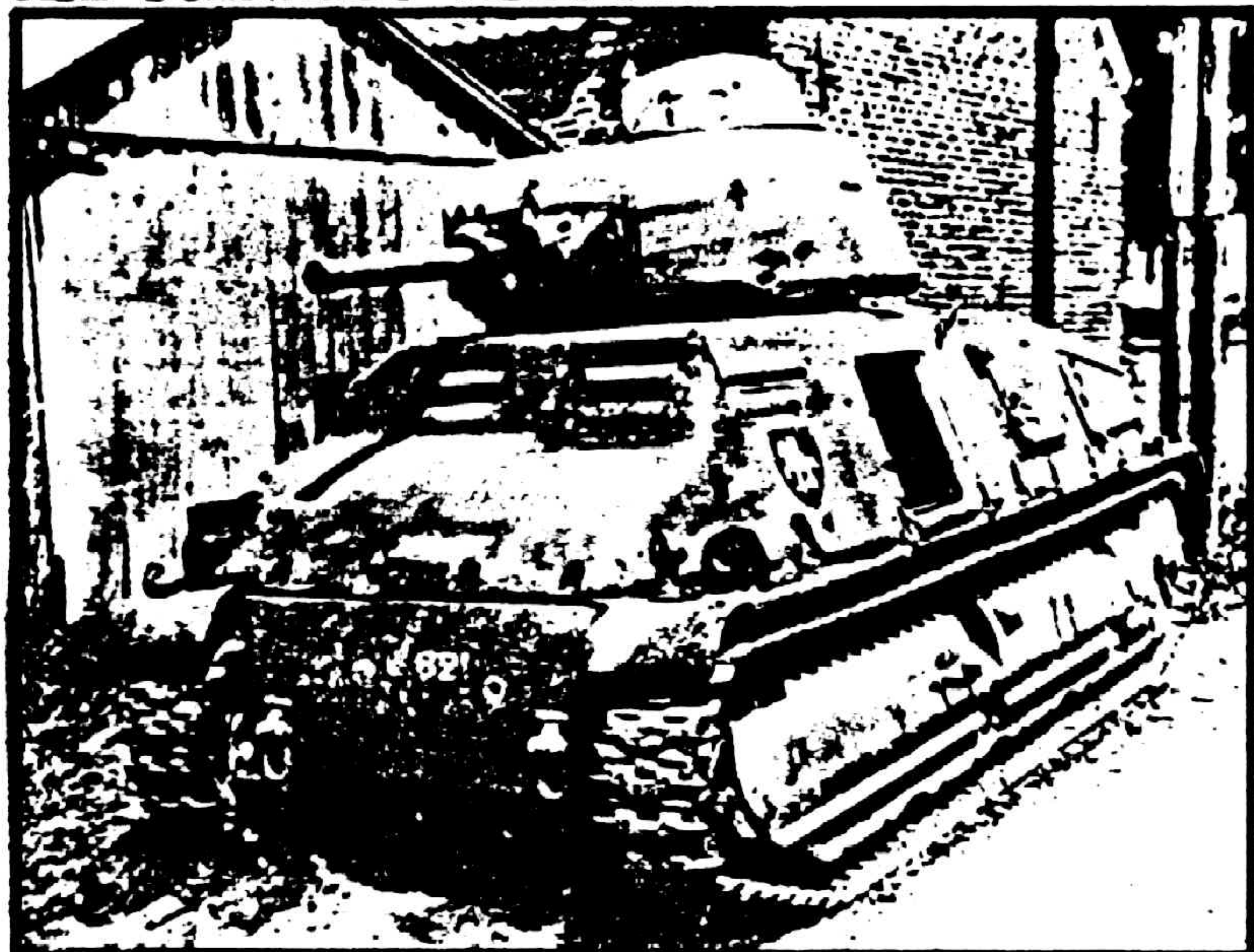


THE WITCH'S CAULDRON



ASL SCENARIO ASLUG21



VICTORY CONDITIONS: The French win at game end if they have amassed at least 5 more Casualty VP than the Germans, provided that the French have \geq one AFV with functioning MA on board 16/19 at game end.

TURN RECORD CHART

GERMAN Sets Up First

FRENCH Moves First

1	2	3	4	5	END
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MERDROP, FRANCE, 13 May 1940: The night of the 12th had passed uneasily for the French as it was clear that the Germans were going to make a decisive effort the next day. For most of the morning the Germans remained quiet. At 1130, in conjunction with an artillery bombardment, Stukas suddenly stooped to the attack. The bombardment continued for more than an hour, and immediately after it was lifted the panzers rolled forward. The armored hunters advanced as far as Merdrop, followed closely by infantry. The French weathered the onslaught and halted the Germans on the village edge. In the resulting duel neither side was able to gain an advantage. The Germans decided to bypass the village, whereupon the French sallied out of Merdrop to attack the infantry which followed.

BOARD CONFIGURATION:

HANDICAP:

G3: Use G2 and the German Turn 1 reinforcements enter on Turn 2 (but SSR 3 is NA).

G2: Use G1 and delete the German 10-2 Armor Leader from the reinforcement group.

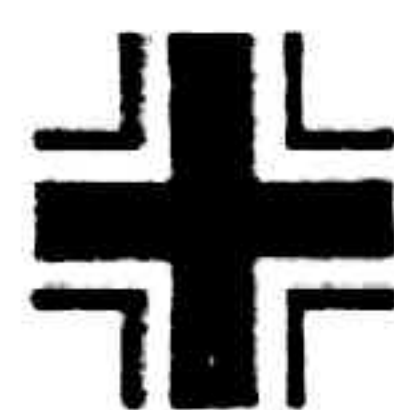
G1: In the Victory Conditions, change "5 more" to "1 more".

F1: Add one 37L AT Gun to the German at start OB.

F2: Use F1 and delete the 8-1 Armor Leader from the French OB.

F3: Use F2 and consider all French AFVs to have Inexperienced Crews.

		17
6L	9L	



Elements of Schutze Regiment 33., Panzer Division 4. [ELR: 4] set up on board 16 as per SSR 2: {SAN: 0}

4 ² -6-8	2-4-8	2-2-8	2	3-8	3-8	1-12	37L M12	37L 9PP	16	16
5	2						2	3		

T6 18PP	T7 21PP
2	

Elements of Panzer Regiment 35., Panzer Division 4. enter on Turn 1 via the west edge of board 19 (see SSR 3):

10-2	14	14	14
75*	75*	75*	37L
2	2	5	



Elements of 2ème Cuirassée and 11ème Dragons Portes, 3ème Division Légère Mécanique [ELR: 3] enter on Turn 1 from the east edge of board 17: {SAN: 0}

4-5-7	2-2-8	8-1	7-0	dm MMG	8-1	25LL M12	47	37	37*
6						3	3	4	

T10 9PP	T12 14PP
6	

Scenario Design: Bill Sisler

SPECIAL RULES:

1. EC are Moderate, with no wind at start.

2. German units which set up on board 16 must be placed on the road which runs 16GG6-16Y4-16N4-16A6 with no more than one empty hex between vehicles; the VCA of all vehicles must face south. The German vehicles may be set up in Motion. All German Personnel must set up as Passengers, and the 37L AT Gun must be in tow.

3. In their MPH of entry, all German vehicles entering from offboard are considered to have already expended 4 MP of their MP allotment.

AFTERMATH: Events had forced both sides into close contact. Hauptmann Ernst von Jungenfeld, the commander of the 2nd Battalion of Panzer Regiment 35, likened the intensity of the fighting to "being in a witch's cauldron, the panzers had to work hard to get the better of the French tanks". The cauldron seethed all day; by evening elements of Panzer Division 4 had reached Ramitlies, ten kilometers west of Hannut. The advance had been costly, but the 2nd Cuirassiers had suffered as well, losing four H39s and eleven of their S35s. With the exception of one tank, the whole of the 1st Squadron had been destroyed at Merdrop.