

BLITZKRIEG IN THE WEST

1940

42 Scenarios for Wargamers  
Volume IV



**German**



**Belgian**



# Blitzkrieg In The West

## Volume IV

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Scenarios designed by Major General (rtd) Michael G. Krause © 2019



# Blitzkrieg In The West IV

## Introduction

The Campaign in France and the Low Countries in 1940 holds endless fascination for the wargamer and military historian. Whether it is the clash of wildly divergent doctrines, the reintroduction of operational movement into war in the West, or the strategic consequences of France's fall, the campaign is one that holds great interest.

For the wargamer the campaign is a delightful mix of eclectic forces. From horsed cavalry through to paratroopers, from marauding tanks through to fixed fortifications there is something to please everyone. Perhaps even more importantly, the campaign was swift with very little opportunity for changes in doctrine, equipment or organisations. The forces are well known and well documented, and there is a wide variety of models in many scales.

In this fourth series of scenarios I pit the Germans against the Belgians. The eighteen-day campaign in Belgium has not been given anywhere near the attention it deserves, overshadowed in many ways by the German move through the Ardennes, and also tarnished somewhat by the accusations and hysterical smears that the French and the British threw at the Belgians and their king after the capitulation. But the Belgians deserve more credit than that. While their policy of neutrality certainly infuriated the French, and, in retrospect can be seen as ultimately futile, it did make sense at the time when viewed through most Belgian eyes. What is sometimes forgotten is that the Belgians backed their neutrality with impressive spending on defence. With a GDP and population similar to the Dutch they mobilised and armed an Army three times larger, which included over two hundred armoured vehicles. While the Belgians were surprised on the Albert Canal on 10<sup>th</sup> May, they retreated in good order to the KW Line (known to the Allies as the Dyle Line) and agreed to cooperate (but not align) with the Allies. They had recovered their equilibrium and were strongly entrenched on the KW Line by the 15<sup>th</sup>, easily defeating the first German attacks. The retreat from that line was not because of any problems the Belgians had, but was caused by the German breakthrough at Sedan and the subsequent threat to the French and British rear. The Belgian withdrawals, firstly to the Scheldt and then to the Lys, were in concert with the Allies and at the Allies request, but this compromised the Belgians ability to sustain its force by giving up Antwerp and Brussels. The Belgians cooperated as best they could, even agreeing to lengthen their own lines at some risk to free up two British divisions to counter-attack to the south. The subsequent fighting on the Lys was some of the most ferocious in the whole campaign, and the Belgians gave as good as they got. Their subsequent capitulation was both advised in good time to the Allies, should not have been any surprise, and was understandable. As Telford Taylor remarks in his book The March of Conquest: 'the verdict on the Belgian Army must certainly be "well done"'. The Germans were also respectful. As recorded by Taylor, one German officer wrote: 'It was astonishing to see that the Belgians fought with increasing tenacity the nearer the end approached'. Respect is due to any nation that confronts aggression with the skill and ferocity that the Belgians did.

I must also apologise in advance to any Belgians or others for what I am sure is the completely inconsistent ways I have mangled Flemish and Walloonian place names and unit titles. I am sure there must be National protocols to handle the three languages, and where and when they should be used. Please accept my lack of knowledge as ignorance rather than deliberate offence, and perhaps take some heart that an Australian in a far away land is keeping alive in some small ways through these scenarios the memory of those who fought and suffered.

I acknowledge the great work at Junior General for the art work that graces the top of each scenario. I also must acknowledge Command Decision, a rule set and institution I have used and followed since its first edition. Thanks to all those on the Forum who encourage me with their comments from time to time.

Once again this work is dedicated to my long-suffering and patient wife Jacqui.



# Blitzkrieg In The West IV

## Overview of the Scenarios

The Scenarios do not follow any particular pattern except that they are arranged sequentially from the first airborne operations on the Belgian border through to the heroic battles on the Lys River. There are small and large games that give a wide variety of choice depending on time, space and model availability.

Appendix 1 gives a tabular description and comparison of the scenarios so that you can quickly find a scenario that suits your interests and means. You will note that some scenarios share terrain with others, and that others are a continuation from adjoining terrain.

Page 1 of each scenario gives a brief situation and some of the pertinent features. It quickly allows you to scan the scenario and see if it is what you are after at that time.

Page 2 sets an actual World War II map against the suggested terrain board. This should give you some confidence in the accuracy of my boards, and also gives you the opportunity to use your own terrain should you not wish to use my system. You may also care to print out the World War II map as the battle map you give to participants. The terrain board also shows set up details. A larger map, with place names, is later in the scenario. On page VI is a terrain key for my maps.

The only terrain feature that might need some explanation is the difference between buildings and urban areas. Urban areas should be thought of as buildings in all game respects except that vehicles may enter an urban area. Urban areas block line of sight and are considered the same height as buildings next to them (usually level 2). If there are no units next to an urban area then the urban area is considered one level high (suburbs or insignificant buildings). Units in them are spotted and have the same defensive advantages as if they were in buildings.

Farms are considered small buildings level 1. All wooded areas are considered woods unless specifically identified as forest.

The next pages in a scenario show the forces involved. The units shown in italics are not compulsory troops, as they are generally logistics and support troops. I use them because of their fundamental importance to real-world forces and because of the space claim they invariably take. In retreat scenarios they should be used to add to the headaches of the retreating player and to provide juicy targets for a pursuing enemy.

Victory conditions are included along with a historical comparative statement.

The player aids give Command Decision statistics and also time lines. The time lines show periods of reduced visibility that are explained in the special rules, and also display when reinforcements may be due.

In this volume I have made wide use of Fog of War Cards to add historical flavour. I know some players can't stand these cards but I really like how well they model the friction and uncertainty that is combat. They are always optional and their use or otherwise should not alter balance too much.



# Blitzkrieg In The West IV

## Special Rules

The Scenarios contain special rules to allow particular situations to be modelled with greater accuracy. Two of the more common are repeated below.

### German Engineers

Each Engineer stand in an engineer company carries an assault boat that can lift one personnel stand or one Class I towed weapon with crew. Additionally, the assault boat trailer carries an assault boat that can lift one personnel stand. The personnel stand can be the engineer stand itself. It requires half a turn to load or unload. The engineer stand must be within 1" of the river bank if it is not the cargo. The cargo moves through the engineer stand using a Hasty Advance order – it must reach the river bank with the first movement segment of that order. In its second segment it loads and is replaced with a boat on the water touching the home bank adjacent to the engineer stand. Alternatively, if it starts a turn on the river bank, it can load in its first segment and then move in the boat in its second. A pneumatic assault boat moves 8" per turn (or 4" if it loads or unloads); a powered boat moves double these distances.

As long as there is a good order engineer stand on either bank with a Hasty Advance order, and the engineer stand was not the cargo, the boat may move back and forth without orders. Note that this can only happen if the engineer stand was not the cargo; if it was then it's a one-way trip.

Boats are fired on like the advanced rule for soft skins, ie: they are Green targets regardless of the troops on board. If they are sunk their cargo is eliminated

German engineers can also construct infantry assault walkways across canals 5cm or less in width. An engineer stand that spends one turn adjacent to the canal with a Hasty Advance, and is still in good order at the end of the turn, places a bridge at the start of the next movement phase. Only dismounted personnel stands may cross the bridge, using a BMA to do so.

### Belgian Human Shields

If the Belgian player has one or more stands eliminated, the German player may employ Belgian prisoners as human shields. To do this he places a number of Belgian Support Stands equal to the number of eliminated Belgian stands, between his stands and other Belgian defenders who are now subject to the restrictions of Rule 11.3 Line of Fire (ie: they may not fire at German stands if a Line of Fire passes through the Belgian stand, but note the exemption allowed below).

The consequence for the German employing this tactic are two-fold:

1. All Belgian stands who have a Line of Sight to this fiendish trick have their morale raised by one as long as the LOS is maintained.
2. All Belgian stands that have a LOS to the human shields may fire at other German stands with a +1 to hit

The Belgian player may elect to fire at the German stands being protected by human shields as an exception to Rule 11.3. If he does then the Germans are -1 to hit (harder to hit) and the Belgian shields may also be hit (a separate die roll is made for the Belgians with a -2 to hit. They are considered Green troops for this purpose). If the German stands behind the shield suffer an adverse result such as Forced Back, and there is no effect on the Belgian shield, the Belgian human shields may make a Hasty Advance towards their Belgian comrades without orders. If the Belgian player hits and eliminates Belgian prisoners, then Belgian morale **across the entire Belgian force** drops by 2 for the remainder of the game and no more attempts may be made to shoot at Germans protected by human shields



# Blitzkrieg In The West IV

## The Eighteen-Day Campaign As Told Through The Scenarios I

The Belgians modernised their forts around Liege and built the modern fort at Eben Emael in the inter-war years. These forts and the defences along the Albert Canal would form the Advance Position with the mission to delay an initial German invasion long enough for the country to mobilise and then, hopefully with support from the French and British, withdraw to the Main Position on the KW Line to the east of Brussels.

The Germans were well aware that any delay on the Advance Position might seriously upset their plans, so planned spectacular coup de main operations against Fort Eben Emael (**151. Death on Silent Wings**) and against the Albert Canal bridges north of the fort (**152. Bridges at Dawn**) using gliders for the first time in combat operations. These operations not only were designed to accelerate the German advance through the plains of Belgium, but also keep the eyes of the Allies on this axis while the mass of the German armour made its approach march through the Ardennes. In this area the Belgians had light covering forces of the Chasseurs Ardennais, but these troops were stubborn fighters in ideal defensive terrain and disrupted Guderian's first day at Bodange (**153. Unintentional Heroes**) and Rommel's at Chabrehez (**154. Grey Wolves Bite**).

The success of the German glider-borne troops against Eben Emael and the Albert Canal bridges allowed the 4<sup>th</sup> Panzer Division to cross the bridges and break-out to the west (**155. Durchbruch!**) on the morning of 11 May. Meanwhile, elements of the German 6<sup>th</sup> Army had exploited the gap between the Dutch and Belgian defences along their common border, and forces now tried to cross the Albert Canal in the vicinity of Hasselt at Lummen where the Belgian 14<sup>th</sup> Division confronted the German 14<sup>th</sup> (**156. Four Teens Fight**). A crossing further west at Beringen threatened the Belgian troops with encirclement, prompting a hasty withdrawal (**157. Swamp Breakout**). This withdrawal imperilled the Belgian 18<sup>th</sup> Division that had moved forward to the Turnhout Canal to support the ill-fated French drive into Holland (**158. Allied Defence in the North**) further exacerbated by additional German crossings of the Albert Canal near Kwaadmechelen and their advance on the southern side of the Canal (**159. Hasty Defence**).

The advance of the 4<sup>th</sup> Panzer Division and the crossings downstream on the Albert Canal compelled the Belgians to fall back to the KW Line in a coordinated withdrawal, albeit a few days earlier than hoped. The Allies moved forward to man the Dyle Line, their term for the KW Line, as far as Wijchmaal where the Belgians took over, and it was here that the Germans first tested the Belgians (**160. First Test on the KW Line**). Despite success on the KW Line, the Belgians withdrew in concert with the Allies, with a first intermediate delay line on the Willebroek Canal where the Belgians committed their tank squadron to hold the line (**161. Tanks to the Front!**) The Germans attacked along the line, including against the defences still protecting Antwerp (**162. Hold the Line!**) The next delay line was on the Dender where the Chasseurs Ardennais had to scramble when the time for withdrawal was not coordinated with the British (**163. Side Door Left Open**). The new defensive positions had to be developed quickly with tired troops, and sometimes the Germans were amongst the Belgians before they knew it, as happened when they crept over (and under) the Scheldt near Antwerp (**164. Lancers Counter-Attack**) prompting a swift counterattack with Belgian light armour.



# Blitzkrieg In The West IV

## The Eighteen-Day Campaign As Told Through The Scenarios II

The new defensive line was established along the Scheldt River, which included a defensive enclave protecting the city of Ghent. Here the Belgians occupied a semi-prepared position, complete with bunkers and barbed wire, and defended against a German attack towards Kwatrecht on 20 May **(165. On the New Defensive Line)**. The Germans also tried to cross the Scheldt just to the south of Ghent where the river made a large bend around Zingem **(166. Defence on the Scheldt)**. Further north the Germans tried unsuccessfully to seize a crossing of the Ternuezen Canal on the fly **(167. Defence on the Canal)**. The fighting at Kwatrecht was bitter, and the Belgians counterattacked with their remaining tanks on 21<sup>st</sup> May **(168. Counterattack!)** The Germans also tried again on the Terneuzen Canal on the 23<sup>rd</sup>, this time committing bombers and additional artillery to force a crossing **(169. Violent Fight on the Canal)**.

The Belgians were soon obliged to withdraw again, this time to the Lys River. The Germans followed up quickly to attempt crossings before the Belgians were established. One such effort was at Ponthoek, requiring the Belgians to counterattack to hold the line **(170. Counter-attack on the Lys)**. A similar attempt and counter attack was on the Lys Deviation Canal at Stoktevijver **(171. Violent Fight on the Lys)**. The withdrawal to the Lys meant that the juncture with the BEF was at right-angles, a situation that Von Reichenau, commander 6<sup>th</sup> Army, took full advantage of when he threw two corps at Kortrijk to break the southern end of the Belgian line. **(172. Bloody Battle I) (173. Bloody Battle II)**. The Belgians now realised that any further retreat from the Lys was probably not feasible and so, as the situation worsened, fought with increasing ferocity to hold the river, including at Neerhoek **(Scenario 174. Counter attack on the Lys)** and at Gottem **(176. Fight across the Lys)**.

But the German push at Kortrijk had caused a huge bulge in the Belgian line, allowing the Germans to now orientate north to try and take the Lys River positions from the flank. The Roeselare Canal became pivotal as an expedient flank guard and the Belgians rushed to man it while the Germans attempted to exploit their advantage. **(175. Infiltration on a Boundary)**. Not only did this threaten the whole line but a German penetration directly through the Belgian 4<sup>th</sup> Division at Meigem and south of Nevele **(177. Expanding Torrent)** threatened a double envelopment. The Belgians continued to fight desperately to hold the line, including counterattacking again at Stoktevijver **(178. Counterattack at Dawn)** and at Nevele **(179. Local Counter attack)**. Despite the counterattack at Nevele the German 56<sup>th</sup> Infantry Division continued to pour through the rupture at Meigem heading east towards Vinkt **(180. Fight for a Bridgehead)** forcing the Belgians to commit their few remaining reserves.

By the 26<sup>th</sup> of May the Germans had been able to bring up their supplies, reserve infantry and heavy artillery. They also committed Luftwaffe assets to break the stubborn Belgian resistance. This allowed more deliberate attacks, including an attack to settle the issue at Stoktevijver and Oostwinkel **(181. All-Out Attack)**. This attack threatened the 1<sup>st</sup> Carabaniers with encirclement at Kruipuit **(183. Envelopment!)**



# Blitzkrieg In The West IV

## The Eighteen-Day Campaign As Told Through The Scenarios III

The Belgians reshuffled their forces, including on the northern part of their line east of Maldegem where Chasseurs à Pied defended against low-quality troops from the German 18<sup>th</sup> Army (**182. Hasty Defence**). But the Germans now had the force ratios to throw greater numbers of troops into the fight as the Belgian numbers dwindled, forcing the latter to throw engineers and gunners into the front line at Oostrozebeke (**184. Fight on the Roeselare Canal**).

The Belgians were slowly but surely pushed off the Lys River and fell back as best they could, holding back the advancing Germans in the north near Knesselare with their remaining mobile forces (**185. The Convent**). By the morning of 27<sup>th</sup> May the Germans were in full flight, advancing west as quickly as they could with their First Wave infantry divisions near Ingelmunster (**186. Beginning of the End**) and towards Ypres (**187. Isolation of Ypres I**). But at some places the Belgians hit back with savage tenacity, nowhere more so than at Vinkt (**188. Blood Bath**) where the Chasseurs Ardennais smote the German attackers. The Belgians continued to fight back in many places, but were often too slow and too tired to counter the German advance, such as their desperate attempts to hold Maldegem (**189. Pre-empted**).

On the afternoon of the 27<sup>th</sup> the northern arm of the German attempt to isolate Ypres attacked near Passendale (**190. Isolation of Ypres II**) despite a desperate effort by the Belgians to place railway trucks and carriages astride the advance routes. By the afternoon the Germans were streaming ahead either side of Ingelmunster, aiming towards Ardoois (**191. The Final Retreat**) and Rumbekke (**192. Not Dead Yet**). Although the Belgians still held some hopes to reform a line, it was clear that the limits of fighting had been reached. On the evening of the 27<sup>th</sup> the Belgians requested a cease fire and fighting ended on the morning of the 28<sup>th</sup> after an eighteen days campaign.



# Blitzkrieg In The West IV

## Scenario 151. Death on Silent Wings

Eben Emael, Belgium, dawn 10 May 1940  
The first operational use of gliders to seize a fort

## Scenario 152. Bridges at Dawn

Vroenhoven, Veldwezelt, and Kanne, Belgium, dawn 10 May 1940  
Glider Assault to seize bridges leading to the heart of Belgium

## Scenario 153. Unintentional Heroes

Martelange, Bodange and Fauvillers, 10 May 1940  
Chasseurs Ardennes delay lead elements of 1<sup>st</sup> Panzer Division

## Scenario 154. Grey Wolves Bite

Chabrehez, 10 May 1940  
Chasseurs Ardennes delay lead elements of 7<sup>th</sup> Panzer Division

## Scenario 155. Durchbruch!\*

Albert Canal, 11 May 1940  
4<sup>th</sup> Panzer Division breaks through the remnants of 7<sup>th</sup> Division

## Scenario 156. Four Teens Fight

Lummen, 12 May 1940  
The Belgian 14<sup>th</sup> Division defends against the German 14<sup>th</sup> Division

## Scenario 157. Swamp Breakout

Zwarte Ring and Meldert, 13 May 1940  
The Belgian 14<sup>th</sup> Division attempts to breakout from encirclement

## Scenario 158. Allied Defence in the North

Arendonk, 13 May 1940  
French and Belgians defend against IX Korps on the Turnhout Canal

## Scenario 159. Hasty Defence

On the Winterbeek, Evening 13 May 1940  
Guides and Cyclists delay in fading light on two fronts

## Scenario 160. First Test on the KW Line

Wijchmaal, 16 May 1940  
4<sup>th</sup> Chasseurs à Pied of 5<sup>th</sup> Division defends the KW Line and a vital war industry

## Scenario 161. Tanks to the Front!

Kapelle-op-den-Bos, 17 May 1940  
Belgians delay with armoured support on the Willebroek Canal

## Scenario 162. Hold the Line!

Nethe Canal, 17 May 1940  
15<sup>th</sup> Division delays on the Nethe Canal amidst some old forts

## Scenario 163. Side Door Left Open

Alost on the Dender River, 18 May 1940  
Chasseurs Ardennais delay a mixed German force

## Scenario 164. Lancers Counter-Attack

Zwijndrecht, 19 May 1940  
Belgian cavalry counter attacks a German crossing of the Scheldt

## Scenario 165. On the New Defensive Line

Kwatrecht and Gijzenzele, 20 May 1940  
The Belgian 2<sup>nd</sup> Division defends on the approaches to Ghent

## Scenario 166. Defence on the Scheldt

Zingem, 20 May 1940  
Chasseurs à Pied defend against a German river crossing

## Scenario 167. Defence on the Canal

Terneuzen Canal, 20 May 1940  
Belgian 13<sup>th</sup> Division defends the Terneuzen Canal between Zelzate and Terdonk

## Scenario 168. Counterattack!

Kwatrecht and Gijzenzele, 21 May 1940  
The Belgian 2<sup>nd</sup> Division counterattacks at Kwatrecht

## Scenario 169. Violent Fight on the Canal

Zelzate and Terdonck, 23 May 1940  
The 2<sup>nd</sup> Guides and 2<sup>nd</sup> Carabaniens reinforce 13<sup>th</sup> Infantry Division to deny further canal crossings

## Scenario 170. Counter-attack on the Lys

Ponthoek, 24 May 1940  
4<sup>th</sup> Regiment, Chasseurs Ardennais counterattacks a German crossing

## Scenario 171. Violent Fight on the Lys

Stoktevijver, 24 May 1940  
208<sup>th</sup> Division seizes a crossing of the Lys Derivation Canal

## Scenario 172. Bloody Battle I

West of Kortrijk, 24 May 1940  
The Belgian 1<sup>st</sup> Division defends in industrial terrain against the German 31<sup>st</sup> Division

## Scenario 173. Bloody Battle II

East of Kortrijk, 24 May 1940  
The Belgian 3<sup>rd</sup> Division defends against the German XI Korps

# Blitzkrieg In The West IV

## Scenario 174. Counter attack on the Lys

Neerhoek, 25 May 1940  
8<sup>th</sup> Division clears a small German bridgehead

## Scenario 175. Infiltration on a Boundary

Roeselare Canal, 25 May 1940  
The Germans exploit their crossing of the Lys River and pivot to the north

## Scenario 176. Fight across the Lys

Gottem, 25 May 1940  
Germans and Belgians grapple over a river crossing

## Scenario 177. Expanding Torrent

Meigem and Nevele, 25 May 1940  
The Belgian 4<sup>th</sup> Division defends against the German 56<sup>th</sup> Division

## Scenario 178. Counterattack at Dawn

Stoktevijver, 25 May 1940  
12<sup>th</sup> Division attacks to collapse a German bridgehead in 'hilly' terrain

## Scenario 179. Local Counter attack

Nevele, 25 May 1940  
Chasseurs à Pied chase off the Germans

## Scenario 180. Fight for a Bridgehead

East of Vinkt, 25 May 1940  
Chasseurs Ardennais defends against the 56<sup>th</sup> Division's penetration

## Scenario 181. All-Out Attack

Oostwinkel, 26 May 1940  
Belgian 12<sup>th</sup> Infantry Division defends against the reinforced German 208<sup>th</sup> Infantry Division

## Scenario 182. Hasty Defence

East of Maldegem, 26 May 1940  
7<sup>th</sup> Chasseurs à Pied defends against the 256<sup>th</sup> German Infantry Division

## Scenario 183. Envelopment!

Kruiipuit, 26 May 1940  
1<sup>st</sup> Carabiniers defends against a pincer attack by the 208<sup>th</sup> and 256<sup>th</sup> German Infantry Divisions

## Scenario 184. Fight on the Roeselare Canal

Oostrozebeke, 26 May 1940  
21<sup>st</sup> Line Regiment, gunners and sappers defend and then counter-attack

## Scenario 185. The Convent

Knesselare, 27 May 1940  
Belgian Cavalry blocks the advancing 208<sup>th</sup> Division

## Scenario 186. Beginning of the End

Ingelmunster, AM 27 May 1940  
The German 19<sup>th</sup> and 30<sup>th</sup> Divisions push back the Belgians to their last defensive line

## Scenario 187. Isolation of Ypres I

Frezenberg, AM 27 May 1940  
Belgian cavalry confronts the German 18<sup>th</sup> Infantry Division's northern pincer

## Scenario 188. Blood Bath

Vinkt, 27 May 1940  
225<sup>th</sup> and 56<sup>th</sup> Infantry Divisions assaults Belgian Chasseurs

## Scenario 189. Pre-empted

Maldegem and Klliet, 27 May 1940  
Remnants of the Belgian V Corps defends against the 256<sup>th</sup> Division

## Scenario 190. Isolation of Ypres II

Passendale, PM 27 May 1940  
Desperate action as the Germans breach the last defensive line on the Passendale ridge

## Scenario 191. The Final Retreat

Ingelmunster to Ardoorie, PM 27 May 1940  
Adhoc heroic actions as gaps appear in the last defensive line

## Scenario 192. Not Dead Yet

Izegem to Rumbleke, PM 27 May 1940  
German 19<sup>th</sup> Infantry Division tries to penetrate the scrambling Belgian defence

# Blitzkrieg In The West IV

## Games listed by Board Size

### Small 4km x 4km 200cm x 200cm

Scenario 154. Grey Wolves Bite  
Scenario 160. First Test on the KW Line  
Scenario 166. Defence on the Scheldt  
Scenario 167. Defence on the Canal  
Scenario 170. Counter-attack on the Lys  
Scenario 171. Violent Fight on the Lys  
Scenario 174. Counter attack on the Lys  
Scenario 175. Infiltration on a Boundary  
Scenario 178. Counterattack at Dawn  
Scenario 179. Local Counter attack  
Scenario 183. Envelopment!  
Scenario 187. Isolation of Ypres I  
Scenario 190. Isolation of Ypres II

### Large 8km x 4km 400cm x 200cm

Scenario 152. Bridges at Dawn  
Scenario 153. Unintentional Heroes  
Scenario 155. Durchbruch!  
Scenario 159. Hasty Defence  
Scenario 161. Tanks to the Front!  
Scenario 169. Violent Fight on the Canal  
Scenario 173. Bloody Battle II  
Scenario 184. Fight on the Roeselare Canal  
Scenario 186. Beginning of the End  
Scenario 188. Blood Bath  
Scenario 191. The Final Retreat  
Scenario 192. Not Dead Yet

### Medium 6km x 4km 300cm x 200cm

Scenario 151. Death on Silent Wings  
Scenario 156. Four Teens Fight  
Scenario 157. Swamp Breakout  
Scenario 158. Allied Defence in the North  
Scenario 162. Hold the Line!  
Scenario 163. Side Door Left Open  
Scenario 164. Lancers Counter-Attack  
Scenario 165. On the New Defensive Line  
Scenario 168. Counterattack!  
Scenario 172. Bloody Battle I  
Scenario 176. Fight across the Lys  
Scenario 177. Expanding Torrent  
Scenario 180. Fight for a Bridgehead  
Scenario 181. All-Out Attack  
Scenario 182. Hasty Defence  
Scenario 185. The Convent  
Scenario 189. Pre-empted

# Blitzkrieg In The West IV

## Games listed by Turn Length

### Short 6 Turns

Scenario 151. Death on Silent Wings

### Short 8 Turns

Scenario 154. Grey Wolves Bite  
Scenario 167. Defence on the Canal  
Scenario 170. Counter-attack on the Lys  
Scenario 171. Violent Fight on the Lys  
Scenario 174. Counter attack on the Lys  
Scenario 177. Expanding Torrent  
Scenario 179. Local Counter attack

### Medium 10 Turns

Scenario 156. Four Teens Fight  
Scenario 160. First Test on the KW Line  
Scenario 162. Hold the Line!  
Scenario 166. Defence on the Scheldt  
Scenario 175. Infiltration on a Boundary  
Scenario 185. The Convent  
Scenario 189. Pre-empted  
Scenario 190. Isolation of Ypres II

### Medium 12 Turns

Scenario 157. Swamp Breakout  
Scenario 158. Allied Defence in the North  
Scenario 159. Hasty Defence  
Scenario 164. Lancers Counter-Attack  
Scenario 168. Counterattack!  
Scenario 169. Violent Fight on the Canal  
Scenario 172. Bloody Battle I  
Scenario 173. Bloody Battle II  
Scenario 176. Fight across the Lys  
Scenario 178. Counterattack at Dawn  
Scenario 181. All-Out Attack  
Scenario 182. Hasty Defence  
Scenario 183. Envelopment!  
Scenario 184. Fight on the Roeselare Canal  
Scenario 192. Not Dead Yet

### Long 14 Turns

Scenario 152. Bridges at Dawn  
Scenario 153. Unintentional Heroes  
Scenario 163. Side Door Left Open  
Scenario 180. Fight for a Bridgehead

### Long 15 Turns

Scenario 155. Durchbruch!

### Long 16 Turns

Scenario 161. Tanks to the Front!  
Scenario 186. Beginning of the End  
Scenario 187. Isolation of Ypres I  
Scenario 188. Blood Bath

### Long 18 Turns

Scenario 165. On the New Defensive Line  
Scenario 191. The Final Retreat

# Blitzkrieg In The West IV

## Games with Fallshirmjäger

- Scenario 151. Death on Silent Wings
- Scenario 152. Bridges at Dawn

## Games with British Troops

- Scenario 160. First Test on the KW Line

## Games with German and Belgian Armour

- Scenario 161. Tanks to the Front!
- Scenario 163. Side Door Left Open

## Games with Significant Belgian Armour

- Scenario 164. Lancers Counter-Attack
- Scenario 168. Counterattack!
- Scenario 185. The Convent
- Scenario 187. Isolation of Ypres I

## Games Requiring River Assaults

- Scenario 158. Allied Defence in the North
- Scenario 162. Hold the Line!
- Scenario 166. Defence on the Scheldt
- Scenario 167. Defence on the Canal
- Scenario 169. Violent Fight on the Canal
- Scenario 172. Bloody Battle I
- Scenario 173. Bloody Battle II
- Scenario 177. Expanding Torrent
- Scenario 181. All-Out Attack
- Scenario 182. Hasty Defence

## Games with German Armour

- Scenario 153. Unintentional Heroes
- Scenario 154. Grey Wolves Bite
- Scenario 155. Durchbruch!

## Games with French Troops

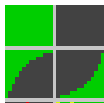
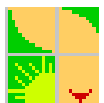
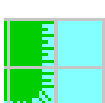

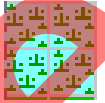

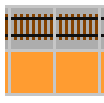
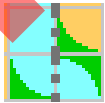
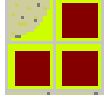
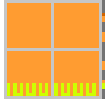



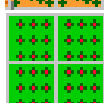
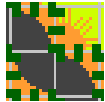

- Scenario 158. Allied Defence in the North

## Games with Chasseurs Ardennais

- Scenario 153. Unintentional Heroes
- Scenario 154. Grey Wolves Bite
- Scenario 163. Side Door Left Open
- Scenario 180. Fight for a Bridgehead
- Scenario 188. Blood Bath

# Blitzkrieg In The West IV

## Map Terrain Key

	Main Road (asphalt or cobbled)		Stream or minor river
	Secondary Road (dirt); gradient (arrow direction shows incline)		River
	Urban area with walls		Swamp
	Road bridge		Swampy water course; drainage ditches
	Railway		Canal
	Railway on embankment		1 <sup>st</sup> level terrain
	Buildings		2 <sup>nd</sup> level terrain
	Major City Buildings		3 <sup>rd</sup> level terrain
	Factories		4 <sup>th</sup> level terrain
	Cemetery		Cliff or very steep slope
	Woods		Tree-lined road
	Orchard		Tree-lined Canal

