



# The "Wehr" (updated 2012)



**Houx, France, May 13th 1940:** German Kradschützen reached the Maas in the early evening hours of 12th May. While the French were still unorganized and even ignored the order of the High command to defend at the river banks, the German found an undefended Wehr (a man-built dam) which they immediately crossed during the night. After the French recognized this disaster the next morning, they tried to eliminate the bridgehead before the German Engineers could build a pontoon bridge to cross with their Panzers. Meanwhile the German had more than twelve Companies of Infantry on the west side of the Maas and tried to expand their bridgehead, while still lacking AT capability.

**French Balance:** Replace both FT-17M with FT-1775BS.  
**German Balance:** Add a FT to the German force setting up west of the Maas and declare the 8-3-8 to be Assault Engineers.

**BOARD CONFIGURATION**



The KGP Cheneux map is used (rows V-TT only).

**Victory Conditions:** The side which have accumulated more VP at game end win. Count VP's at game end as follows: Each controlled **building** is worth **1VP** [EXC: 2VP if within the enemy setup area]; every **CVP** is worth **1VP** (A26.222 is in effect); Control of the **"Wehr"** is worth **3VP**; every controlled **pillbox** is worth **2VP** for the Germans but only **1VP** for the French.

[The French start the scenario with 33 VP (buildings + pillboxes). The Germans start with 10 VP (buildings)]

FRENCH Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First							

**Elements of 39th Infantry-Regiment, 18th Infantry Division [ELR: 3] set up as per SSR 2 [SAN: 4]**

8	12	3	2	2	2	3	5	2	10	2	8	

**Elements of Kradschützen Battalion 7, 7. Panzer Division [ELR: 4] set up concealed in Foxholes (if in suitable terrain) west of the Maas on/within the Perimeter GG23-OO19-GG15 [SAN: 3]**

2	5	10	2	2	2	2	2	4	4	4	10	2	

**Elements of I. Battalion Schützen Regiment 7, 7. Panzer Division set up east of the Maas within two hexes of PP9**

5			2	

**Elements from I. Abt/23 Panzer Regiment 25, 7. Panzer Division enter on Turn 1 along the east edge**

		2	18

**Special Rules:**

- EC are Moist, with no wind at start. The LL15-V12 stream is dry. All Woods are normal (no Pine woods as per P.1). Slopes (P.2) do not exist. Barbed Wire Fences (P.3) are in play. The Ambleve river represents the Maas. Place Overlays **OG2** on SS15-TT14, **Wd1** on OO7. The Stream beginning in RR15 and ending in KK29 is also the Maas. The water obstacle in RR14 and RR15 connect. The "Wehr" is located in Hex OO19. There is a "Seilfähre" (a small raft drawn by a rope) in Hex PP9. The bridge in NN6 does not exist. The Maas can only be crossed as per SSR3.
- All French Fortifications setup HIP and loose HIP status as per E1.16. Pillboxes must setup outside the German Setup area, west of and adjacent to a Maas river hex, with at least one Maas river hex in each pillboxes CA. No pillbox can setup within two hexes of another pillbox. Each pillbox must be occupied by at least one MMC. Up to three Squad-equivalents and any SMC/SW stacked with them may setup HIP in Foxholes within two hexes of NN11. The French then may divide their remaining force into two groups. The "Defend"- group set up concealed (if in Concealment terrain) on/within the perimeter III-III1-CC14-V10-V1. The "Attack"-group (if any) must enter along the south board edge – but only west of the Maas – during the MPH of the turn which the French secretly record during Setup. The "Defend"-group receives one additional "?" counter for every counter within the "Attack"-group. These additional "?" counter may setup with the "Defend"-group on/within the given perimeter (III-III1-CC14-V10-V1).
- German MMC/SMC can cross the Maas only at the "Seilfähre". Movement cost for PP9 (Stacking capacity is 12PP – no over stacking allowed) and OO10 is two MF each hex. Hazardous Movement penalties apply in both hexes. Mark any unit TI by entering OO10. Treat any Break in OO10 or PP9 as Casualty Reduction instead (Pin and HoB Results are ignored). The "Seilfähre" cannot be destroyed by any means.
- Control of the "Wehr" is gained by having a Good Order MMC in a hex adjacent to the "Wehr" while no Good Order enemy MMC meets the same condition.
- All German AFV/Guns are elite for special ammunition purposes (C8.2).

**After the Battle**

By dawn the Germans tried to cross the Maas to reinforce their bridgehead against heavy resistance. French Artillery and Small-Arms Fire hindered all Germans attempts. The small German bridgehead came under attack but Rommel by himself organized the defense. On this morning Rommel was everywhere. He gave orders where ever the attack faltered. German losses were heavy, but around noon Rommel's effort begun to show effect. More and more rafts could cross the Maas. Pioneers begun to built a pontoon bridge and a Seilfähre was setup and transported men over the Maas. But the nail on the complete French disaster was the catastrophic French communication and lack of proper command structure.

Differences to previous version in green

**SCENARIO CREDITS:**  
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