalent to 1 squad of men), while a decisive victory is 36 points (equivalent to 2 squads of men). Anything less than 18 points is considered a German victory. Victory points are counted up after turn 12 is completed.
- 5) The map for this scenario is the same one as the in the "Bridgehead on the Narew" scenario, found in the BAPS rulebook.

German Adv. Forces (1 of 1)

German <i>Motorcycle Recon Squad</i> 8 men + 2 leaders	Veteran Morale: 3	Leaders: Squad Leader Points: () Asst. Squad Leader Points: ()		
Weapons: Bolt-action rifle; Leaders: SMG + Pistol Grenades: none				
Range	0-5"	5.1-20"	20.1-50"	50.1-100"
Pistol	2	1	no shot	no shot
SMG	5	3	1	no shot
Rifle	2	2	2	1
MMG	12	10	8	6
vs. armor	3	5	11	17*
*At this range weapon is one class lower.				
Penetration:	mod.	mod. v. light	light med.	heavy v. heavy mod.
[d20]	13	15	17	19 20 Fail Fail Fail
Modifiers: 1/2 for move, suppression, hasty fire, MGs missing crew. Add non-firing leader rating.				
Armor Modifiers: Firer moved: -6 Firer suppressed: -5 Target moving >18": -4 Target is very small: -4 Target moving <18": -2 Cover - light woods or smoke: -2 Firing at side: +1 Cover - heavy woods: -3 Hasty Fire: -4 Cover - hull defilade: -4				

Squad Makeup:

You have 8 men in 4 motorcycles with sidecars. They all have bolt-action rifles.

The sidecars have a mounted MMG. They travel at light movement speeds (1-15"/15-30").

The two leaders are riding motorcycles with SMGs and pistols. They travel at very light movement speeds (1-17" or 17-34").

When these vehicles are fired against, use the vehicle to-hit modifiers on the infantry chart. Use the vehicle crash chart if the driver is killed.

Situation:

May 1940

You have forced a bridgehead across the river in sector 34-B and must secure it.

Your mission is to prevent the any allied forces forces from training firepower onto the bridge by turn 12 when your full company will arrive.

Your vehicles cannot cross the river, but can cross its tributary (cost = 2").

German Adv. Forces (1 of 1)

German <i>Armored Cavalry</i> Panzer II D/E (Crew of 3) SdKfz 251/10 (Crew of 3)	Green Morale: 2	Leaders: () ()		
Armor Class: light very light				
Movement: light: move slowly 1-15" (180 turn), quickly 15-30" (90 turn) light: move slowly 1-15" (180 turn), quickly 15-30" (90 turn)				
Weapons: 20 mm / L55 - very light weapons class; MMG 37 mm / L45 - light weapon class				
Range	0-40"	40.1-80"	80.1-120"	120.1-160"
20 mm:	3	5	11	17*
Penetration:	mod.	mod. v. light	light med.	heavy v. heavy mod.
[d20]	7	9	11	13 15 17 19 20
Range	0-80"	80.1-160"	160.1-240"	240.1-320"
37 mm:	3	5	11	17*
Penetration:	mod.	mod. v. light	light med.	heavy v. heavy mod.
[d20]	5	7	9	11 13 15 17 19
Range	0-5"	5.1-20"	20.1-50"	50.1-100"
MMG	12	10	8	6
vs. armor	3	5	11	17*
*At these ranges weapon is one class lower.				
Penetration:	mod.	mod. v. light	light med.	heavy v. heavy mod.
[d20]	13	15	17	19 20 Fail Fail Fail
Modifiers: 1/2 for move, suppression, hasty fire, MGs missing crew. Add non-firing leader rating.				

Panzer Crew:	Gunner:	Driver:	Commander:
SdKfz Crew:	Gunner:	Reloader:	Driver:

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German Reinforcements (1 of 2)

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German Alpha <i>Rifle Squad</i> 8 men + 2 leaders	Green Morale: 2	Leaders: Squad Leader Points: () Asst. Squad Leader Points: ()		
Weapons: Bolt-action rifle; Leaders: SMG + Pistol				
Grenades: 1d6				
Range	0-5"	5.1-20"	20.1-50"	50.1-100"
Pistol	2	1	no shot	no shot
SMG	5	3	1	no shot
Rifle	2	2	2	1
MMG	12	10	8	6
vs. armor	3	5	11	17*
*At this range weapon is one class lower.				
Penetration:	mod.	mod. v. light	light med.	heavy v. heavy mod.
[d20]	13	15	17	19 20 Fail Fail Fail
Modifiers: 1/2 for move, suppression, hasty fire, MGs missing crew. Add non-firing leader rating.				

German Beta <i>Rifle Squad</i> 8 men + 2 leaders	Green Morale: 2	Leaders: Squad Leader Points: () Asst. Squad Leader Points: ()		
Weapons: Bolt-action rifle; Leaders: SMG + Pistol				
Grenades: 1d6				
Range	0-5"	5.1-20"	20.1-50"	50.1-100"
Pistol	2	1	no shot	no shot
SMG	5	3	1	no shot
Rifle	2	2	2	1
MMG	12	10	8	6
vs. armor	3	5	11	17*
*At this range weapon is one class lower.				
Penetration:	mod.	mod. v. light	light med.	heavy v. heavy mod.
[d20]	13	15	17	19 20 Fail Fail Fail
Modifiers: 1/2 for move, suppression, hasty fire, MGs missing crew. Add non-firing leader rating.				

Hand Grenades					
Range:	< 1"	1.1-3"	3.1-4"	4.1-5"	5.1-6"
To Hit [d20]:	2	11	14	17	19
Scatter:	1"	d4	d4	d4	d4
Lethal Radius:	0-1"	0 row, 1 column		Add 4 if in an enclosed space.	
Burst Radius:	1.1-2"	-3 row, 1 column		Add 4 if in an enclosed space.	

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Range:	< 1"	1.1-3"	3.1-4"	4.1-5"	5.1-6"
To Hit [d20]:	2	11	14	17	19
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Situation:

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You are part of the company that will permanently secure the bridgehead across the river in sector 34-B. You are traveling along the road and will enter the battlefield from southwest corner on turn 4 in order to support our forces that have established the initial penetration. It is likely that the region will be hotly contested by British forces. Don't forget that you can cross the tributary (cost = 4"), but the river itself is harder (you must stop at the river's edge, spend the next turn in the river crossing, and then move normally from the opposite bank). Your mission is to prevent the any allied forces forces from training firepower onto the bridge by turn 12 when your full company will arrive.

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German Reinforcements (2 of 2)

German Gamma <i>Rifle Squad</i> 8 men + 2 leaders	Green Morale: 2	Leaders: Squad Leader Points: () Asst. Squad Leader Points: ()		
Weapons: Bolt-action rifle; Leaders: SMG + Pistol				
Grenades: 1d6				
Range	0-5"	5.1-20"	20.1-50"	50.1-100"
Pistol	2	1	no shot	no shot
SMG	5	3	1	no shot
Rifle	2	2	2	1
MMG	12	10	8	6
vs. armor	3	5	11	17*
*At this range weapon is one class lower.				
Penetration:	mod.	mod. v. light	light med.	heavy v. heavy mod.
[d20]	13	15	17	19 20 Fail Fail Fail
Modifiers: 1/2 for move, suppression, hasty fire, MGs missing crew. Add non-firing leader rating.				

Hand Grenades					
Range:	< 1"	1.1-3"	3.1-4"	4.1-5"	5.1-6"
To Hit [d20]:	2	11	14	17	19
Scatter:	1"	d4	d4	d4	d4
Lethal Radius:	0-1"	0 row, 1 column		Add 4 if in an enclosed space.	
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German Reinforcements (2 of 2)

German <i>Weapon Section</i> 2 MMG teams of 2 1 Mortar team of 2	Green Morale: 2	Leaders: Platoon Leader Points: () Section Leader Points: ()		
Weapons: Bolt-action rifle; Leaders: SMG + Pistol				
Grenades: none				
Range	0-5"	5.1-20"	20.1-50"	50.1-100"
Pistol	2	1	no shot	no shot
SMG	5	3	1	no shot
Rifle	2	2	2	1
MMG	12	10	8	6
vs. armor	3	5	11	17*
*At this range weapon is one class lower.				
Penetration:	mod.	mod. v. light	light med.	heavy v. heavy mod.
[d20]	13	15	17	19 20 Fail Fail Fail
Very Light Mortar	2d6 of HE:		1d6 of smoke:	
Range	0-4"	4.1-40"	40.1-200"	200.1-250"
First shot:	No shot	12	10	15
Next shots:	No shot	6	4	4
Scatter:	none	1d6"	1d10"	2d10"
HE Effects:	lethal radius = 0-2", roll on row 0, column 1 burst radius = 2.1-4", roll on row -3, column 1			
Modifiers: 1/2 for move, suppression, hasty fire, MGs missing crew. Add non-firing leader rating.				

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British Adv. Forces (1 of 2)

British Alpha <i>Recon Squad</i> 6 men + 2 leaders	Veteran Morale: 3	Leaders: Squad Leader Points: () Asst. Squad Leader Points: ()
Weapons: Bolt-action rifle; Leaders: SMG + Pistol Grenades: 1d4		
	Range	0-5" 5.1-20" 20.1-50" 50.1-100"
Pistol	2	1 no shot no shot
SMG	5	3 1 no shot
Rifle	2	2 2 1
Modifiers: 1/2 for move, suppression, hasty fire, MGs missing crew. Add non-firing leader rating.		

2 Bren Carriers Driver, Gunner, and transport of 4 maximum crew.				
Armor Class: very light Movement: light: move slowly 1-15" (180 turn); quickly 15-30" (90 turn) Weapons: LMG				
	Range	0-5" 5.1-20" 20.1-50" 50.1-100"		
		8 8 5 3		
vs. armor	3	5 11 17*		
*At this range weapon is one class lower.				
Modifiers: 1/2 for move, suppression, hasty fire, MGs missing crew. Add non-firing leader rating.				

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The Germans have established a bridgehead in sector 34-B! Use your advanced position to weaken them until reinforcements can arrive.

By turn 12 you must have 18 points of firepower with LOS to the bridge for a marginal victory. For a decisive victory, 36 points of firepower must have LOS.

Don't forget that you can cross the tributary (cost = 4"), but the river itself is harder (you must stop at the river's edge, spend the next turn in the river crossing, and then move normally from the opposite bank).

Vehicles cannot cross the river but can cross the tributary (cost = 2").

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Pistol	2	1 no shot no shot
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British Adv. Forces (2 of 2)

British	Veteran	Leaders:		
<i>Armored Cavalry</i>				
1 Lt. Tank Mk. VI B (3)	Morale: 3	()	()	
1 A9 (Crew of 6)		()	()	
<p>Armor Class: very light very light</p> <p>Movement: med.: move slowly 1-13" (180 turn), quickly 13-26" (90 turn) med.: move slowly 1-13" (180 turn), quickly 13-26" (90 turn)</p> <p>Weapons: HMG; MMG 2-pounder, light; 3x MMG</p>				
Range	0-80"	80.1-160"	160.1-240"	240.1-320"
2-pounder:	3	5	11	17*
*At this range weapon is one class lower.				
Penetration:	mod.	mod. v. light	light med.	heavy v. heavy mod.
[d20]	5	7	9	11 13 15 17 19
<p>Modifiers: Firer moving: -6 Target moving >18": -4 Target moving <18": -2 Firing at side: +1 Hasty fire: -4 Firer suppressed: -5</p> <p>Target is very small: -4 Cover: light woods: -2 heavy woods: -3 hull defilade: -4 smoke: -2</p>				
Mk. VI B	Gunner:	Driver:	Commander:	
A9 Crew	Gunner: Loader: Driver:	Commander: Machine Gunner: Machine Gunner:		

Range	0-5"	5.1-20"	20.1-50"	50.1-100"
MMG	12	10	8	6
vs. armor	3	5	11	17*
*At this range weapon is one class lower.				
Penetration:	mod.	mod. v. light	light med.	heavy v. heavy mod.
[d20]	13	15	17	19 20 Fail Fail Fail
HMG	20	16	16	10
vs. armor	3	5	11	17*
*At this range weapon is one class lower.				
Penetration:	mod.	mod. v. light	light med.	heavy v. heavy mod.
[d20]	11	13	15	17 19 20 Fail Fail
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British	Veteran	Leaders: Squad Leader		
Alpha		Points: ()		
<i>Rifle Squad</i>	Morale: 3	Asst. Squad Leader		
6 men + 2 leaders		Points: ()		
Weapons: Bolt-action rifle; Leaders: SMG + Pistol				
Grenades: 1d6				
Range	0-5"	5.1-20"	20.1-50"	50.1-100"
Pistol	2	1	no shot	no shot
SMG	5	3	1	no shot
Rifle	2	2	2	1
Modifiers: 1/2 for move, suppression, hasty fire, MGs missing crew. Add non-firing leader rating.				

British	Veteran	Leaders: Squad Leader		
Beta		Points: ()		
<i>Rifle Squad</i>	Morale: 3	Asst. Squad Leader		
6 men + 2 leaders		Points: ()		
Weapons: Bolt-action rifle; Leaders: SMG + Pistol				
Grenades: 1d6				
Range	0-5"	5.1-20"	20.1-50"	50.1-100"
Pistol	2	1	no shot	no shot
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Hand Grenades					
Range:	< 1"	1.1-3"	3.1-4"	4.1-5"	5.1-6"
To Hit [d20]:	2	11	14	17	19
Scatter:	1"	d4	d4	d4	d4
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The Germans have made significant headway into sector 34-B. Of great concern is the securing of a bridgehead over the river. They are likely to penetrate further to secure their position.

You are arriving from the eastern edge of the battlefield on turn 5 to support our armored and reconnaissance squads already in position.

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British	Veteran	Leaders: Squad Leader		
Gamma		Points: ()		
<i>Rifle Squad</i>	Morale: 3	Asst. Squad Leader		
6 men + 2 leaders		Points: ()		
Weapons: Bolt-action rifle; Leaders: SMG + Pistol				
Grenades: 1d6				
Range	0-5"	5.1-20"	20.1-50"	50.1-100"
Pistol	2	1	no shot	no shot
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Rifle	2	2	2	1
Modifiers: 1/2 for move, suppression, hasty fire, MGs missing crew. Add non-firing leader rating.				

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