



Wardin



Wardin_Allies-center



Wardin_Allies-left



Wardin_Allies-right



Wardin_Axis-center



Wardin_Axis-left



Wardin_Axis-right



Wardin_full



Wardin_Allies-left

December 19th, 1944:

At Wardin, in the frozen hell of December '44, the Germans came on hard, hunting roads and junctions like wolves looking for a gap in the line. They wanted Bastogne, and Wardin was one of the doors they had to kick in to get there.



The men of the 28th Infantry Division didn't run. They fought. Outgunned and pressed by armor, they traded ground for time—yard by bloody yard—smashing the enemy's schedule and making him pay for every step forward. Wardin fell, but the Germans lost something far more valuable: momentum. That stand helped slow the drive on Bastogne and proved once again that determined American soldiers, fighting smart and stubborn, could wreck even the best-laid German plans. That's how you beat an enemy—make him bleed for every mile.

~~ General Howitzer

VP's: 7

Card Balance:

Allies - 5

Axis - 5

Complexity:

3

Conditions:

Winter



Location:



Belgium

Year:

1944

Theater:

Western

Campaign:

Battle of the Bulge

German Name:

Unternehmen Wacht Am Rhein

Summary:

This is a fun and exciting scenario as the Americans attempt to hold off a German onslaught of tanks and infantry in the Battle of the Bulge.

Objectives:

Seven Medals. There are also four Temporary Objective Medals for the Germans to reach, and a Temporary Majority Objective for the five hexes of Wardin.

Battlefield:

Winter conditions, with roads, rivers, and ridges cutting through the battlefield with the town of Wardin dominating one section.

Troops:

Allies – 7 Infantry including 2 Engineers, 6 Armor including a Tank Destroyer, 1



Artillery

Axis - 7 Infantry, 6 Armor including 2 Half-Tracks, 1 Artillery

Special Rules:

1. Winter Combat rules - two hex armor movement
2. Reduced Visibility rules - only hit with Grenades unless in Close Assault
3. Tank Destroyer (2,2,2,2), and hits Armor on Stars
4. Half-Tracks - move 0-2 and attack (2,2)
5. The river is frozen, but impassable.
6. Winter Combat Cards - play the Winter Combat cards in addition to regular Combat cards, two per player
7. Allied mines



Allied Strategy:

1. Defend the four Temporary Medal Objectives.
2. Defend the town of Wardin from take-over by the Germans.



Axis Strategy:

1. Overall objective is for you to breakthrough on both fronts, through the minefield and the town of Wardin to the Objective Medals near the battlefield edge.



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BR - Wardin



Allies Won



Axis Won

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