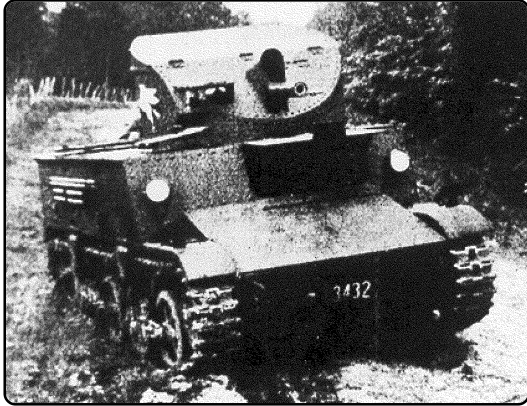
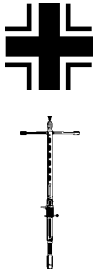


Steely Reply





4



LAEFFELT, BELGIUM, 10 MAY 1940: At 1530 hours, a cyclist platoon under Lieutenant Lanckweert arrived in the village of Laeffelt under orders to retake the Vroenhoven Bridge with the help of a platoon of four T-13 tanks. The tanks were still on their way to the front, so the cyclists made a small reconnaissance in the meantime. They soon encountered the enemy, a group of Germans holding the houses near the crossroads along the main road leading to Veltwezelt. At 1700 hours a lone T-13 arrived., the others had fallen victim to German aerial attacks. New orders were sought from a higher level, as the initial mission appeared compromised. Finally, at 1805 hours an order to clear the nearby crossroads was issued and the attack was started at once. The cyclists made little progress as they came under heavy small arms fire. The T-13 had some initial success as it demolished one of the two houses held by the Germans, but two of the tank crewmen were wounded and the vehicle withdrew to Laeffelt. With the tank's departure the attack was doomed and the cyclists slowly broke off contact and returned to the village.









Elements of Schützen Regiment 12 set up first on/within two hexes of hex C22 with a maximum of two SQUADS per hex (leaders may set up freely):

 6 5 6 8	 1 1 7 2	 MG 34 2 5 8 L MG 2	 GrW 36 #211 50 D L MTR
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Elements of Escadron AB and of Escadron-Cycliste, 7ème Division d'Infanterie enter on turn one along the north edge on/between A26-A30:

 5 5 8 5	 5 5 7	 2 5 8 2	 1 1 8	 1 1 7	 T-13 13 6 (47) C 4 2
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VICTORY CONDITIONS: The Belgians win if there are ≤ 2 NON Broken German non leader Personnel units in/adjacent to hexes C23 and D23 at game end.

SCENARIO SPECIAL RULES:

1. Spotting Conditions are Average.

MAP CONFIGURATION: The Vroenhoven map is used. Only hexes numbered ≥ 21 and ≤ 30 in hexrows A-G are playable. This is version 1.1 of this scenario.

TURN RECORD TRACK

1	2	3	4	5
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MAP LAYOUT:

