

# 'Wasp Flame'



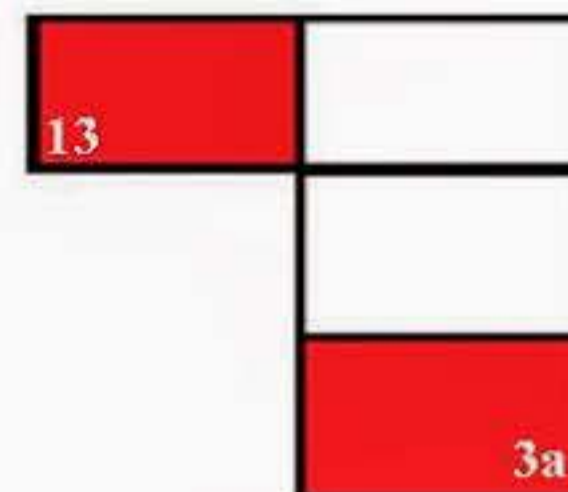
Rethem, Germany — April 9th, 1945


Disappointed that the Russians had been given the prize of Berlin, Field Marshall Bernard L. Montgomery pushed his forces to advance across Northern Germany as rapidly as possible. So the British kept the pressure on as they raced eastward. Standing in their way, were the German defenses along the Weser-Aller Riverline. A key bridge was located in Rethem. Brigadier General Wilsey assigned the taking of the Rethem Bridge to the 1/5 Welsh. Opposing the Welsh were the Sailors turned Infantry of Kapitän zur See Jordan's Marine Grenadier Regiment 5. These marines stymied the Welsh with a determined defense. The 1/5 battalion commander, Major Bowker, decided on the morning of April 9th to execute a Coup de Main assault on the German Sailors utilizing his flame-spewing Wasp Carriers.

**VICTORY CONDITIONS:** There are two possible Victory Conditions available. The British player wins immediately if any British Unit enters the bridge hex of M17 on Board 3a, or the side, at game end, with control of the Bridge Hex Y8 on Board 13 is declared the victor. (Hex Y8 is under German control at Game Start.)



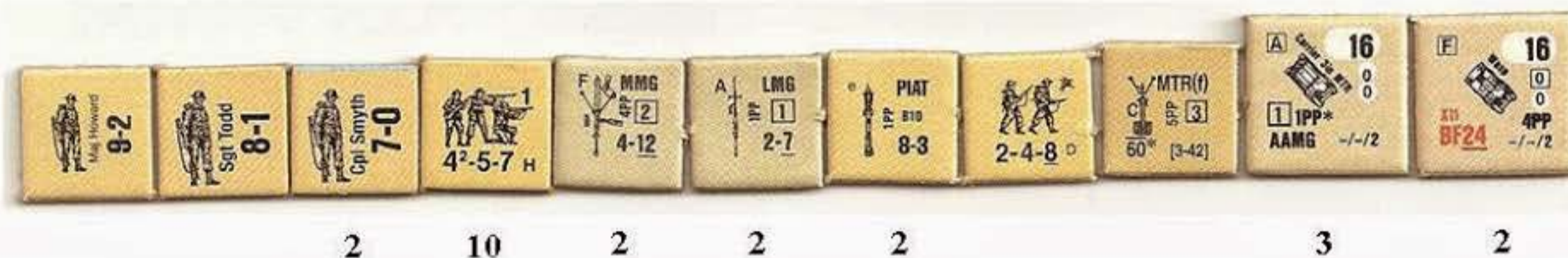
**Board Configuration:**



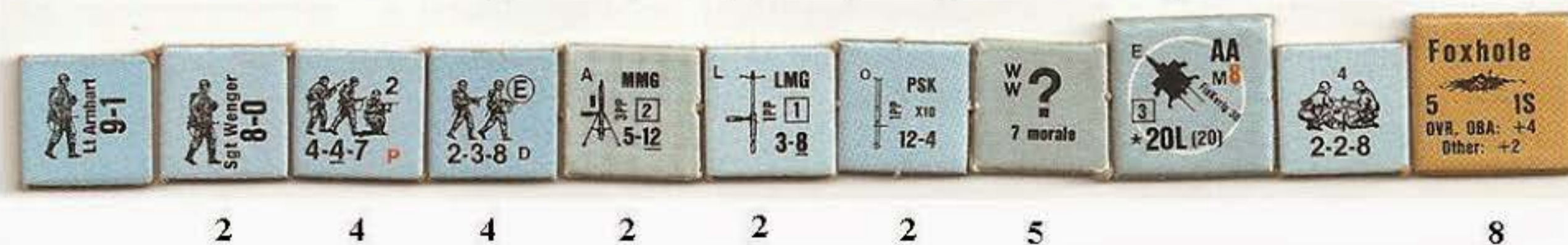
Welsh	 1	2	3	4	5
German					



**Elements of 1/5 Battalion Welsh Regiment (ELR 4) (SAN 2) Setup: Enter Turn 1 on West Edge of Board 13**



**Elements of Marine Grenadier Regiment 5 (ELR 4) (SAN 4) Setup: On Board 13 per SSR 5**



## Special Rules/Notes:

- Place overlays on Board 13 as follows: P3 on CC6-CC5; P2 on EE1-FF1; and M3 on T3-U3.
- Place roadblock on Board 3a on Hex I20 facing West.
- Place bridge hexes on Board 3a in M16 and M17.
- EC are moderate with no wind.
- All German MMC must set up in a foxhole with 1 full squad maximum per hex on Board 13 West of the Stream on Hexes numbered 5 or greater. The German 20L AA Gun sets up HIP.
- The P2 and P3 Overlays on Board 13 are intended to depict the entire hex as water covered. Despite the depiction of land, there is no bypass opportunity available.
- Wheat is not in season. The orchards are in season.
- Only Rows R-GG are playable on Board 13 and only Rows A-P are playable on Board 3a.

## Aftermath:

Major Bowker ordered a coup-de-main attack on the bridge by three Carriers and two Wasps, all commanded by Sergeant Moses, to assault via the main road straight through town center. The attack failed. Despite the fire and flame handed out by the assault team, they were stopped at a road-block past a small stream (the Alpe) almost within sight of their objective, and turned back.



Scenario GJ019