

Scheldt '44

Design Notes



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Scenario Notes

#0904_01_Antwerp "Taurus Pursuant"

#0904_01a_Antwerp "Taurus Pursuant"

Date: September 4-5

Turns: 19

Size: Small

Preferred Mode: #0904_01 PBEM; #0904_01a vs. AI

Description

The first organized resistance groups sprang up in Belgium just months after the nation's 1940 defeat and by 1944 there were well over a dozen organizations resisting the Nazi occupation, each with differing ideologies and goals. Some groups, like the *Mouvement national belge* (MNB/BNB) engaged in a wide array of activities ranging from intelligence gathering, clandestine publication, the sheltering of Jews, and sabotage. Other groups had a narrower focus: *Groupe G*'s sole area of interest was the disruption of German rail transportation while *Zéro* operated an intelligence network and secret radio service. Some groups, like the *Mouvement national royaliste* (MNR/NKB) and communist *Front de l'indépendance* (FI/OF) adhered to extreme political ideologies. With nationwide membership greater than 60,000, the *Armée secrète* (AS/GL) was by far the largest organization. Unlike most groups, the AS/GL was a strictly military organization and cooperated closely with the SOE. Led by officers of the 1940 army, the AS/GL stockpiled weapons, ammunition, and uniforms and was to remain largely invisible until ordered into action by London. Due to extreme political divisions, efforts to unify the Belgian resistance under a single command failed.

Though the Belgian resistance remained fractured nationwide, all recognized the strategic significance of Antwerp's port and, in the spring of 1944, the local Antwerp resistance leaders set aside their differences and agreed to cooperate. A committee led by Lt. Urbain Reniers of the AS/GL and Edouard Pilaet of the *Partisans armés* (the armed wing of the FI/OF) coordinated the activities of Antwerp's armed resistance and planned a coup to secure the city and preserve its port from destruction. A company-sized group of MNR/NKB men under Lt. Eugène Colson, codenamed "Harry," was to play a key role. Recruited from local longshoremen, Colson's group disabled German demolition charges on the locks and other key installations in late August. When the time was right, they would take up arms in the old port and fight their way northwest to the Kruischaans Lock. Meanwhile, other AS/GL, MNR/NKB, and PA groups would secure the bridges leading into the city and the central park and government offices.

On September 1, as Allied troops raced across France, Reniers and the Coordinating Committee received a message from London: *Le fermier a mis ses gros sabots*, indicating a state of general alert. The next day the first Allied troops entered Belgium and a second

message was sent: *Les narcisses jaunes sont en fleur*. Arms were distributed and the resistance fighters took their positions. On the 3rd Guards Armoured Division entered triumphantly into Brussels while the advance guard of 11th Armoured sped toward Antwerp. The message from the previous day was repeated. By evening, 11th Armoured's two columns had reached Wolvertem and Aalst and the Black Bull Division was set to make the final approach to Antwerp in the morning. On the night of the 3rd-4th, Reniers received one last message from London: *Pour François la lune est clair*. The time was at hand and the Belgian patriots would go into action in the morning. Though they had no shortage of bravery and had the advantage of surprise, they were badly armed and few in number and could not hope to withstand a determined counterattack. While the Resistance would take the first step toward Antwerp's liberation, the future of the city and its critical port depended on the speedy arrival of the British tanks...



Lt. Urbain Reniers and Antwerp Resistance leaders

Notes

There are no Allied units on the map at the start of the scenario. Belgian resistance elements will gradually appear as infiltration reinforcements in and around the city while elements of 11th Armoured Division arrive south of the Rupel.

The congestion hexes in Antwerp represent crowds of thousands of cheering civilians.

The German artillery batteries around Antwerp are “Unavailable” on Turn 1. It took time for the German command to fully realize the gravity of the situation in Antwerp and the extent of the resistance uprising. It is doubtful that the German artillery could have fired on Belgian positions so early in the day. The “Unavailable” status will prevent the German artillery from firing for at least the first turn.

The victory conditions for the Allied player are very steep. He must either capture the 800-point objective hex at the Kruisschans Lock or the 800-point hex in Merksem to achieve a major victory.

Variants

#0904_01 is intended for PBEM play.

#0904_01a is intended for play against the AI. In the AI version, 1-point objective hexes have been placed on the forts which ring Antwerp. These objectives expire on Turn 6. They do not contribute significantly to victory totals and the Allied player need not pursue the capture of each. Their presence is to encourage the AI to hold the ring of fortresses for a time rather than retreating immediately to the city center.

Recommended Reading

Didden, Jack and Martin Swaarts. *Herbst Sturm/Autumn Gale*

Marquet, Victor. "La sauvegarde du port d'Anvers," *Cahiers d'Histoire de la seconde guerre mondiale*, vol. 13 (French language)

Moulton, J.L. *Battle for Antwerp*

Palamountain, Edgar W.I. *Taurus Pursuant*



Infiltration reinforcements in Antwerp

#0907_01_Herbst_Sturm "Autumn Gail"
#0907_01a_Herbst_Sturm "Autumn Gail"
#0907_01b_Herbst_Sturm "Autumn Gail"

Date: September 7-12

Turns: 58

Size: Large

First Side: Allied

Preferred Mode: PBEM only

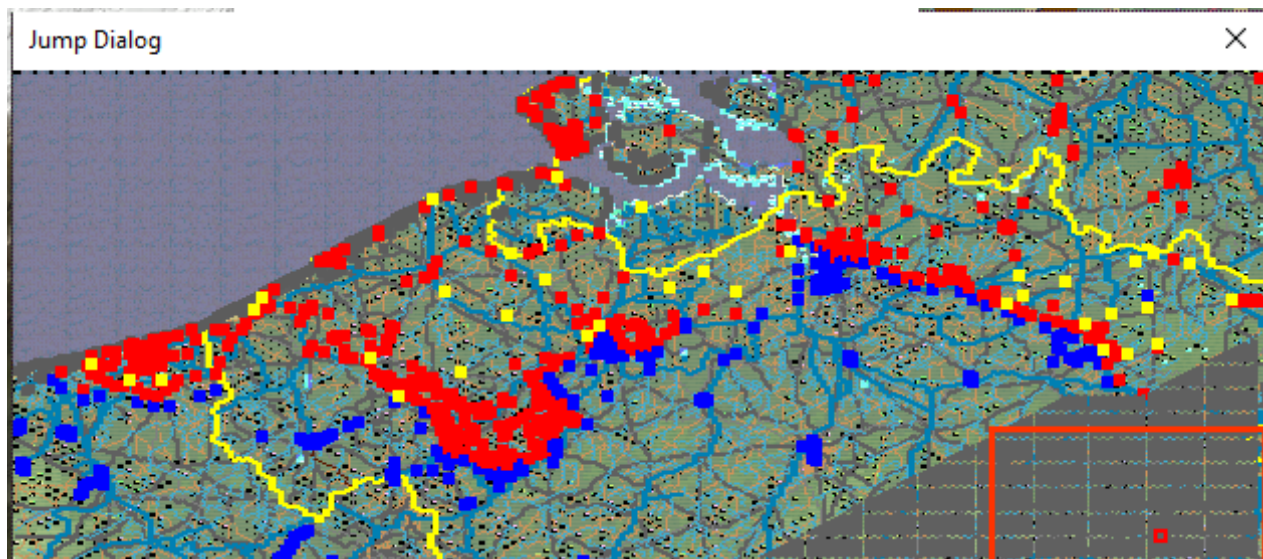
Required Optional Rules: Virtual Supply Trucks, Extended Patrolling

Description

After its defeat at Falaise in mid-August, the *Westheer* was sent into a headlong retreat toward Germany. Blocking positions fell before they could be occupied as Allied armored formations raced across the countryside liberating town after town at lightning speed. After weeks of humiliating defeat, OKW chief Wilhelm Keitel ordered a halt to the retreat and a reorganization of German forces in the west for the defense of the Reich. The reorganization, scheduled for September 7, was codenamed *Operation Herbststurm*, or "Autumn Gale." The most endangered sector lay in northern Belgium where an enormous rift had opened between the 15. and 7. *Armee*. Here the German command formed a new field army. Lead by the architect of the German airborne forces, *Generaloberst* Kurt Student, this new 1. *Fallschirm-Armee* was to establish a defensive position behind the Albert Canal from Antwerp to south of Hasselt.

While Student's new army prepared for the defense of the Albert Canal and the Dutch border, Gustav von Zangen's 15. *Armee* found itself in a perilous position. Previously responsible for the coastal defenses from Walcheren to Le Havre, the Allied advance had left it hemmed in with its back to the sea. On the 6th Von Zangen attempted to counterattack from his position on the Lys River toward Brussels to reestablish contact with the rest of *Heeresgruppe B*. The attack had some early success but on the night of the 6th-7th it petered out after vicious but futile fighting between Oudenaarde and Avelgem. On the 7th Von Zangen received the order to retreat toward the harbors at Breskens and Terneuzen for evacuation across the Westerschelde. Dislocated from the German defenses north of Antwerp, Von Zangen's army needed to move quickly to avoid encirclement and potential annihilation.

Though the German situation in Belgium was dire, it was not irretrievable. Montgomery's day-long halt order to XXX Corps had bought Student valuable time to organize behind the Albert Canal and additional reinforcements were on the way. If 15. *Armee* could extricate itself from its immediate peril, it could concentrate on a narrower and narrower front as it retreated toward Zeelandic Flanders. The days of easy Allied victories were over and from September 7 forward they were to encounter ever-increasing resistance...



#0907_01 jump map. The 15th Army is vulnerable to encirclement and annihilation.

Notes

These scenarios are regarded as “semi-hypothetical.” The setup is historic; however the scenario starts at a point where the German armies were particularly vulnerable and the Allies could have pursued any number of operational objectives. Depending the decisions of both players, it is unlikely to end in a historic result.

The deployed deception units represent Belgian resistance elements operating behind enemy lines. These are immobile and do not spot for the Allies. There is a slight chance that a German unit in travel mode will be disrupted by a nearby deception unit. If the game is played with the Extended Patrolling optional rule, patrolling German units will negate the effects of nearby deception units. If a regular Allied unit ends in a hex with a deception unit, that unit will be “recalled” and appear on the map as a playable unit on the next turn. Depending on the size of the Belgian resistance unit and the situation at hand, the Allied player might choose to use this unit in combat or for guarding Allied flanks, or he may choose to leave it in place. On midnight turns, deceptions units may be deployed. This represents the resistance fighters dispersing into the surrounding country and may be valuable if a unit is recalled but subsequently finds itself behind enemy lines again. Because there are no designated deception hexes, deception units may only deploy in the hex that they currently occupy.

The Belgian SAS detachment deployed between Meeuwen and Peer, “Team Limbosch,” dropped behind enemy lines as part of Operation Caliban. Its mission was to gather intelligence, take prisoners, and disrupt enemy communications. Like the Belgian resistance units, the SAS detachment is represented as a deception unit.

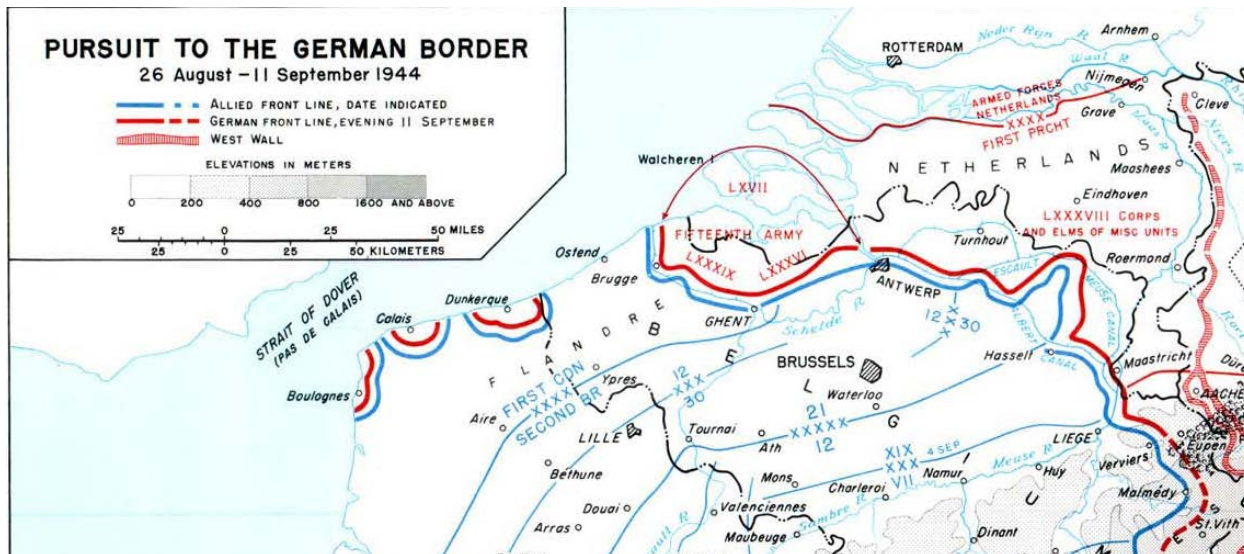


5th SAS operated behind German lines in Belgium in Operation Caliban

Groep Hulsmans, an AS/GL company near Leopoldsburg, is not deployed as a deception unit but instead arrives as an infiltration reinforcement allowing it to play a more active role in combat (this group made a brazen, if ill-fated, assault on Leopoldsburg).

Variants

Objective hexes are balanced differently in the three scenarios to shift the focus of the Allied offensive. In #0907_01 objective hexes are placed to encourage the Allied player to recreate the push across the Albert Canal to the Dutch border. If he devotes too many forces to the destruction of the 15th Army, he may not have sufficient forces to capture the valuable objective hexes in Limburg. In #0907_01a objective hexes are placed to encourage the Allied player to attack the 15th Army. #0907_01b allows the Allied player maximum flexibility and he may pursue either the destruction of the 15th Army or a push to Dutch border.



The Allied advance in Belgium, from Charles B. MacDonald's *The Siegfried Line Campaign*

Recommended Reading

Didden, Jack and Martin Swaarts. *Herbst Sturm/Autumn Gale*

Hill, E.R. and the Earl of Rosse. *The Story of the Guards Armoured Division*

Marchal, Jean-Paul. *Gent September '44* (Dutch language)

Palamountain, Edgar W.I. *Taurus Pursuant*

Robinson, Merlin. "The Battle of Moerbrugge," *War History Online*

Stacey, C.P. *The Victory Campaign*

#0907_02_Albert_Canal "The Bloody Triangle"
#0907_02a_Albert_Canal "The Bloody Triangle"

Date: September 7-12 (Sept 7-9)

Turns: 58 (38)

Size: Medium

Preferred Mode: #0907_02 PBEM only; #0907_02a vs AI or PBEM

First Side: Allied

Required Optional Rules: Extended Patrolling

Description

After marking time for twenty-four hours to allow its rear echelons to catch up, XXX Corps, spearheaded by the Guards Armoured Division, resumed its advance on the 6th. Split into two columns, the Guards raced eastward from Brussels with orders to head toward the Ruhr. As they approached the Albert Canal a recce detachment from the Household Cavalry Regiment reported the bridge at Beringen (built by German pioneers in the 1940 campaign) blown and the town firmly held. The green defenders, however, were unprepared for their first encounter with Allied troops and abandoned their positions at the first sight of Cromwell tanks. With Beringen empty, the 615th Field Squadron, RE laid a bridge across the canal that night and the Welsh Guards prepared to cross at dawn, expecting another easy day on the 7th. Instead they would find themselves the target of a vicious counterattack. Far from easy, the advance from the Albert Canal to the Dutch border was to be a frustrating, confusing slog...

Notes

This a sub-scenario of #0907_01_Herbststurm and the same notes apply.

Variants

#0907_02 is a longer version of the scenario covering which is only intended for PBEM play.

#0907_02a is shorter and is principally intended for play against the AI but is also suitable for PBEM games.

Recommended Reading

Didden, Jack and Martin Swaarts. *Herbst Sturm/Autumn Gale*

Hill, E.R. and the Earl of Rosse. *The Story of the Guards Armoured Division*

Palamountain, Edgar W.I. *Taurus Pursuant*

#0908_01_Moerbrugge "...a routine affair"

Date: September 9-8

Turns: 13

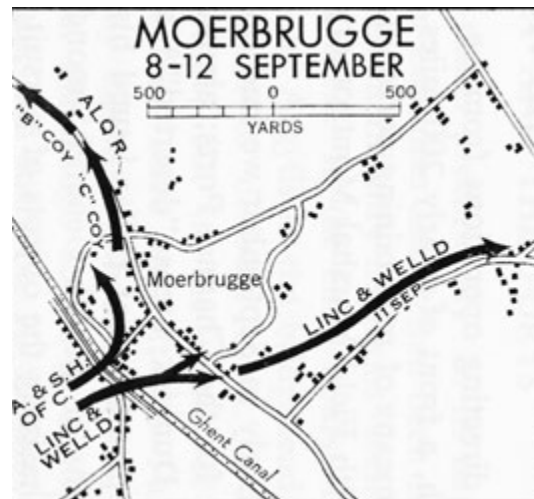
Size: Medium

Preferred Mode: vs. AI preferred; also suitable for PBEM

First Side: Allied

Description

Breaking out from Normandy in late August, Allied armored spearheads dashed across France toward Germany and the low countries. Leading the UK 2nd Army, 11th Armoured Division and Guards Armoured Division broke through a German blocking position on the Somme at Amiens on the 31st and proceeded northwest through Arras and Tournai before liberating Brussels and Antwerp on the 3rd and 4th of September. To their left, XII Corps' 7th Armoured Division passed through Lille (largely "self-liberated" by the FFI) on September 4th and arrived in Gent on the 6th. Aided by the Belgian resistance, the city center was liberated easily but the Desert Rats encountered stiff resistance in the northern suburbs and the harbor.



Situation map from C.H. Stacy's The Victory Campaign

Meanwhile, 1st Canadian Army's two armored divisions, 4th Canadian and 1st Polish, crossed the Somme near Abbeville on the 3rd. The Poles liberated Saint-Omer on the 5th, Ieper on the 6th, and Roeselare on the 7th while the Canadians advanced on their left toward Brugge. The lead elements of these two divisions prepared to cross the Gent-Brugge Canal on the 8th at Moerbrugge and Aalter. Having encountered minimal resistance in the previous days, officers of the A&SH of Canada imagined that the crossing at Moerbrugge would be a "routine affair" and that the German line on the Gent-Brugge Canal would offer no more difficulty than had blocking positions on the Lys, Aa, Canche, and Somme. This was a grave underestimation. After a week of defeat and retreat, elements Von Zangen's 15. *Armee* had finally concentrated and established a real defense between Zeebrugge and Gent. Making matters worse, the Allied armor divisions had outrun their air support and lines of supply. Far from a "routine affair," the Canadians and Poles were in for their toughest fight since Falaise...

Notes

The scenario covers a day and half of fighting on the Gent-Brugge Canal. Objective hexes have been balanced relative to the Allies optimistic appraisal of their prospects for a speedy advance. It is very difficult for the Allied player to achieve victory in this scenario.

Certain Polish and Canadian units were resting and refueling in the rear areas. They have been placed on the map for historic interest only and will not be released during the scenario.

In PBEM play, it is recommended that both the Allied and German player refrain from entering Brugge (aside from the Belgian company already present). Historically, both sides had agreed not to fight in the historic and scenic city to preserve it from destruction.

Recommended Reading

Marchal, Jean-Paul. *Gent September '44* (Dutch language)

Robinson, Merlin. "The Battle of Moerbrugge," *War History Online*

Stacey, C.P. *The Victory Campaign*



11th Hussars drive through Ghent

#0910_01_Le_Havre "Operation Astonia"

Date: September 10-12

Turns: 23

Size: Small

Preferred Mode: vs AI or PBEM

First Side: Allied

Description

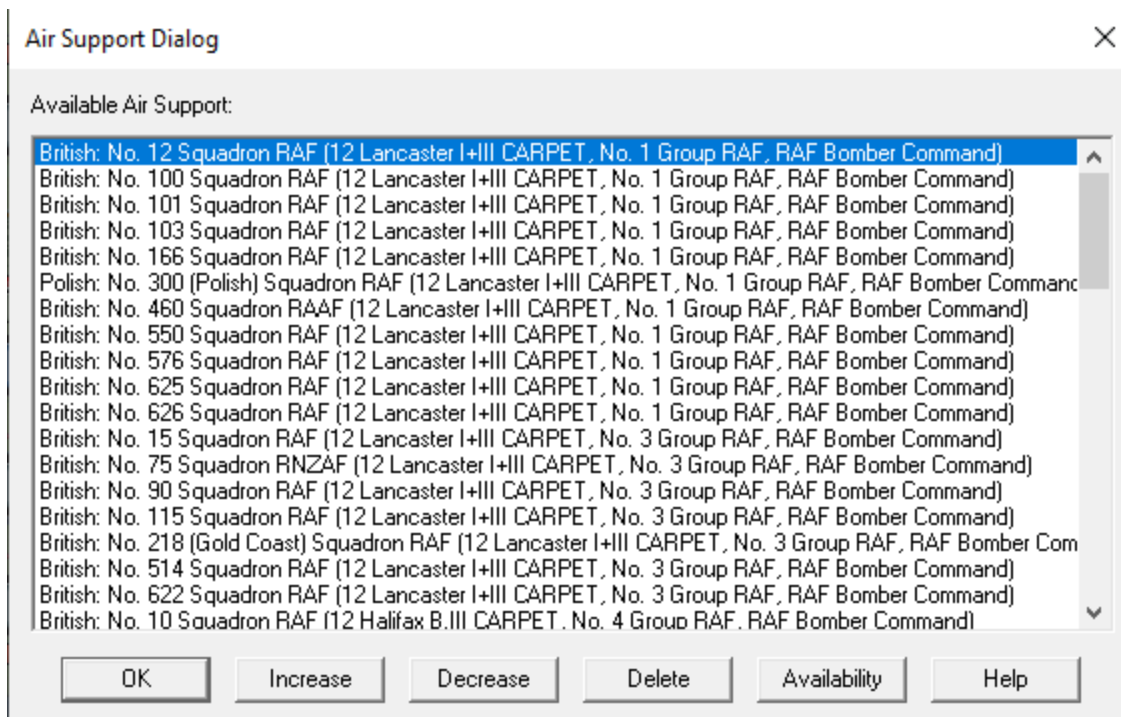
After crossing the Seine, Lt. General John Crocker's I Corps moved against the German stronghold at Le Havre, isolating the coastal fortress on September 2nd. Dieppe and Saint-Valéry had fallen the previous day without resistance, but Hermann-Eberhard Wildermuth, *Festungskommandant* of Le Havre, resolved to fight to the last. It soon became clear to Crocker that he would need more firepower to reduce the fortress. He spent nine days concentrating his forces against Le Havre while the RAF and Royal Navy pounded the perimeter defenses and coastal batteries. Finally, on September 10th, I Corps, now backed up by all manner of specialized armor and heavy artillery, initiated Operation Astonia.

Astonia was to open with a heavy bombardment provided by 4th and 9th AGRA, Bomber Command, and HMS Warspite and Erebus. Around 18:00 49th (West Riding) Division's 56th Infantry Brigade would open the ground assault with an attack southwest of Montivilliers, soon to be backed up by the 147th Brigade and 51st (Highland)'s 152nd Brigade. After this main attack cracked open the center of the German perimeter, the 149th Brigade would go into action against the German defenses at Harfleur. 153rd and 154th Brigades were to be held in reserve.

Though more than 10,000 Germans occupied the Le Havre fortress, only a fraction of these could contribute to defense. Most were "useless mouths" - unarmed naval personnel and various demoralized stragglers - and therefore the defense effectively consisted of just seven fighting battalions. Making matters worse, most of Wildermuth's artillery was pointed to the sea in fixed fortifications. Against two complete infantry divisions, four tank battalions, and more than 300 artillery pieces, the German position was hopeless...

Notes

Most Allied units are fixed on Turn 1. The Allied player should use this turn to use air support from bomber command to bombard the outer defenses and coastal batteries.



The Allied player receives incredible support from Bomber Command on the opening turns of the scenario.

The German forces represented in the scenario are only a fraction of the total German personnel actually present at Le Havre. The majority of Germans in the port fortress were unarmed stragglers who contributed nothing to the defense. Only organized fighting units are represented in the scenario.

Recommended Reading

Margry, Karel. "The Capture of Le Havre," *After the Battle*, no. 139

Stacey, C.P. *The Victory Campaign*

Williams, Jeffrey. *The Long Left Flank*

#0917_01_Channel_Ports "The Long Left Flank"

Date: September 17-28

Turns: 117

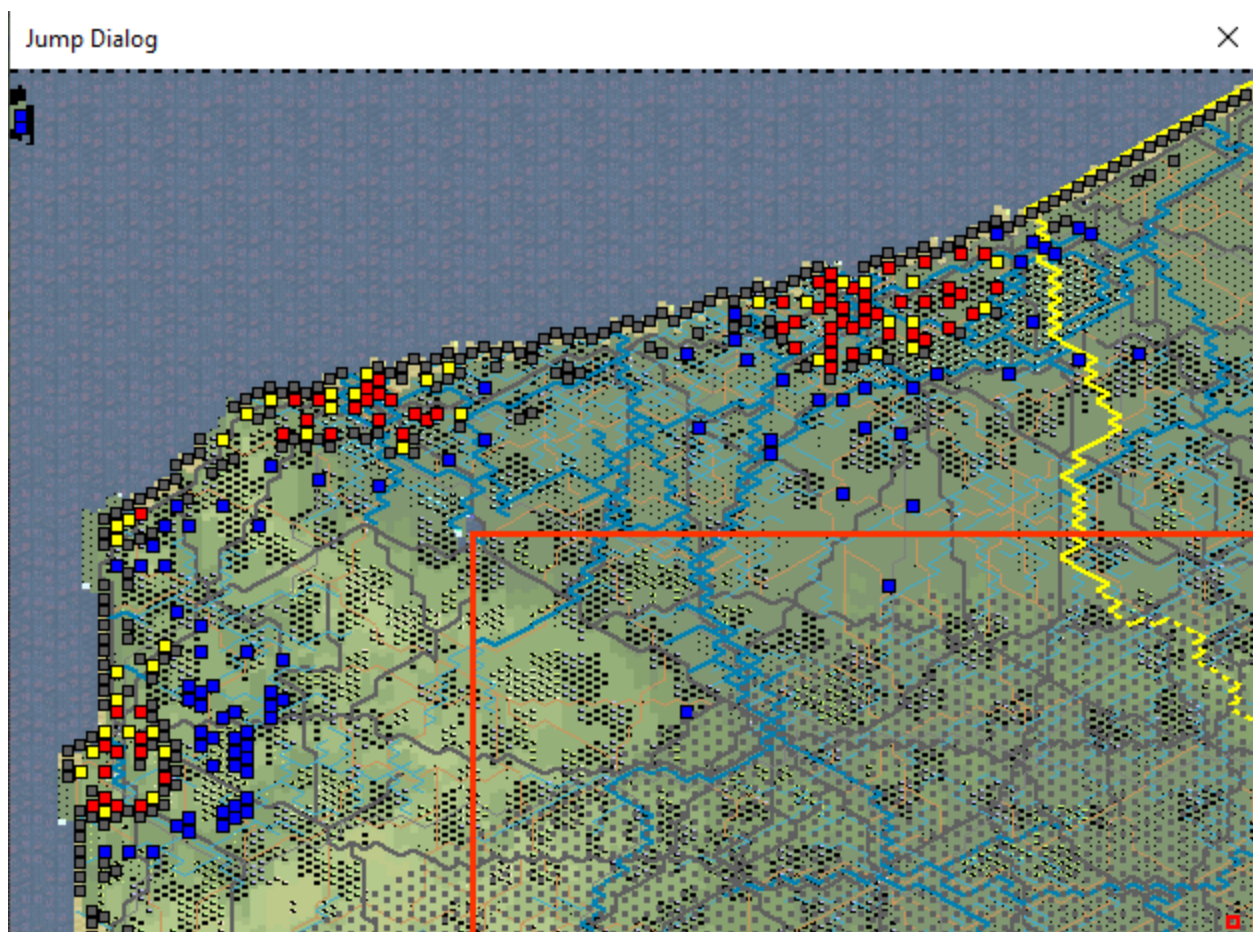
Size: Medium

Preferred Mode: PBEM

First Side: Allied

Description

The Allied Expeditionary Force's success in August and September 1944 came at a price. As more and more divisions were funneled into Northwest Europe and they progressed further and further inland, Allied supply lines came under incredible strain. The troops at the front experienced shortages of ammunition and, even more so, fuel which threatened to halt the advance. Though Antwerp and its high capacity port, captured on September 4th, could alleviate the Allied fuel famine, it remained useless so long as the Germans occupied the Scheldt estuary. The clearance of the Scheldt estuary alone could provide a long-term solution to the Allied supply problem, but in early September Field Marshall Montgomery did not believe that a long-term solution was necessary.



Channel Ports Campaign jump map

Thinking the German forces on the Western Front were on the brink of collapse, Montgomery estimated that a single, irresistible thrust on a narrow front could end the war. This thrust, Montgomery held, could best be delivered by the UK 2nd Army. He calculated that the British would not require supplies from Antwerp if the channel ports in France were opened and, accordingly, he tasked the 1st Canadian Army with their capture. Le Havre fell to I Corps on September 12th and five days later the 3rd Canadian Infantry Division was set to begin operations against the remaining ports - Boulogne, Calais, Dunkirk.

Hitler had designated all three of these port towns "fortresses." Though the garrisons had been isolated since early September, they were to fight on at all costs to tie Allied forces down in France (and therefore away from the Reich) and deny them to Allied shipping. Though the fortress garrisons were of the dubious quality, they could rely on concrete fortifications, thick bands of landmines, and defensive inundations for protection. Despite being backed up by substantial firepower, it would soon become apparent to the Canadians that the fortresses in Nord Pas de Calais could not be conquered swiftly...

Notes

This scenario includes the German fortress positions at Boulogne, Calais, and Dunkerque. Historically, the Canadians were only successful in capturing Boulogne and Calais – operations against Dunkerque were called off due to the excessive time it took to clear Boulogne and Calais and the importance of opening Antwerp to Allied shipping. Victory conditions are set relative to Allied plans and expectations rather than the historic outcome and the Allied player will likely need to carry all three fortresses to win a major victory.

This scenario is best experienced in PBEM play.

Recommended Reading

Chevalier, Hugues. *Les combats de la Libération du Pas-de-Calais* (French language)

Stacey, C.P. *The Victory Campaign*

Williams, Jeffrey. *The Long Left Flank*

Zuehlke, Mark. *The Cinderella Campaign*

#0917_02_Market_Garden "It Never Snows in September"

#0917_02a_Market_Garden "It Never Snows in September"

Date: September 17-25

Turns: 85

Size: Large

Preferred Mode: PBEM

First Side: Allied

Required Optional Rules: Optional Amphibious Rules

Description

In the last weeks of August and first weeks of September the Allies raced across France and Belgium, liberating town after town as the Germans retreated in disarray. Though German resistance stiffened as the Allies approached the Reich, it seemed to the Allied leadership that the *Westheer* was nearing collapse and that the Western Allies might end the war by Christmas. Perhaps one more bold maneuver could deliver a knockout blow and bring an end to the bloodshed in Europe



Kampfgruppe Hermann marching to the front

In early September Allied leaders entertained a range of proposals to employ airborne forces against the seemingly beaten German army. Perhaps the boldest of these designs was Operation Comet, proposed by Field Marshall Bernard Montgomery. Under this plan, British airborne forces would seize key bridges in the Netherlands. The British 2nd Army would advance through the paratroopers and straight into heart of Germany. Concentrated on a narrow front and provided with absolute priority for supply, the 2nd Army would act as an irresistible battering ram that could march all the way to Berlin. General Eisenhower, Supreme Commander of the Allied Expeditionary Force, deemed Operation Comet impractical because it did not include sufficient airborne forces to capture and hold the necessary bridges in the Netherlands and a single thrust on such a narrow front would leave the British Army's lines of supply unacceptably vulnerable. Eisenhower instead favored a broad front strategy and believed that the *Westheer* might collapse if put under constant pressure from the Swiss border to the sea. While he dismissed Comet (which could not have gone forward anyway due to rain), he greenlit Montgomery's second proposal.

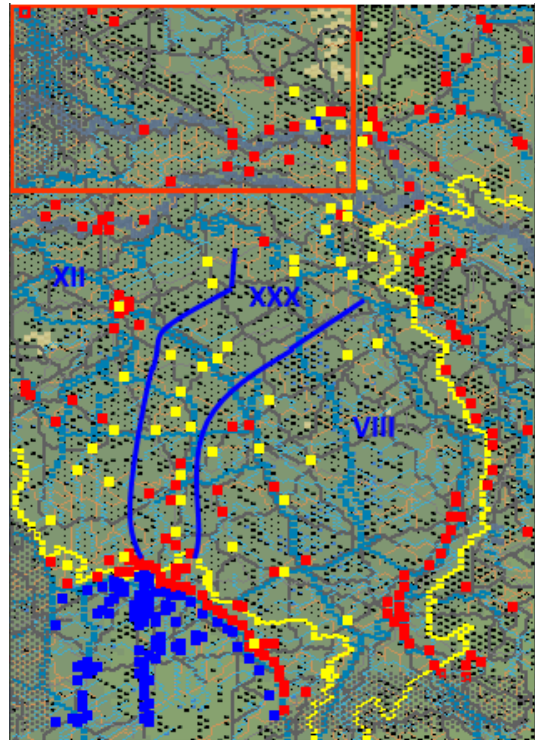
The new plan consisted of two components, "Market" and "Garden," together "Operation Market Garden". Market Garden included similarities to the scrapped Operation Comet, but its objectives were more limited in scope and functioned as part of Eisenhower's larger "broad front" strategy. Scheduled for September 17th, "Market" consisted of a massive airborne assault in the Netherlands. The US 101st Airborne Division would drop north of Eindhoven and secure the bridges over the Wilhelmina Canal, the Dommel, the Zuid-Willemsvaart, and the Aa; the 82nd Airborne Division would drop south of Nijmegen to secure the bridges over the Maas, the Maas-Waal Canal, and the Waal; and finally the British 1st Airborne Division would land near Arnhem to secure a crossing over the Nederrijn. The ground assault, "Garden," was timed to coincide with the airborne landings. Led by the Guards Armoured Division, XXX Corps was to make the main effort. After breaking through the German defenses on the Dutch border, the Guards would speed up the highway and across the bridges secured by the airborne forces, presumably reaching Arnhem on September 19th. Follow up divisions would then advance beyond to the IJsselmeer. Meanwhile XII Corps and VIII Corps would make supporting attacks to secure XXX Corps' flanks, with XII Corps crossing the Bocholts-Herentals Canal at Lommel and pushing as far as 's-Hertogenbosch and VIII Corps forcing a crossing at Sint-Hubrechts-Lille and advancing all the way up to the Maas River near the German border. When the operation was complete the Allies would have outflanked the *Westwall*, thereby facilitating a future invasion of Germany, and they would have isolated the German *15. Armee* in the Netherlands.

Market Garden was a daring plan, but it was also a dangerous one. Allied planners assumed that the German defense was no more than a thin crust along the Dutch-Belgian border and, once the Guards Armoured Division broke through, resistance in the Netherlands would collapse rapidly. They seriously underestimated the Germans' will to continue the fight and their capacity for improvisation. The remnants of two SS Panzer divisions were regrouping near Arnhem and various security, training, air, and naval forces had been mobilized as "alarm" units. Further reinforcements could be sent from Germany and from the regrouping *15. Armee* elements that had recently been evacuated across the Scheldt. Neither XII nor VIII Corps could be made ready for an assault on the 17th, leaving XXX Corps vulnerable to counterattack from all sides. Perhaps the greatest flaw in the Allied plan is that it relied on clear skies. This was a big assumption for the Netherlands in September and within days the weather became a new enemy with clouds and rain hindering efforts to resupply and reinforce the airborne divisions. Envisioned as a swift coup de main, Market Garden was to bog down into a bloody fiasco which would culminate in the destruction of one of the Britain's elite divisions...

Notes

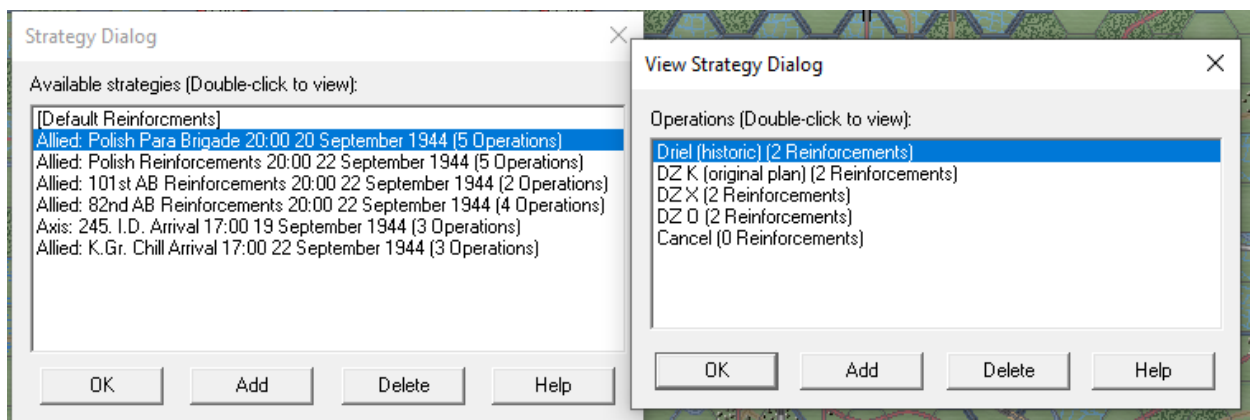
This Market Garden differs from the original found in *Panzer Campaigns: Market Garden '44* in that it covers the entire area of operations of XXX Corps and VIII Corps and the active area of XII Corps front, the map is oriented with north on the top edge rather than northeast, and there have been numerous changes to the German and Allied orders of battle and deployment based on sources that have become available in the years since *MG '44* was released.

Objective hexes have been organized in three “tracks” corresponding to the three corps of 2nd Army. Approximately two-thirds of objective points are in the path of XXX Corps (and the airborne forces), approximately one-sixth of objective points are the path of XII Corps, and approximately one-sixth are in front of VIII Corps. The objective hexes captured immediately after the airborne divisions arrive will likely give the Allied player a minor victory. The German player will need to counterattack vigorously and take ground back from the airborne forces and tip the balance back to a draw or German victory. It is much more difficult for the Allied player to achieve a major victory. He must hold the objective hexes captured by the airborne forces and take the 3000-point objective hex in Arnhem, and at least VIII Corps or XII Corps must make significant progress. Without Arnhem, a major victory is impossible.



Jump map showing the objective hex "tracks" of VII, XII, and XXX Corps

Because the situation on the ground may not develop historically and it is possible that some drop zones may fall into German hands, the Allied player has Strategy Options for the deployment of all airborne reinforcements received after the 19th. This includes the Polish Independent Parachute Brigade and some elements of the US 82nd and 101st Airborne divisions. The Allied player can choose to deploy these forces to a variety of plausible drop zones or to cancel these reinforcements. The historic choices are marked in the Strategy Options dialogue.

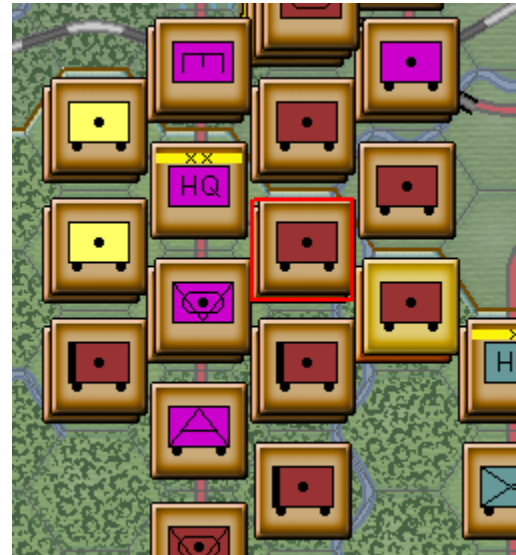


Market Garden Strategy Options

The German player also has Strategy Options available. Depending on the progress of XII Corps, certain *15. Armee* divisions arriving on the western edge of the map may not be able to enter on the roads they historically took. The strategy options enable the German player to shift these divisions north to account for Allied progress. In a PBEM, it is desirable that the German player agree not to select an option that would deploy these divisions behind the Allied front lines.

This scenario presented a difficult design decision regarding how to handle the divisional and brigade artillery which reinforced XXX Corps' 5th AGRA during the bombardment which opened the ground offensive. Artillery regiments and batteries from 43rd (Wessex) Infantry Division, 11th Armoured Division, 8th Armoured Brigade, *Brigade Piron*, and *Prinses Irene Brigade* fired in support of Guards Armoured Division at the beginning of the offensive before reverting to the command of their parent formations (except 8th Armoured Brigade's 147th Field Regiment, which was assigned to 43rd Division). If these units were assigned to 5th AGRA in the OOB, they could support Guards Armoured Division in the opening turns but later in the scenario the Allied player would have far too much flexibility concerning their employment. If these units were nested under their parent formations, they could

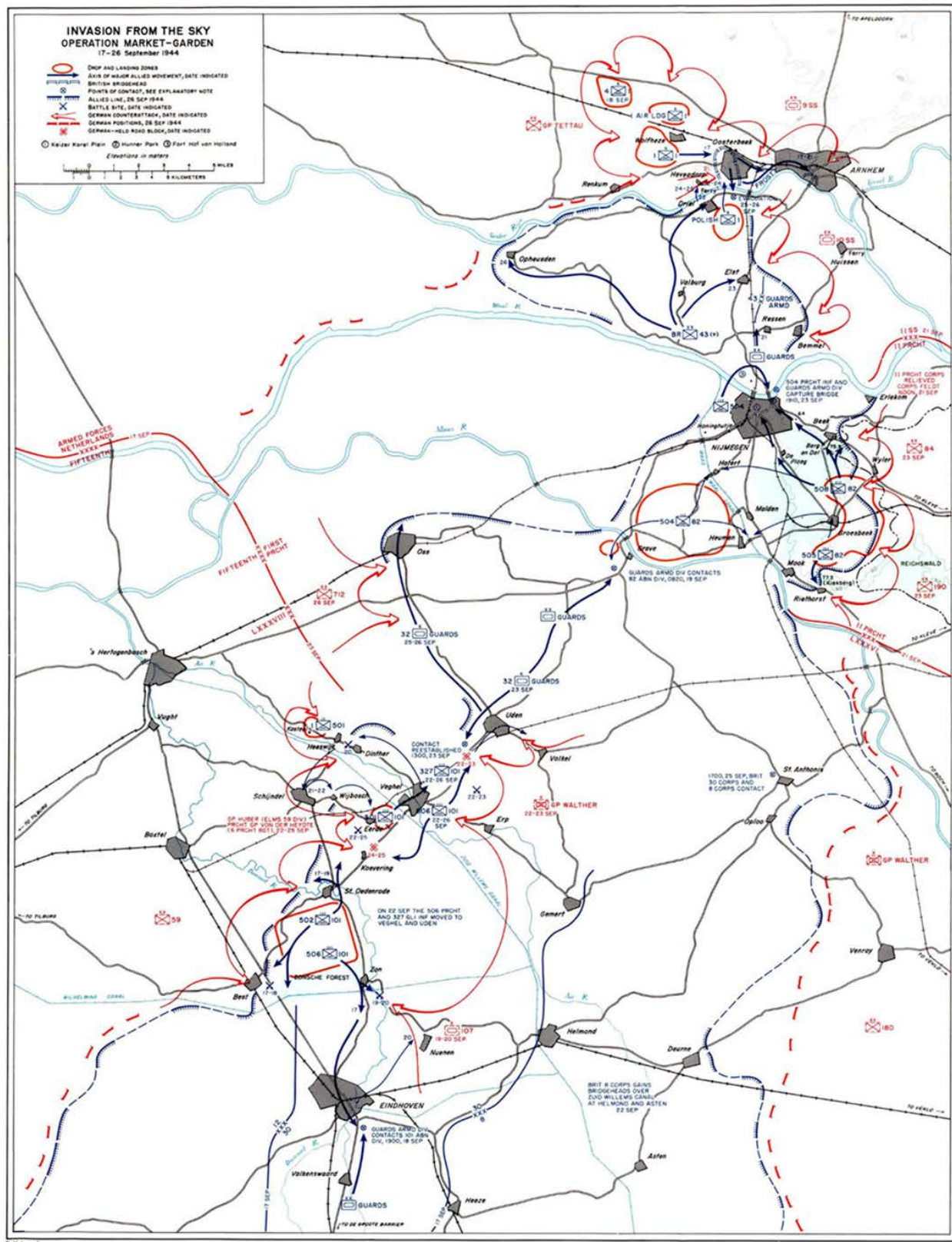
only support Guards Armoured Division if the "Indirect Fire and Airstrikes by the Map" optional rules were selected. This would limit the effectiveness of the opening bombardment, plus some players may not wish to play with this rule in effect. The solution was to duplicate the relevant regiments and batteries in 5th AGRA and the formations they supported for the rest of the campaign. The scenario starts with the 5th AGRA version of these units on the map. They are fixed and are never released. Instead they are withdrawn and replaced by the equivalent units under their parent divisions and brigades as those divisions and brigades are released. For instance, the Belgian *1er groupe d'artillerie* starts the scenario on the map nested under 5th AGRA. At 05:00 on the second day it is withdrawn. That same turn a duplicate version of the *1er groupe d'artillerie* nested under *Brigade Piron* arrives and can move to support its parent brigade. 50th (Northumbrian) Division's artillery regiments were also subordinated to 5th AGRA at start of the campaign but did not need to be duplicated as there are 50th Division units at the front available to spot for them.



5th AGRA artillery at the start of Market Garden

A congestion hex is placed on the road just north of Grote Barreel. This is to represent the high volume of Allied traffic crossing the bridge over the Bochoolt-Herentals Canal. Another congestion hex is placed in the center of Eindhoven. It is initially taken to represent cheering crowds of civilians and later the dense Allied traffic which passed through the city.

The German player may utilize rail movement and some reinforcements arrive in rail mode. Some rail hexes start the scenario already damaged. This represents damage caused by Allied bombing and sabotage by the Dutch resistance. The broken rail lines at Ede and Velp both represented historic instances of rail sabotage caused by the Dutch in the days prior to Market Garden.



Market Garden situation map from The Siegfried Line Campaign by Charles B. MacDonald

Some Dutch resistance forces are placed on the map as deployed deception units while others arrive as reinforcements. Because the Dutch resistance was not terribly large or well-equipped, the deployed deception units will not cause German units to disrupt. They can be “recalled” by an arriving Allied unit. The main use envisioned for the Dutch resistance units is as flank guards for the Allied airborne units when they are at their most vulnerable. The resistance units around Eindhoven will be withdrawn as these forces were historically disbanded as the Dutch began the process of reforming a regular army from liberated manpower.

This scenario should be played with the “Optional Amphibious Rules” optional rule to enable units with amphibious capability to cross the Waal and Nederrijn rivers.

Variants

#0917_02 is played on a smaller map which excludes a portion of the XII Corps zone. This is somewhat restrictive to both the Allied and German players, but ensures a more historic usage of the 15th (Scottish) and 7th Armoured divisions later in the scenario.

#0917_02a is played on a larger map which extends as far west as Herentals, covering most of the XII Corps area. This provides both players more freedom to deploy on the western side of the map and includes the historic action at Ten Aard, but 15th (Scottish) and 7th Armoured are perhaps less likely to deploy in the Allied corridor.

Recommended Reading

Buckingham, William F. *Arnhem: Battle for the Bridges*.

Didden, Jack and Martin Swaarts. *Herbst Sturm/Autumn Gale*

Didden, Jack and Martin Swaarts. *A Thorn in the Side of Market Garden*

Ford, Ken. *Operation Market Garden 1944 (2)*

Ford, Ken. *Operation Market Garden 1944 (3)*

Greentree, David. *British Airborne Soldier Versus Waffen-SS Soldier*

Hill, E.R. and the Earl of Rosse. *The Story of the Guards Armoured Division*

Kershaw, Robert. *It Never Snows in September*

Nordyke, Phil. *All American All the Way*

Northwood, Arthur and Leonard Rapport. *Rendezvous with Destiny*

Ryan, Cornelius. *A Bridge Too Far*

Zaloga, Steven J. *Operation Market Garden 1944* (1)

#0917_03_Boulogne "Operation Wellhit"

Date: September 17-22

Turns: 56

Size: Small

Preferred Mode: vs AI or PBEM

First Side: Allied

Description

The rapid advance from the Normandy beachhead and buildup of forces in August and September of 1944 placed incredible strain on the Allied supply lines. Though the massive deep-water port complex at Antwerp alone could remedy the Allies' supply woes, Field Marshall Bernard Montgomery believed that opening this port to shipping was unnecessary. He held that a powerful single thrust on a narrow front would cause Germany's western armies to collapse and calculated that this thrust could be fueled with only the smaller channel ports in France. Accordingly, he prioritized the capture of Le Havre, Boulogne, Calais, and Dunkirk. Le Havre fell to I Corps on September 12th and five days later the 3rd Canadian Infantry Division prepared to assault Boulogne.

Hitler had designated Boulogne-sur-Mer a "fortress city" and mandated that it be held at all costs. But for a place so evidently important to the German war effort it was defended by only a weak garrison consisting of a few battalions of Eastern Front convalescents and some elements of 64. and 49. I.D. that had been left behind during the retreat. Though the garrison was weak, they were protected by strong landward fortifications including a network of concrete pillboxes and thick bands of landmines. The fortress commander, *Generalleutnant* Ferdinand Heim, likely eager to redeem himself for his perceived failures at Stalingrad, expected nothing but the best from his meager forces.

The Canadian attack, codenamed "Operation Wellhit," was planned as a classic set piece assault. Shortly after daybreak, Boulogne would be subjected to a massive air and artillery bombardment. Once the bombers had finished their work, the Canadians, supported by specialized armor from Hobart's

79th Division, would attack from the northeast with two battalions of 8th CIB on the right and two from 9th CIB on the left. Once they punched through the outer defenses, 9th CIB would carry



Emplaced 194mm gun at Fort de la Crèche. These heavy guns could rotate 360 degrees and fired inland at the Canadians.

the attack through Boulogne toward Le Portel while 8th CIB invested Fort de la Crèche. Meanwhile the North Shore Regiment would clear the German outposts near Wimille and Wimereux and the Cameron Highlanders of Ottawa would make a supporting attack against Boulogne's southeastern defenses.

At 08:25 the first bombers approached the fortress town. Four and half years earlier 2. *Panzer-Division* had captured Boulogne from the British and French after an intense four-day battle. Now, with the roles reversed, war came to Boulogne-sur-Mer for a second time and this new battle promised to be just as vicious and destructive as the first...



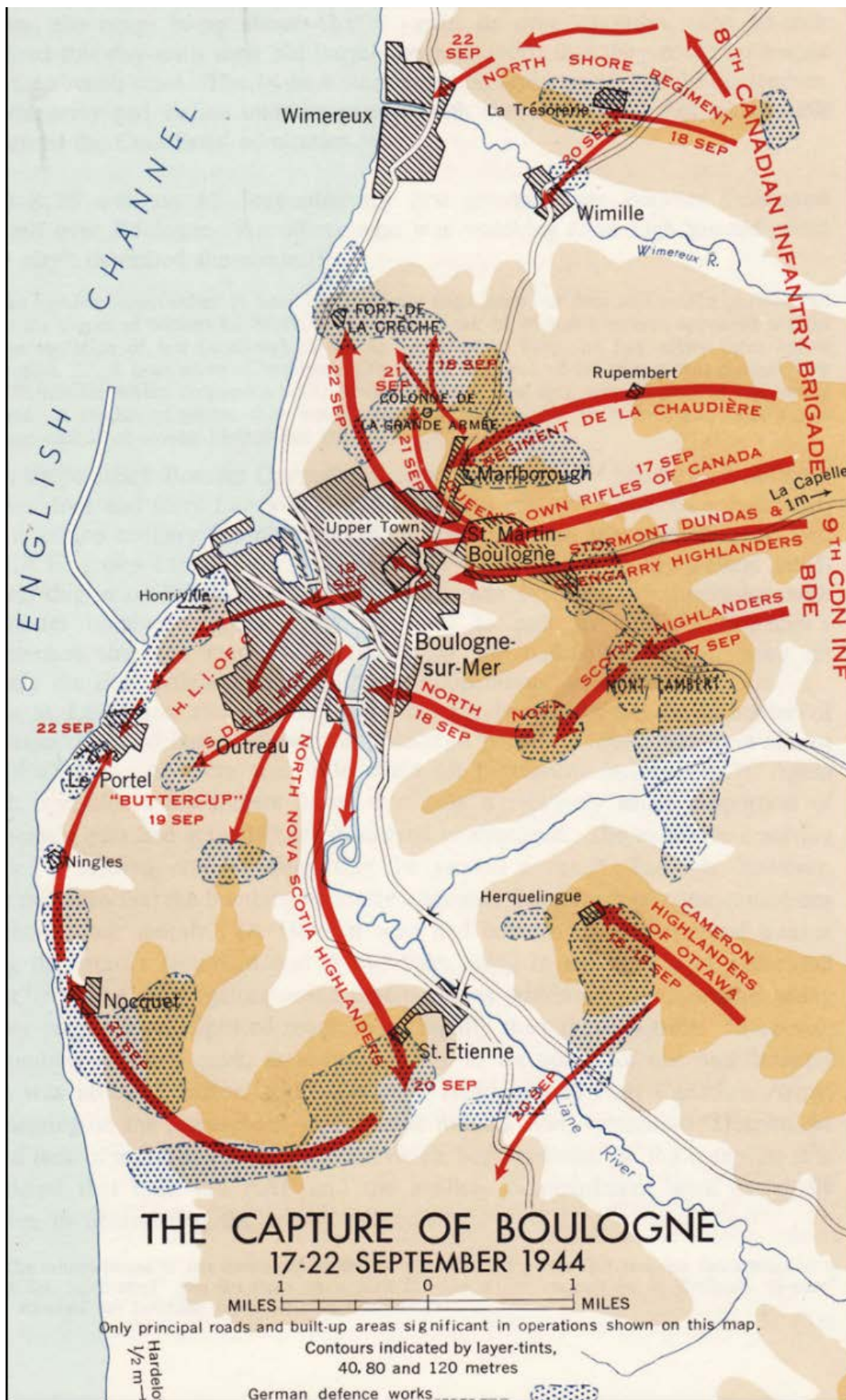
German prisoners march out of Boulogne

Notes

Most Allied units are fixed on Turn 1. It is recommended that Allied player use the first turn to bomb Boulogne's outer defense works, coastal batteries, and other objective hexes on the first turn.

Recommended Reading

Same as #0917_01.



Operation Wellhit situation map from The Victory Campaign by C.P. Stacy.

#0918_01_Terneuzen "Mopping Up"

Date: September 18-20

Turns: 25

Size: Small

Preferred Mode: PBEM or vs. AI

First Side: Allied

Description

On September 12th Lieutenant General Guy Simmonds of II Canadian Corps ordered his two armored divisions to eliminate the German pocket south of the Scheldt River. 4th Canadian Armoured Division would take responsibility for the area west of the Gent-Terneuzen Canal while 1st Polish Armoured Division would operate east of the canal. After the lightning victories of the previous weeks, Simonds imagined that the German forces were on the run and envisioned coming operations as no more than a "mopping up" action. He was soon proven wrong. On September 13th, the Algonquin Regiment was repulsed with heavy losses at Moerkerke and the 4th Canadian Armoured Division failed to break through 245. I.D.'s lines. Four days later a Polish attempt to cross the Hulst Canal ended in disaster as the 10th Dragoons' tenuous bridgehead was crushed by a German counterattack.

Undeterred by these setbacks, on the 18th both divisions renewed their efforts with an attack against the weaker half of the German bridgehead. 4th Canadian Armoured Division committed a battlegroup consisting of two infantry and two armored battalions to attack on a broad front between Zelzate and Boekhoute. Once they had cleared the forward German positions the Canadians were to press the attack northward, capture Philippine, and pressure Terneuzen from the southwest. Meanwhile, the Poles prepared to make a second crossing attempt between Axel and Hulst. The 3rd and 1st Rifle battalions would make the main effort west of Hulst while 9th Rifle Battalion conducted a supporting attack at Axel. The Poles and Canadians were opposed only by an ill-equipped coastal defense division and a battalion of Luftwaffe recruits. While Allied success was assured, chronic supply shortages and fierce local resistance foreshadowed the immense difficulties the Canadians were to encounter in October and convince Simonds and Crerar that opening the Scheldt Estuary was not a task to be taken lightly...

Notes

The objective hexes on the Axel-Hulst Canal and south of Philippine expire and the German player need not hold them indefinitely.

It is difficult for the Allied player to achieve victory without inflicting significant casualties. The German player may choose to withdraw some of his forces to the north banks of the Westerschelde or behind the Leopold Canal to deny the Allied player points.

Recommended Reading

Stacey, C.P. *The Victory Campaign*

(There were no secondary sources available to us which cover this action in detail, the scenario was largely constructed from Canadian archival material)



"Gdynia Bridge" was built by Polish engineers near Axel

#0924_01_Turnhout_Canal "Establishing a Bridgehead"

Date: September 24-26

Turns: 28

Size: Small

Preferred Mode: PBEM, also suitable for vs. AI

First Side: Allied

Description

After a series of vicious battles around Ten Aard between September 14th and 18th, 15th (Scottish) Infantry Division was forced to withdraw behind the Bocholt-Herentals canal. *Kampfgruppe Chill* had held firm and LXXXVIII. A.K.'s front remained intact from Merksem to

west of Lommel. There was no time to celebrate as this local victory was soon superseded by the crisis developing between Eindhoven and Arnhem. The Allied airborne landings and XXX Corps' thrust to the northeast had left *LXXXVIII. A.K.*'s left flank exposed and necessitated a withdrawal. On the night of the 22nd to 23rd *LXXXVIII. A.K.* abandoned its positions on the Bochoolt-Herentals and Albert canals and retreated to the north. *Kampfgruppe Chill* was deployed southeast of 's-Hertogenbosch for counterattacks against the Allied corridor while *719. I.D.* established a defense of the Turnhout canal from Sint-Lenaarts to Ravels.

The recently arrived UK I Corps was quick to follow up on the German retreat with elements of the 49th (West Riding) and 2nd Canadian infantry divisions approaching the Turnhout Canal on the evening of the 23rd. Later that night 4th Battalion, Lincolnshire Regiment crossed the canal in assault boats and established a tiny bridgehead south of Rijkevorsel. General Crocker issued orders to expand the attack the next day.

146th Infantry Brigade, reinforced by two battalions from 49th Division's other two brigades, would make the main effort by following up behind 4th Lincolns and expanding its bridgehead toward Rijkevorsel. To the west, 6th CIB would cross the canal at Sint-Job-in-'t-Goor and, to the east, 147th Brigade was ordered to liberate Turnhout and then make a diversionary attack north of town. 56th Infantry Brigade was in reserve.

The Allies were opposed by *Kampfgruppe 346. I.D.* and *719. Infanterie-Division*, the former a ragtag amalgamation of broken divisions that had retreated through France and Belgium and the latter cobbled together from various security and training units. Though on paper neither of these divisions seemed formidable, they were to put up a spirited defense. Crossing the canal in a driving rain, the British and Canadian infantry would soon find themselves in a desperate struggle...

Notes

There are few objective hexes available in this scenario. The Allied player must establish several bridgeheads on the north bank of the Dessel-Turnhout-Schoten Canal and hold them against German counterattacks.

Recommended Reading

Didden, Jack and Martin Swaarts. *Herbst Sturm/Autumn Gale*

#0925_01_Calais "Operation Undergo"

Date: September 25-28

Turns: 37

Size: Small

Preferred Mode: PBEM or vs AI

First Side: Allied

Required Optional Rules: Indirect Fire and Airstrikes by the Map

Description

After reducing Boulogne, the Canadians turned their attention toward Calais. Like Boulogne, Hitler had designated Calais a fortress city, to be held at all costs. Despite the Führer's proclamation, the port town hardly resembled a fortress. While the landward defenses presented some challenge, the garrison, comprised of sailors, old veterans of 1914-18, and Volksdeutsche conscripted in Eastern Europe, was of exceptionally low quality and lacked substantial artillery support. The *Festungskommandant*, *Oberstleutnant* Ludwig Schröder, was far out of his depth - Canadian interrogators would later describe him as a "mediocre and accidental" leader. Though it was clear that the Allies would make short work of this so-called fortress, Schröder, an ardent Nazi, resolved to fight with what meager forces were at his disposal.

As at Boulogne, Daniel Spry's 3rd Canadian Infantry Division prepared a meticulous set-piece assault. After an aerial bombardment, two battalions of 8th CIB would clear the coastal defenses west of Calais while two battalions of 9th CIB would attack up the Marquise-Calais road and crack open the city's landward defenses. Once these pillboxes were cleared, 9th CIB's reserve, the 1st, Canadian Scottish, would speed up the road toward Calais itself. At promptly 08:15 the first bombers arrived over Calais. As the Canadians prepared for the ground attack, many tired Germans contemplated surrender...



Soldiers of the North Shore Regiment inspect a pillbox near Sangatte

Notes

Most Allied units are fixed on Turn 1. It is recommended that Allied player use the first turn to bomb Calais' outer defense works, coastal batteries, and other objective hexes on the first turn. If enemy units cannot be spotted, the Allied player should target objective hexes

To reflect the abysmal state of German morale at Calais, many of the objective hexes are "Surrender Hexes." If all surrender hexes are captured, the German forces (minus the coastal batteries) will be withdrawn from the map.

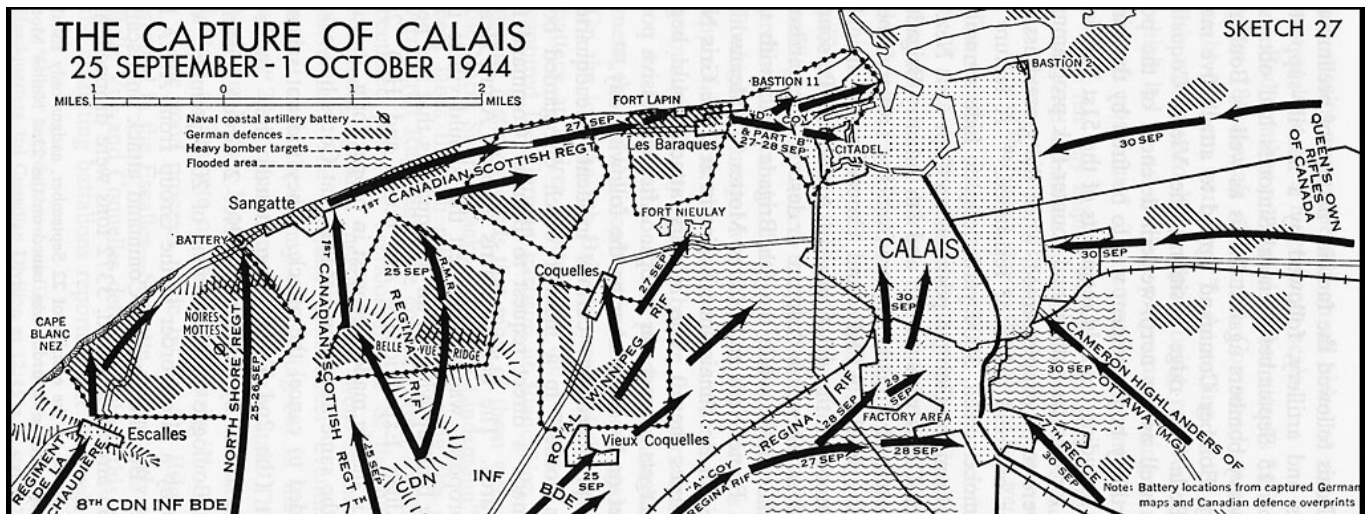
This scenario must be played with the "Indirect Fire and Airstrikes by the Map" optional rule to enable the British cross-channel guns to fire on targets on the coast.



With the "Indirect Fire and Airstrikes by the Map" optional rule, the British cross-channel guns can fire at targets on the French coast.

Recommended Reading

See #0917_01.



Operation Undergo situation map from The Victory Campaign by C.H. Stacy.

#0930_01_Right_Flank "Forgotten Battle"

Date: September 30-October 6

Turns: 56

Size: Large

Preferred Mode: PBEM

First Side: Allied

Required Optional Rules: Indirect Fire and Airstrikes by the Map

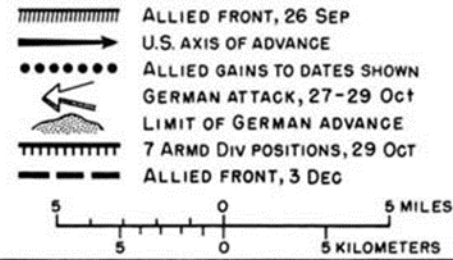
Description

By September 26th it was clear that Operation Market Garden had failed. The British 1st Airborne Division had been wiped out and the Allies had lost their bridgehead over the Rhein. Nonetheless, Field Marshall Montgomery remained optimistic that the UK 21st Army Group could end the war by Christmas and hoped to use the ground gained in Market Garden to stage an attack into Germany. But before the British could advance into the Reich, they first needed to clean up in the Netherlands. The Germans still possessed a narrow strip of land between the Maas River and the Peel Marshes known as the "Maas Salient." So long as there was a German presence west of the Maas, the British remained vulnerable to attack from the southeast and the planned offensive could not go forward. With the UK 2nd Army clustered around Nijmegen and the Canadian 1st Army stretched from Turnhout to Calais, 21st AG lacked the strength to clear the salient and Montgomery requested American assistance. The task fell to the Major General Charles Corlett's XIX Corps, part of the Courtney Hodges' 1st Army. Corlett's corps, however, was itself occupied north of Aachen and required reinforcements to carry out its new responsibilities. Eisenhower transferred the 7th Armored Division, then fighting around Metz with Patton's 3rd Army, north to the XIX Corps while Montgomery released the Belgian Piron Brigade to American command.

Overruling Corlett's plan to concentrate his available forces along the Wessem-Nederweert Canal to attack from the southwest, Hodges sent the recently arrived 7th Armored Division into the UK VIII Corps zone where it assembled near Sint-Antonis and Oploo. 7th Armored was to make the main Allied effort by attacking Venlo from the northwest via Overloon and Venraij. Meanwhile the 116th Armored Cavalry Group and Piron Brigade would make supporting attacks from the southwest. After clearing the German bridgeheads west of the Wessem-Nederweert Canal, the Belgians were to cross and attack towards Roermond. The American cavalry, mostly national guardsmen from Iowa, would advance parallel to the Belgians on the eastern bank of the Maas and approach Roermond from the south. The whole operation was to be concluded in just three days' time.

Hodges' plan was overly optimistic and based on faulty intelligence. Reports indicated that the Maas Salient was held by no more than 3,000 infantrymen of Hans von Obstfelder's *LXXXVI. Armeekorps*. Though *LXXXVI. A.K.* was hardly Germany's most formidable formation, it was not so weak as the Allies supposed. Its actual infantry strength was more than double the Allied estimate and, most importantly, Von Obstfelder had skillfully deployed his forces to take

29 September – 3 December 1944



The Maas Salient campaign, including the first and second battles of Overloon, the German counterattack at Meijel, and the British offensive in November. From Charles B. MacDonald's The Siegfried Line Campaign.

maximum advantage of the peculiar terrain. He positioned his strongest formation, *Kampfgruppe Walther*, along a narrow front north of Overloon, guarding the space between the Peel Marshes and the Maas. *Einsatz-Division Nr. 180*, a training and replacement division which he deemed less reliable, was situated behind the marshes where a major attack seemed unlikely. *Fallschirmjäger-Lehr-Division Erdmann* defended the southern end of the salient. Though lacking artillery and other supporting arms, Erdmann's improvised force was anchored behind formidable water barriers. Facing a skilled opponent in difficult terrain, the Americans had a difficult task ahead of them.

While the Allies planned their offensive against the Maas Salient, the Germans planned a counterattack of their own. *Generalfeldmarschall* Walter Model of *Heeresgruppe B* ordered Bittrich's *II. SS-Panzerkorps* to eliminate the Allied bridgehead north of the Waal. Model envisioned a coordinated attack to be conducted by two Wehrmacht and one SS Panzer division and the newly formed *363. Volksgrenadier-Division*, but due to a lack of transport these troops could not be concentrated in the area quickly. Impatient, Model ordered the attack to go forward on October 1st with whatever forces were available. Though Market Garden had failed, the fighting in Holland was far from over...

Notes

This scenario covers both the Allied offensive against the Maas Salient and the German counterattacks in the vicinity of Nijmegen and Arnhem. The scenario starts as a draw. The German player may win a major victory by crushing the Allied bridgehead north of the Waal and successfully defending the Maas Salient. The Allied player may achieve a major victory by clearing the Maas Salient and successfully defending the "Island."

The 29th Armoured Brigade, 12th KRRC, elements of the Guards Armoured Division, and certain German fortress units have no release time. These fixed units remained static for the duration of the battle and their release would severely unbalance the scenario. Several Allied and German formations have triggered releases. They will remain fixed until spotted.

This scenario should be played with the "Indirect Fire and Airstrikes by the Map" optional rules. This enables VIII Corps Artillery to fire in support of 7th Armored Division.

The scenario is best enjoyed as a PBEM.

Recommended Reading

Didden, Jack and Martin Swaarts. *A Thorn in the Side of Market Garden*

Korthals Altes, A. and N.K.C.A.A. in't Veld. *The Forgotten Battle*

Macdonald, Charles B. *The Siegfried Line Campaign*

#0930_02_Overloon "The Unlucky Seventh"

Date: September 30-October 2

Turns: 20

Size: Small

Preferred Mode: PBEM or vs. AI

First Side: Allied

Required Optional Rules: Indirect Fire and Airstrikes by the Map

Description

After Market Garden concluded, Field Marshall Montgomery, still optimistic that the British Army Group could end the war by Christmas, began planning 'Operation Gatwick,' an offensive into Germany via the Reichswald. Montgomery's ambitious designs, however, could not be carried out so long as the Germans still occupied the strip of land between the Maas River and the Peel Marshes. From this so-called "Maas Salient" the Germans could counterattack and spoil any Allied effort against the Reichswald defenses. Before Gatwick could commence, this salient needed to be cleared. With the 2nd Army clustered around Nijmegen and south of the Arnhem and the 1st Canadian Army tied down on a wide front to the west, the task fell to the US XIX Corps under Major General Charles Corlett. Corlett chose Lindsay Sylvester's 7th Armored Division, recently transferred from the 3rd Army, for the main effort against the salient.

Sylvester's division had only arrived in Northwest Europe after the breakout from Normandy. Galloping through France and liberating Dreux, Château-Thierry, and Verdun against minimal resistance, it seemed as though the men of the 7th Armored had arrived just in time for the war's end and the division was soon dubbed "the Lucky Seventh." The 7th's luck ran out on September 7th when its lead elements reached the Moselle and became entangled in difficult fighting around Metz. Toward the end of the month the division was abruptly transferred to XIX Corps for operations against the Maas Salient, concentrating north of Overloon on September 29th. Despite 7th Armored's difficulties at Metz, Sylvester discounted the Germans' capacity for resistance. Ignoring warnings from the British that the German defenders, belonging to *Kampfgruppe Walther* and *Panzer-Brigade 107*, were entrenched and tenacious, Sylvester committed his forces to the attack on the afternoon of September 30th without first conducting a proper reconnaissance. The general's haste and arrogance would prove costly, and 7th Armored Division's misfortunes would last well into October...

Notes

This is a sub-scenario of #0930_01 covering the first three days of the American offensive at Overloon.

Though operating in the UK VIII Corps area, the US 7th Armored Division was under the operational and logistical control of the US XIX Corps. This was a bad arrangement which strained American transport units as they took a circuitous route from American supply dumps to reach 7th Armored's distant positions. To recreate this, it is recommended that the Allied player refrain from using corps attachments to attach 7th Armored to VIII Corps.



German dispositions around Overloon, September 30

This scenario should be played with the “Indirect Fire and Airstrikes by the Map” optional rules. This enables VIII Corps Artillery to fire in support of 7th Armored Division.

An exit hex has been placed on the road to Venlo. The Allied player can earn points by withdrawing units from this hex, but it is unlikely that any Allied units will actually make it that far.

The British 29th Armoured Brigade has no release date and, aside from spotted elements, will remain fixed for the duration of the scenario. Historically this brigade remained static though American forces attacks on both its right and left. Releasing this brigade would severely unbalance the scenario.

Recommended Reading

See #0930_01.

#1001_01_Scheldt_Campaign_I "In the Shadow of Arnhem"
#1001_01a_Scheldt_Campaign_I "In the Shadow of Arnhem"
#1001_01b_Scheldt_Campaign_I "In the Shadow of Arnhem"

Date: October 1-17

Turns: 151

Size: Large

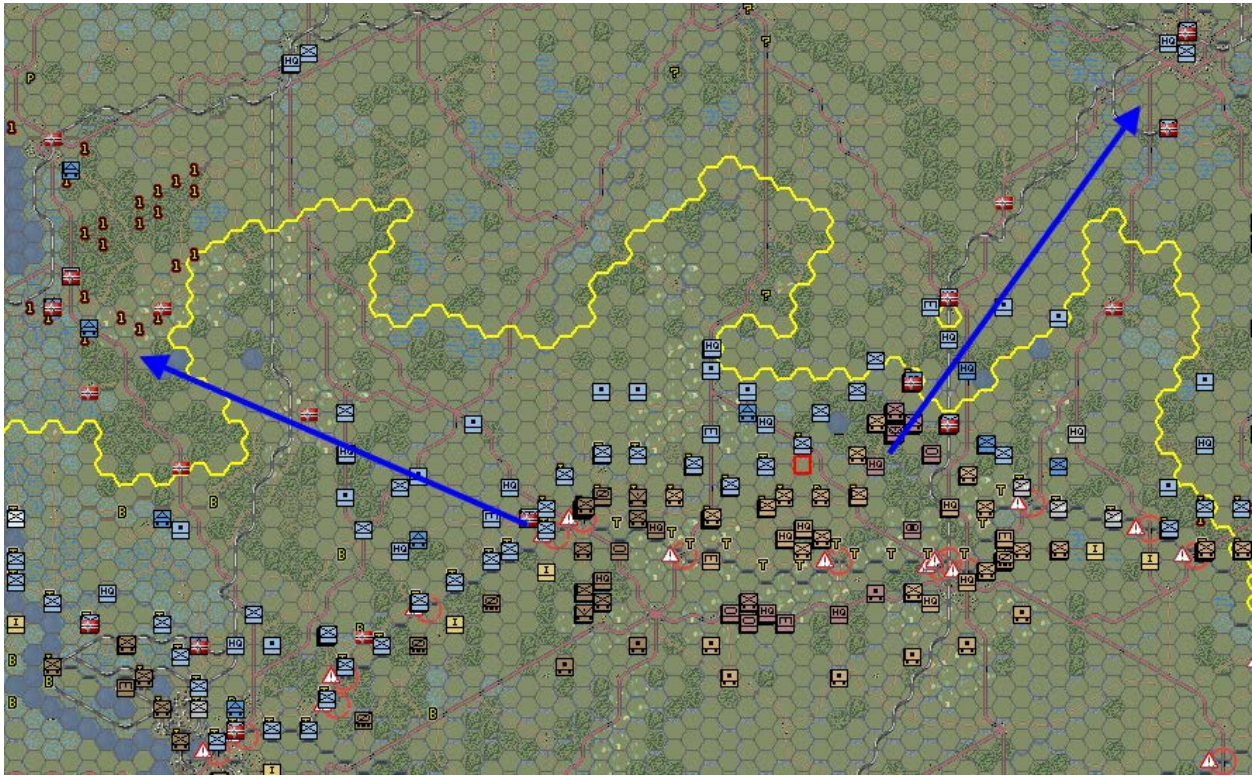
Preferred Mode: #1001_01 PBEM preferred; #1001_01a vs AI or PBEM; #1001_01b PBEM only

First Side: Allied

Description

On September 27th, after the failure of Operation Market Garden, Field Marshall Bernard Montgomery issued a new directive to the 21st Army Group. The 1st Army was to continue operating with "all available strength" out of the Nijmegen salient toward Germany. Meanwhile, the 1st Canadian Army, already strung out from Calais to Turnhout, was given additional responsibilities. It was to provide a force to cover the German pocket at Dunkerque (though the capture of Dunkerque was no longer a priority), clear the Scheldt estuary, and relieve pressure on the Nijmegen salient with an attack toward Tilburg. Under Montgomery's new directive, the Canadian II Corps would be responsible for clearing the Breskens Pocket. I Corps, meanwhile, was to make simultaneous thrusts northwest to cut off the Zuid-Beveland Isthmus and northeast to capture Tilburg.

Though Eisenhower had stressed that opening Antwerp's port was of utmost significance for continued Allied success in Northwest Europe, Monty's plan had no chance of achieving quick results. Still focused on the 2nd Army's efforts near Arnhem and Nijmegen and the pipedream that the British might end the war by Christmas, the Field Marshall had left the 1st Canadian Army's operations, as important as they were to overall Allied success, as little more than an afterthought. The Canadian front was impossibly long, complicating matters of command and logistics. With the 3rd CID still mopping up the last German resistance at Calais, the II Canadian Corps would not be ready for any major action against the Breskens Pocket until October 6th. I Corps' divergent attacks to the northeast and northwest violated the basic military tenet of concentration of force. Though the German *15. Armee* was in bad shape after months of defeat, poor planning and a lack of focus on the part of the Allied leadership along with adverse weather conditions would ensure that the Battle for the Scheldt would not be won quickly...



I Corps is required to make divergent thrusts to the northeast and northwest to secure its objectives

Notes

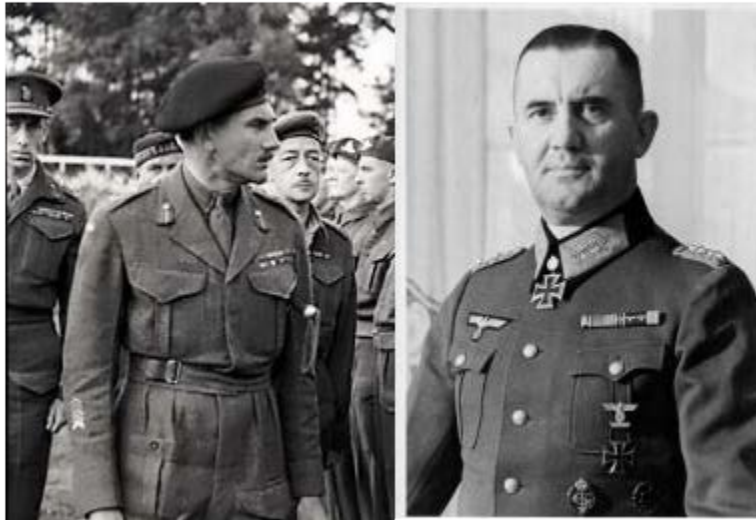
These scenarios cover the first half of the Scheldt Campaign, focusing on the Breskens Pocket and I Corps operations against Tilburg and north of Antwerp.

Objective hexes are balanced strongly in favor of the German player. To achieve a major victory, the Allied player must capture Tilburg and Woensdrecht and clear the Breskens Pocket or, in place of one of these, clear the Zuid-Beveland isthmus and Walcheren. The Allied player's efforts will be hindered by frequent withdrawals of Allied forces.

Strategy Options are available to the Allied player for the deployment of 8th CIB. Historically, 8th CIB was supposed to attack the center of the Breskens Pocket after 7th CIB had secured a bridgehead over the Leopold Canal. Due to the stiff resistance encountered on the canal, General Spry considered deploying it for an attack across the Isabella Polder near Boekhoutte before deciding to use it to reinforce 9th CIB in the assault across the Braakman. The Allied player will be able to choose from any one of these options.

Players may consider playing with the “Indirect Fire and Airstrikes by the Map” optional rule as this enables the Walcheren batteries to provide fire support to the German forces south of the Scheldt.

Some Dutch resistance forces have included on the map as deception units, mainly around 's-Hertogenbosch and Breda. Unlike the Belgian resistance units in #0907_01 and #0907_02, they will not cause German units to disrupt. They may still be recalled and put to use by the Allied player.



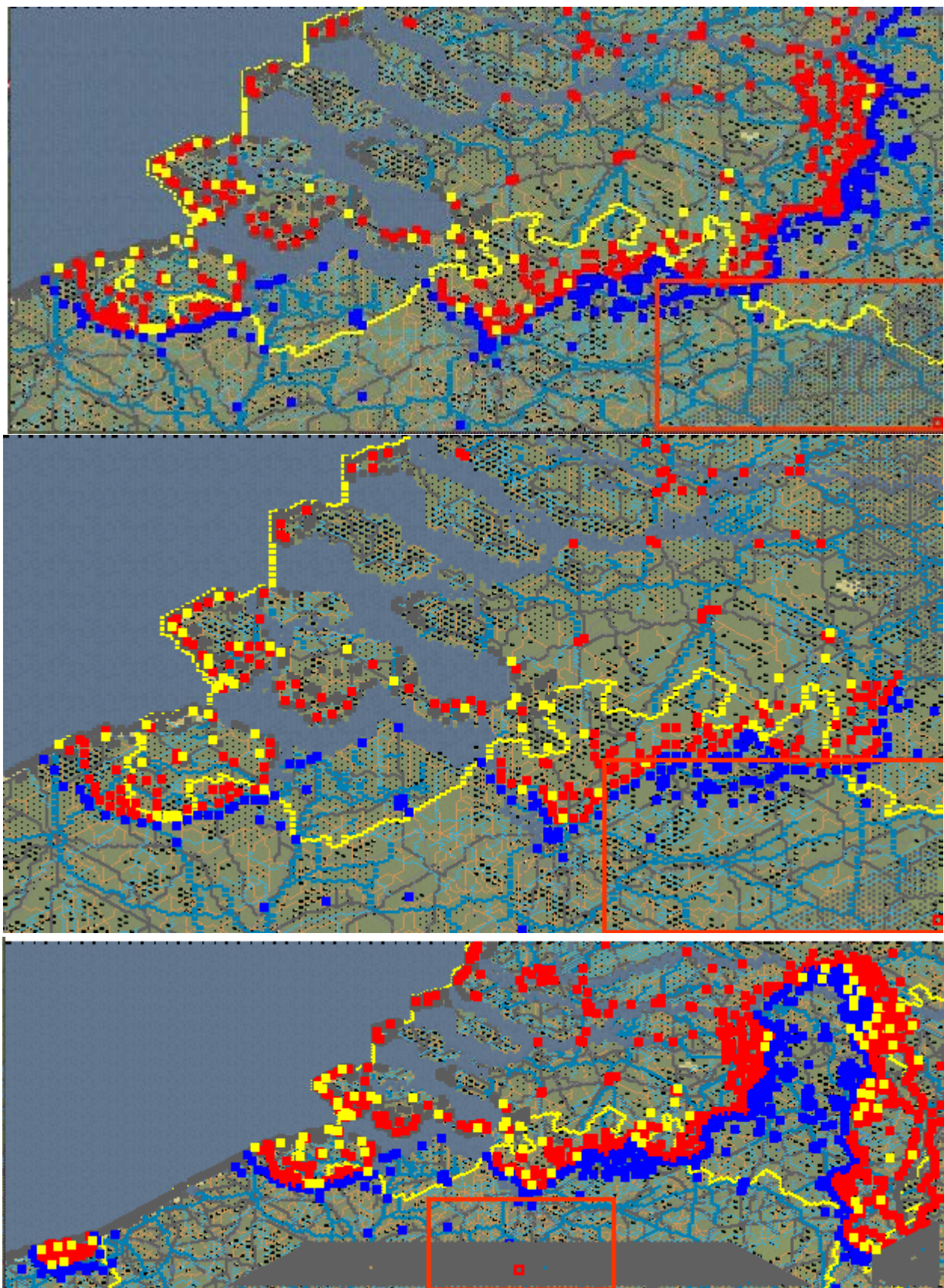
Major General Guy Simonds and General der Infanterie Gustav-Adolf von Zangen led the Allied and German forces in the Scheldt Campaign

Variants

#1001_01 covers the Breskens Pocket and all of North Brabant, including the western side of the Nijmegen salient. Historically, this sector, which included the UK XII Corps and German LXXXVIII. A.K. and LXXXIX. A.K., remained mostly quiet for the half of the Scheldt Campaign and is not necessary to cover the historic action between 1st and 17th of October. These corps have been included because they surely would have come into play had I Corps been more successful in its drive toward Tilburg. Furthermore, their presence creates an interesting dilemma for the German player – he could withdraw forces from LXXXVIII. or LXXXIX. A.K. to parry I Corps' attack but doing so would weaken his left flank. This version of the scenario is best experienced in PBEM play.

#1001_01a is a small version of the campaign which cuts out LXXXVIII. A.K., LXXXIX. A.K., and XII Corps. The scenario is perhaps more likely to play out historically as the Allied player cannot pressure Tilburg from the east, however the likely effects of a successful I Corps thrust to Tilburg cannot be represented, nor is the German player presented with the same challenges of command. This variant was created with games against the AI in mind, but it is perfectly suited for PBEM play.

#1001_01b is a very large scenario which includes 21st Army Group's entire area of operations from the 1st to 17th of October. It is intended as a sort of “playground” for the Allied player to pursue a range of operational objectives, perhaps going “all in” against the Maas Salient or Scheldt estuary, initiating the planned but subsequently cancelled “Operation Gatwick” against the Reichswald, or attacking Dunkirk. The scenario is unlikely to end in a historic result. It is only intended for PBEM play.



The relative size of #1001_01 (top), #1001_01a (middle), and #1001_01b (bottom)

Recommended Reading

Beale, Peter. *The Great Mistake*

Didden, Jack and Martin Swaarts. *Herbst Sturm/Autumn Gale*

Moulton, J.L. *Battle for Antwerp*

Rawling, Gerald. *Cinderella Operation*

Stacey, C.P. *The Victory Campaign*

Thomas, Graham. *Attack on the Scheldt*

Whitaker, W. Denis and Shelagh Whitaker. *Tug of War*

Williams, Jeffrey. *The Long Left Flank*

Zuehlke, Mark. *Terrible Victory*

#1001_02_Rijkevorsel_Bridgehead "Crossing the Border"

Date: October 1-5

Turns: 43

Size: Medium

Preferred Mode: PBEM, but also suitable for vs. AI

First Side: Allied

Description

After the Failure of Operation Market Garden, Field Marshall Bernard Montgomery issued a new directive to the 21st Army Group on the 27th. The 1st Army was to continue operating with "all available strength" out of the Nijmegen salient toward Germany. Meanwhile, the 1st Canadian Army, already strung out from Calais to Turnhout, was given additional responsibilities. It was to provide a force to cover the German pocket at Dunkerque (though the capture of Dunkerque was no longer a priority), clear the Scheldt estuary, and relieve pressure on the Nijmegen salient with an attack to Tilburg. The new directive required I Corps to make simultaneous, divergent attacks to the northeast and northwest, violating the basic military tenant of concentration of force.

After days of hard fighting at Rijkevorsel and Merxplas, the 1st Polish Armoured and 49th (West Riding) Divisions had established a bridgehead on the northern bank of the Turnhout canal near the Belgian-Dutch border and I Corps was ready to begin its offensive in earnest on October

1st. The Polish armor would lead the northeasterly attack toward Tilburg, advancing through Zondereigen, Baarle-Nassau, and Alphen. Meanwhile, the 5th and 6th Canadian Infantry Brigades, having failed to establish a bridgehead of their own, would attack west out of the Polish bridgehead to clear the Turnhout Canal. On the second day, the 4th Canadian Infantry Brigade, supported by an improvised force of Belgian resistance fighters, would attack out of Antwerp with the goal of reaching Woensdrecht and cutting off the Zuid-Beveland isthmus from the mainland. 49th (West Riding) would go into action on the 3rd, attacking toward Tilburg on the Poles' right through Poppel and Goirle. A brigade-sized formation labelled "Bobforce," composed of anti-tank and "jobless" anti-aircraft personnel, would attempt to cover the gap that would necessarily open between the Canadians and Poles as they attacked in opposite directions.

I Corps was opposed by three badly-off German coastal divisions. 711. I.D. and 346. I.D. had been badly mauled during the retreat through France and Belgium. With much of its infantry strength detached, 719. I.D. had become a "pawn shop" of military miscellany - Luftwaffe recruits, "stomach" troops, and Dutch SS. Despite the apparent weakness of the German position, I Corps was in for a difficult fight. Crocker and his men had been issued a difficult task, perhaps rendered impossible by nature - the weather was firmly on Germany's side...



MNR/NKB resistance fighters pose with Canadian infantry north of Antwerp

Notes

This is a sub-scenario of #1001_01 covering the first five days of 1st Canadian Army's offensive.

Recommended Reading

Same as #1001_01

#1006_01_Breskens_Pocket "Operation Switchback"

Date: October 6-16

Turns: 98

Size: Small

Preferred Mode: PBEM or vs. AI

First Side: Allied

Required Optional Rules: Indirect Fire and Airstrikes by the Map

Description

Less than a week after mopping up the last German resistance at Calais, Major General Daniel Spry's 3rd Canadian Infantry Division was ordered to reduce the Breskens Pocket. This Canadian offensive, codenamed "Operation Switchback", was a critical component of the larger Allied plan to open the Scheldt River and the port of Antwerp. Though the Canadians enjoyed considerable artillery support and total air superiority, the task at hand would not be easy.

Since late-September, the Breskens pocket had been designated *Festung Schelde-Süd*, or "Scheldt Fortress-South." Kurt Eberding, commander of the 64. I.D. was named *Festungskommandant* and tasked with defending the pocket to the last. His reinforced division occupied a blocking line behind the Leopold and Schipdonk Canals and was well-protected by deep trenches and concrete fortifications. Behind this line, the land was crisscrossed by a maze of drainage ditches, dikes, finger lakes, and patches of woods. Furthering the defense, the Germans had flooded large swaths of ground on the eastern and western perimeters.

Unable to employ tanks on this difficult ground, the Canadians would have to rely on infantry and artillery. General Spry's plan called for the 7th Canadian Infantry Brigade to open the offensive with an attack across the Leopold Canal between Sint-Laureins and Eede. Once this sector of the Canal was secured, the 8th CIB would leapfrog the 7th and advance north up the Eede-Draaibrug road, splitting the German force in two. Finally, the 9th CIB would conduct an amphibious landing across the Braakman and position itself in the German rear, sealing the fate of Fortress Scheldt-South. The Canadian infantry set out for the Leopold Canal before dawn on the 6th. The rain-swollen canal would prove to be a formidable obstacle and Eberding's men took their role as fortress defenders more seriously than had the recently vanquished Calais garrison. The Canadians were in for a long fight and Spry's carefully laid plans would have to change...

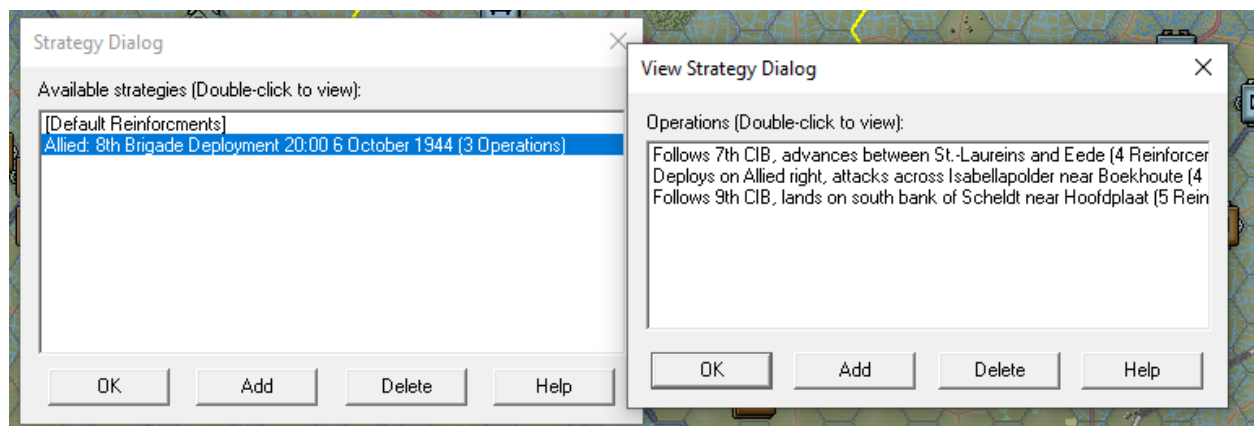


German defenders on the perimeter of the Breskens Pocket. Defensive inundations can be seen in the background.

Notes

This Scenario covers the first ten days of Operation Switchback.

Strategy Options are available to the Allied player for the deployment of 8th CIB. Historically, 8th CIB was supposed to attack the center of the Breskens Pocket after 7th CIB had secured a bridgehead over the Leopold Canal. Due to the stiff resistance encountered on the canal, General Spry considered deploying it for an attack across the Isabella Polder near Boekhoute before deciding to use it to reinforce 9th CIB in the assault across the Braakman. The Allied player will be able to choose from any one of these options.



Allied strategy options

This scenario should be played with the "Indirect Fire and Airstrikes by the Map" optional rule to enable the Walcheren batteries to fire in support of the German forces south of the Scheldt.

Recommended Reading

Beale, Peter. *The Great Mistake*

Moulton, J.L. *Battle for Antwerp*

Rawling, Gerald. *Cinderella Operation*

Stacey, C.P. *The Victory Campaign*

Thomas, Graham. *Attack on the Scheldt*

Whitaker, W. Denis and Shelagh Whitaker. *Tug of War*

Williams, Jeffrey. *The Long Left Flank*

Zuehlke, Mark. *Terrible Victory*

#1006_02_Poppel "The Fire Brigade"

Date: October 6-7

Turns: 12

Size: Small

Preferred Mode: vs AI, but also suitable for PBEM

First Side: Axis

Description

49th (West Riding) Division attacked northeast toward Tilburg on October 3rd, advancing on the right of the 1st Polish Armoured Division. The British crossed the Turnhout Canal unopposed and on the October 4th the 146th Infantry Brigade captured Poppel after a brief fight. The German defenders seemed to be nearing total collapse. The next day the 5th Lincolns, supported by Canadian armor, pushed toward Tilburg but were repulsed at Goirle by assault guns from s.Pz.Abt. 559. General Reinhard ordered his reserve, Kampfgruppe Chill, to follow up on this success and to counterattack toward Poppel on the 6th. After an artillery bombardment, four of Chill's five battalions pushed forward. Though the men of the 146th Infantry Brigade were tired and outnumbered by the German attackers, they could rely on the awesome firepower of the Royal Artillery to carry the day...

Notes

Some German units on the flanks and rear of the action are not released. They are present for the sake of historic interest and to keep the map from feeling overly constricted.

This scenario is best experienced as against the AI as the Axis player but is also suitable for PBEM play.

Suggested Reading

Didden, Jack and Martin Swaarts. *Herbst Sturm/Autumn Gale*

#1006_03_Hoogerheide "Toward the Isthmus"

Date: October 6-8

Turns: 25

Size: Small

Preferred Mode: PBEM, but also suitable for vs. AI

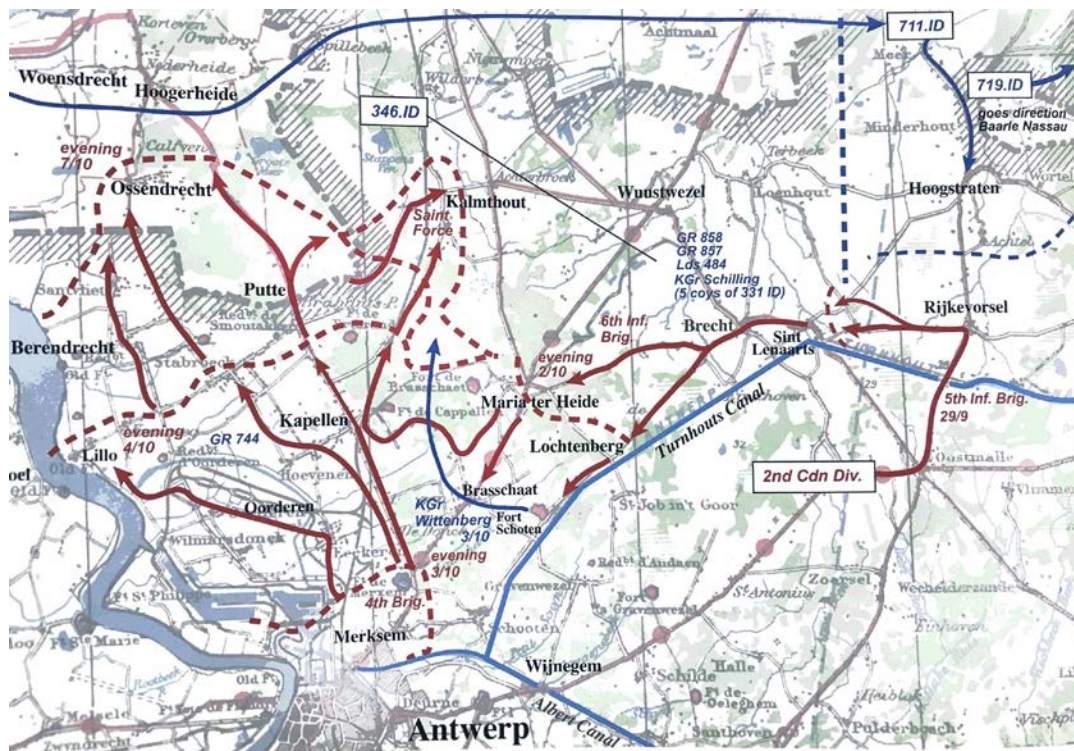
First Side: Allied

Description

The 2nd Canadian Infantry Division's northwesterly advance toward the Zuid-Beveland Isthmus got off to a good start. Stiff local resistance at Brecht, Mersksem, and Oorderen was quickly overcome and by October 4th the badly understrength 346. I.D. was in full retreat. 4th Canadian Infantry Brigade concentrated on the Dutch border at Putte and prepared to attack toward Ossendrecht and Hoogerheide. After these towns fell, the 5th Canadian Infantry Brigade was to "leapfrog" the 4th and capture Woensdrecht, completing the isolation of the isthmus. The German front was buckling and on the verge of collapse. Victory in the first phase of the campaign to open the Scheldt seemed near at hand...

Notes

This scenario starts midway through the Canadian advance from Merksem. The German forces are in disarray and the German player must skillfully utilize his battered units to delay the Canadians until *Kampfgruppe Chill* arrives. Because of the exceptional difficulty of the scenario for the German player, this scenario is best experienced as PBEM game, though it can be played vs. the AI.



The advance from Antwerp. From Didden & Swaarts' Herbststurm/Autumn Gale

Recommended Reading

See #1001_01.

#1009_01_Hoogerheide_2 "Stalemate"

Date: October 9-10

Turns: 16

Size: Small

Preferred Mode: vs. AI

First Side: Axis

Description

The battered 346. I.D. could do nothing to check the 2nd Canadian Infantry Division's advance. With the fall of Woensdrecht and the isolation of the Zuid-Beveland Isthmus imminent, Von Zangen had no choice but to once again call upon *Kampfgruppe Chill* to restore the situation. On the night of October 7th-8th, he ordered Chill to break off his attack toward Poppel and send *Kampfgruppe Von Der Heydte* to reinforce the crumbling 346. I.D. The paratroopers loaded into trucks and sped west to Bergen op Zoom, arriving just in time to halt the Canadian Black Watch's advance toward Korteven. Skirmishes continued throughout the night, and on the

The situation around Woensdrecht and Hoogerheide, from The Victory Campaign.

#1012_01_Overloon_2 "Operation Aintree"

Date: October 12-14

Turns: 22

Size: Small

Preferred Mode: PBEM or vs AI

First Side: Allied

Required Optional Rules: Indirect Fire and Airstrikes by the Map

Description

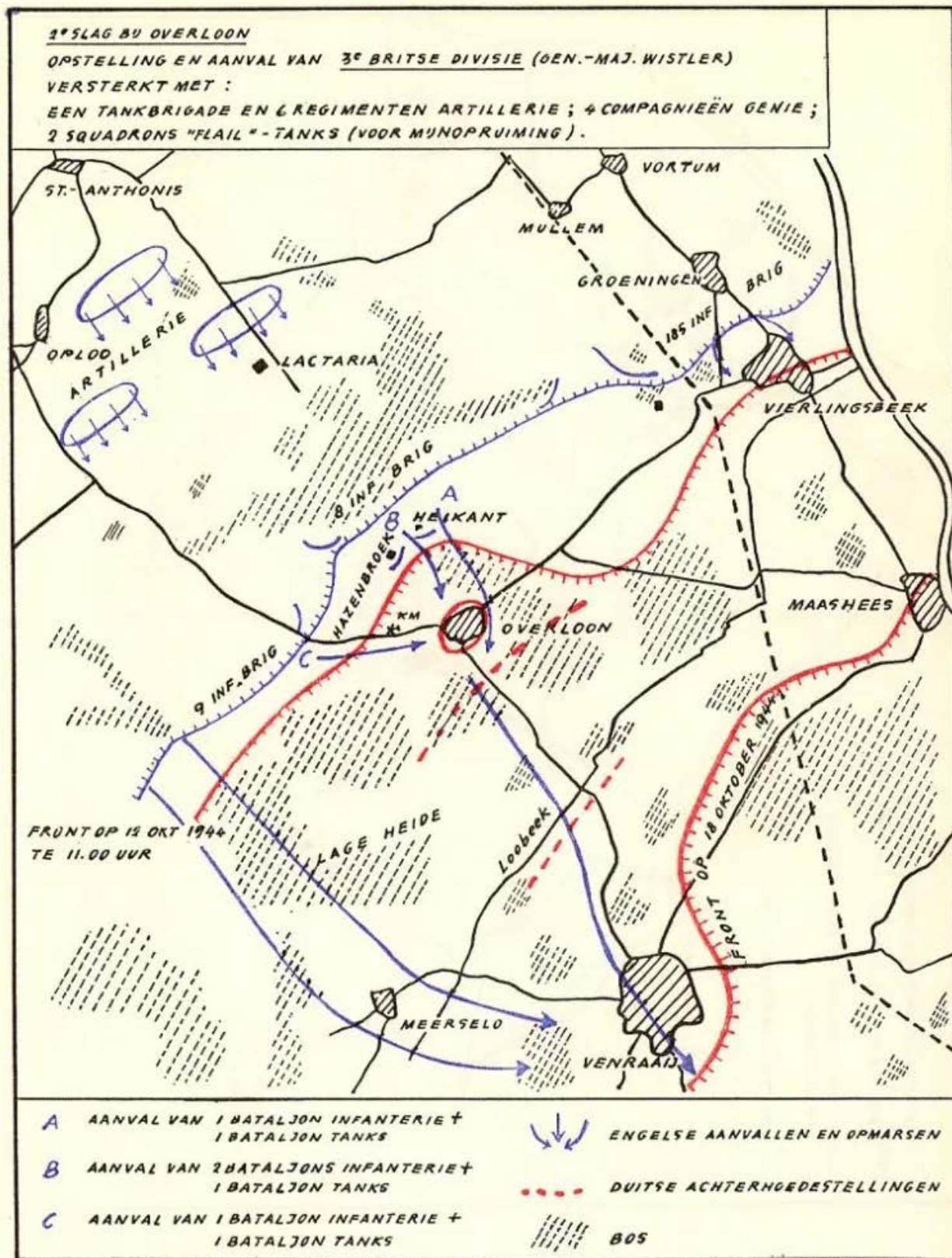
The Allies' first effort to clear the Maas Salient was a dismal failure. Despite Sylvester's bluster, his 7th Armored Division was unable to clear the woods around Overloon, much less the entire salient, and, after a week of frustration and bitter defeat, the Americans were relieved by the British 11th Armoured Division on October 7th. Three days later, after conferring with Montgomery and Dempsey, General Richard O'Connor of VIII Corps issued orders for Operation Constellation. This new offensive against the Maas Salient was to involve more forces than the first and was to be carried out in stages. Phase 1, codenamed "Operation Castor", called for the 3rd Infantry Division to breach the German lines at Overloon and continue to Venraij. In Phase 2, "Operation Pollux," the 11th Armoured Division would leapfrog the 3rd Infantry and proceed toward Venlo. Phases 3 & 4, "Sirius" and "Vega," involved attacks on the southern end of the salient by the US 7th Armored and 15th (Scottish) Infantry divisions.

While the Allies planned their new offensive, the Germans busily reorganized the defense of Overloon and Venraij. The staff of the *344. Infanterie-Division*, led by Oberst Rudolf Goltzsch, took command of the German troops in the Overloon sector (Walther was transferred to the Eastern Front to command a Luftwaffe *Panzergrenadier* division). *Bataillon Paul* was moved to the center to defend the critical Overloon sector while *Fallschirmjäger-Regiment Löytved-Hardegg* and *Kampfgruppe Hermann* took over for the withdrawn SS troops in the



Churchill tanks of 6th Guards Tank Brigade advance toward Overloon

north. Panzer-Brigade 107 and Luftwaffe-Festungs-Bataillon II remained in reserve.



2nd Battle of Overloon situation map

VIII Corps launched its attack at midday on October 12th. The first phase of the offensive now renamed "Operation Aintree," followed a familiar, methodical approach. Concentrated on a narrow front and backed up by incredible firepower, the 8th Infantry Brigade was to open the offensive with an attack against Overloon and the surrounding woods. After the brigade had achieved its objective, the 9th Infantry Brigade would pass through its lines and continue to Venraij. 185th Infantry Brigade was in reserve. Though the British devoted more men, firepower, and planning to the attack than the Americans had two weeks prior, they too underestimated the German will to resist and the difficulty of the terrain. The Second Battle of Overloon, like the First, was to be a hard-fought, bloody, and miserable affair...

Notes

Though the Allied operational plan called for attacks on the southern end of the Maas Salient by 7th Armored Division and 15th (Scottish) Infantry Division, these were postponed and cancelled due to 3rd Infantry Division's slow progress. Only the area around Overloon is included in the scenario.

The UK 11th Armoured Division and US 7th Armored Division are fixed for the duration of the scenario. Historically these divisions remained static during the first three days of Operation Aintree and their release would severely unbalance the scenario. Some elements of these divisions will be released when spotted and may pressure the German front. They are present to discourage the German player from shifting all of *Einsatz-Division Nr. 180* to the Overloon sector. Both these units will be released for action in #1016_01_Venraij.

Recommended Reading

See #0930_01.

#1013_01_Woensdrecht "Black Friday"

Date: October 13th

Turns: 8

Size: Small

Preferred Mode: vs. AI only

First Side: Allied

Description

The bloody fighting of October 9th-10th culminated in a stalemate. By counterattacking at Hoogerheide, *Fallschirmjäger-Regiment 6* had effectively blunted any Canadian advance east of Woensdrecht, but it sustained heavy casualties in the process. Meanwhile, the Canadian attack to the west went nowhere - the Royal Regiment of Canada was unable to make any headway assaulting the railroad embankment and failed to cut off the isthmus. Brigadier Keebler ordered a

new attack on the embankment for October 13th. With his division stretched out on an approximately 30 km front, he could muster no more than one battalion for the effort. As dawn broke on Friday the 13th, the men of the Canadian Black Watch set out, advancing over open ground toward their own slaughter in a day of battle forever etched in the regimental history as "Black Friday..."

Notes

This very short scenario focuses on the Canadian Black Watch's assault west of Woensdrecht on the 13th. The *Kampfgruppe Chill*'s counterattack east of Huijbergen is also included. Because of the exceptionally short duration, many units are not released. They have placed on the map to give players a sense of the German and Canadian dispositions.

This scenario is only intended for play against the AI and is not suitable for PBEM play.

Recommended Reading

See #1006_03.

#1016_01_Venraij "...every bloody thing quite bloody."

Date: October 16-18

Turns: 25

Size: Small

Preferred Mode: PBEM or vs AI

First Side: Allied

Description

Employing all three of its brigades and backed up by awesome firepower, the 3rd Infantry Division finally succeeded in clearing Overloon and the surrounding woods on October 14th. After three days of intense action the division had lost one hundred twenty-three dead and many hundreds more wounded. The British paused for a day to rest and regroup before the continuation of the offensive on the morning of the 16th.

At dawn the 185th and 8th Infantry Brigades were to attack the German line south of the Loobeek toward Venraij while the 9th Infantry Brigade, cooperating with elements of 11th Armoured Division, would attempt to pinch off the exposed German battalions north of Meerselo. Meanwhile, US 7th Armored Division's Combat Command



British troops enter Venraij

B was to join the battle with an attack toward IJsselsteijn before pushing south to Griendstveen. Though the *Fallschirmjäger* battalions of *Kampfgruppe 344. I.D.* were running out of men after their two-week defense of Overloon, they suffered from no shortage of courage and were prepared defend Venraij at any cost. Once again, the 3rd Infantry Division was in for a vicious battle through mud, rain, and landmines against a determined enemy...

Recommended Reading

See #0930_01.

#1020_01_Scheldt_Campaign_II "Terrible Victory"

Date: October 20-November 8

Turns: 178

Size: Large

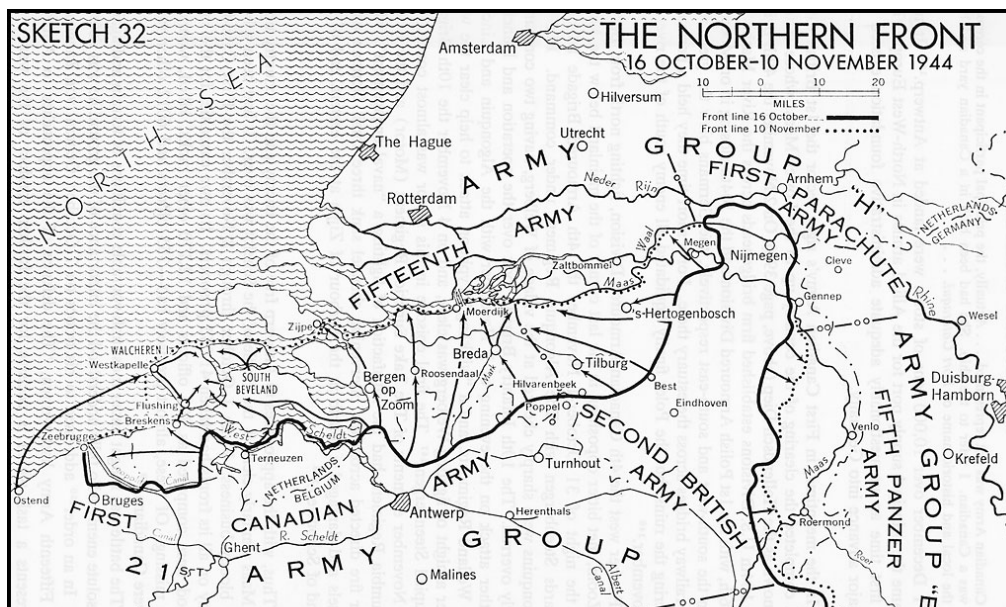
Preferred Mode: PBEM

First Side: Allied

Required Optional Rules: Indirect Fire and Airstrikes by the Map; Optional Amphibious Rules

Description

Called out by Eisenhower for his Army Group's lack of progress in the Netherlands and threatened with dismissal should Antwerp not be opened promptly; Field Marshall Montgomery placed a hold on further operations at Arnhem and the Maas Salient on October 17th. The 21st Army Group's sole focus was now the Scheldt Estuary. After pausing three days to reorganize, the Commonwealth armies attacked.



Situation map from C.H. Stacy's The Victory Campaign

The new offensive would start with two operations, Suitcase and Pheasant. Suitcase was scheduled for the morning of October 20th with a northward attack by the 4th Canadian Armoured and 49th (West Riding) divisions. Once these forces reached the Dutch border the 2nd Canadian Infantry Division was to resume its effort to cut off the Zuid Beveland Isthmus. XII Corps' Operation Pheasant would commence on October 22nd and unfold in stages. First, the 53rd (Welsh) and 7th Armoured divisions would attack west toward 's-Hertogenbosch. The 51st (Highland) Division would spring into action on the 23rd followed by the 15th (Scottish) Division on the 24th. As the Scottish approached Tilburg, the 4th Armoured Brigade was to pressure the city from the south. 1st Polish Armoured Division, on the boundary between the Canadian and British field armies, would hold in place until the situation allowed an easy advance toward Breda. As Suitcase and Pheasant unfolded, the 3rd Canadian Infantry Division would work to clear the remaining Germans in the Breskens pocket with all haste. The reduction of the German positions in Noord Brabant and the Breskens pocket would enable II Canadian Corps to initiate operations against the northern banks of the Scheldt. First, two brigades of the 2nd CID would plunge westward across the Zuid Beveland isthmus in Operation Vitality I. These would be joined by elements of the 52nd (Lowland) Division making an amphibious landing near Hoedekenskerke in Operation Vitality II. The offensive would culminate with Operation Infatuate, an amphibious assault against Walcheren Island tentatively scheduled for November 1st and slated to include the 4th Special Service Brigade and the remaining portion of the 52nd Division.

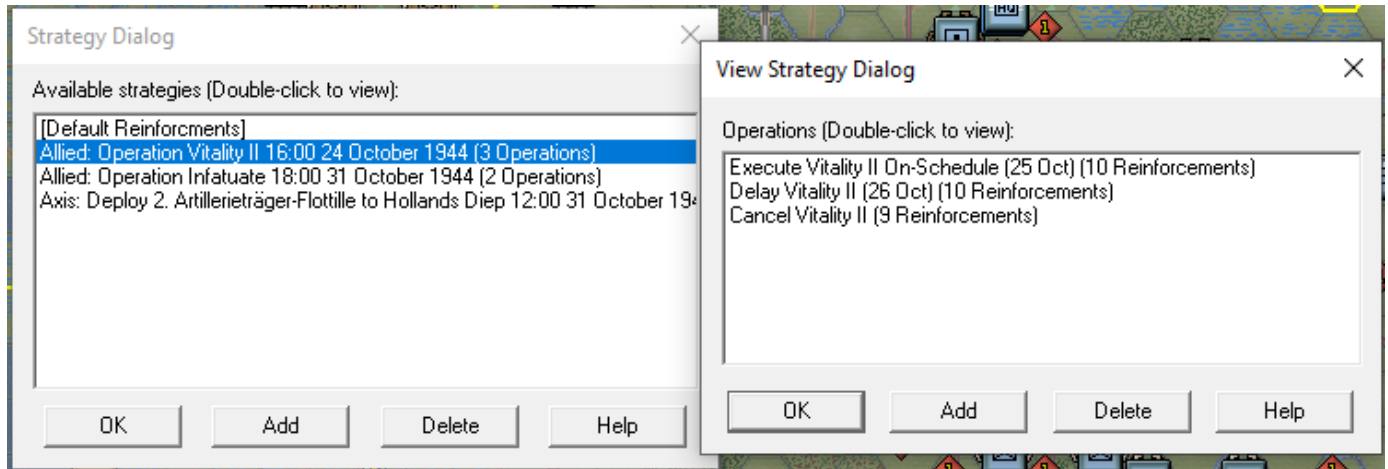
The three-day lull in fighting also afforded the German *15. Armee* time to rest and reorganize. The insertion of the *256. Volksgrenadier-Division* into the line between Best and Alphen allowed the *56. I.D.* to shorten its lines and *245. I.D.* (possibly Von Zangen's strongest division) to shift westward to reinforce *LXVII. A.K.* Additionally, the arrival of two *Sturmgeschütz* brigades provided the ragtag *15. Armee* an armored backbone. Though Von Zangen had proven his worth as a commander by skillfully marshalling his meager forces to frustrate the 1st Canadian Army's efforts for three dreadful weeks and his army's situation had improved with the arrival of additional forces, the coming Allied offensive was far too powerful for the German defenders to withstand. The defeat of the *15. Armee* in Noord Brabant and the Scheldt Estuary was a foregone conclusion, but Von Zangen was under orders to delay the inevitable by all possible means. Every day supplies failed to arrive in Antwerp weakened the Allied Expeditionary Force ahead of a planned counterstroke through the Ardennes. Though the Allies possessed an incredible material advantage, the soldiers of the 1st Canadian Army would first have to endure more than two weeks of terrible fighting through mud, mines, and water against a determined foe...

Notes

This scenario covers the second half of the Scheldt Campaign, from the initiation of Operation Suitcase to the fall of Walcheren and Moerdijk.

The Allied player has Strategy Options concerning Operation Vitality II and Operation Infatuate, the amphibious landings in Zuid-Beveland and Walcheren. He may choose to start Operation

Vitality II on its planned date (the 25th), delay it to the date it was historically executed (the 26th), or cancel the operation. If Vitality II is cancelled the element of 52nd (Lowland) Division that would have landed on Zuid-Beveland will instead be placed as reinforcements near Terneuzen. The Allied player may choose to execute Operation Infatuate on the historic date or cancel it. If Operation Infatuate is cancelled, the elements of 52nd Division that would have landed at Vlissingen will instead arrive as reinforcements southeast of Breskens and the 4th Special Service Brigade and Force T will not arrive.



Strategy Options

The German player has a strategy option for the deployment of *2. Artillerieträger-Flotille*. Historically, this flotilla deployed to Hollands Diep to support the *15. Armee* in the final stages of the campaign in North Brabant. The German player may choose to follow history, or he may choose to cancel the deployment if *15. Armee* has already been pushed out of North Brabant or he thinks the gunboats will make little difference to the outcome. Naval targets are especially valuable, so the German player risks a significant loss in points if too much of the flotilla is destroyed.

Releases of Allied divisions are staggered to coincide with the historic Allied operational orders. Some frontline units will likely be spotted and released prior to their division's designated release time.

The exceptionally long delay before the 1st Polish Armoured Division is released is intentional. This was the last division to go into action in the offensive in North Brabant. Owing to the manpower crisis in the Polish Army in the West and 1st Polish Armoured Division's dwindling numbers, Canadian commanders were hesitant to commit the division to battle and it did not move forward until after the units on its front were already retreating toward Breda. It is possible that the division may be held in place even as events in North Brabant develop rapidly. Certainly, if Allied commanders did not need to commit the division to the battle they would not have.

Though 256. *Volks grenadier-Division* was technically still in the process of relieving elements of 245. *Infanterie-Division* at the start of the scenario, these two divisions are deployed on map as though the relief had just been completed. This sector of the front was not attacked in the first hours of the battle and the decision to deploy these units in this way, though not strictly correct, seemed to encourage a more historic usage for both divisions.

As in #1001_01, some Dutch resistance forces have been included on the map as deception units, mainly around 's-Hertogenbosch and Breda. They will not cause German units to disrupt but may still be recalled and put to use by the Allied player.

This scenario may be played with the "Optional Indirect Fire and Airstrikes by the Map" optional rule to enable the Walcheren batteries to fire in support of German units south of the Scheldt.

Objective hexes alone are not sufficient to provide the Allied player with a major victory. He must inflict disproportionate losses on the enemy.



An anti-tank team from Fs.Jg.Rgt. 6 near Woensdrecht.

Recommended Reading

Beale, Peter. *The Great Mistake*

Didden, Jack and Martin Swaarts. *Herbst Sturm/Autumn Gale*

Moulton, J.L. *Battle for Antwerp*

Rawling, Gerald. *Cinderella Operation*

Stacey, C.P. *The Victory Campaign*

Thomas, Graham. *Attack on the Scheldt*

Whitaker, W. Denis and Shelagh Whitaker. *Tug of War*

Williams, Jeffrey. *The Long Left Flank*

Zuehlke, Mark. *Terrible Victory*

#1020_02_Wuustwezel "Operation Suitcase"

Date: October 20-22

Turns: 24

Size: Medium

Preferred Mode: PBEM or vs AI

First Side: Allied

Description

By mid-October it was clear that Montgomery's plan to simultaneously clear the Scheldt estuary, liberate Tilburg, and reduce the Maas salient in preparation for an offensive into Germany had failed. On the 17th he ordered his forces to temporarily halt all offensive operations. 21st Army Group was to reorganize in preparation for an all-out attack against the German *15. Armee*.

The new offensive was to open on October 20th with Operation Suitcase. The 49th (West Riding) Infantry and 4th Canadian Armoured divisions concentrated against the badly understrength *346. I.D.* Organized in two battlegroups, the 4th Canadian Division was to apply pressure on the *346. I.D.*'s right flank with an attack toward Kalmthout while the 49th (West Riding) made the main Allied effort. The 59th Infantry Brigade would clear the area north and west of Sint-Lenaarts and Brecht. After a hole had had been punched in the German lines an improvised group consisting of tanks and armored cars designated "Clarkeforce" would speed northwest up the highway through Wuustwezel toward Essen without concern for its flanks.

Once the 346. I.D. had been pushed back to the border, the 2nd Canadian Infantry Division, now concentrated on a more manageable front, was to resume its attacks against *Kampfgruppe Chill* at Woensdrecht. The whole operation would be amply supported by corps artillery and airpower.

Outmanned and outgunned, the 346. Infanterie-Division alone could not halt the Allied offensive. However, reinforcements from 245. I.D. and two Sturmgeschütz brigades were on their way. Operation Suitcase would not yield a decisive breakthrough into North Brabant easily - Allied progress would be slowed by a series of vicious counterattacks...

Notes

This scenario is a sub scenario of #1020_01 covering the first days of Operation Suitcase.

The German player is at a serious disadvantage in this scenario and will have to thoughtfully deploy his reinforcements to inhibit Allied progress. Only an exceptionally skilled German player can hope to match LXXVI.'s historic performance against the Allied juggernaut. While this scenario can be played against the AI, for the greatest challenge it is best experienced against a human opponent in PBEM play.

Recommended Reading

See #1020_01



A Churchill tank from 34th Tank Brigade (Clarkeforce) crosses "Plum Bridge" near Rijkevorsel

#1021_01_Breskens_Pocket_2 "Operation Switchback, Part II"

#1021_01a_Breskens_Pocket_2 "Operation Switchback, Part II"

Date: October 21-25 October 21-November 2)

Turns: 43 (115)

Size: Small

Preferred Mode: #1021_01 PBEM or vs AI; #1021_01a PBEM only

First Side: Allied

Required Optional Rules: Indirect Fire and Airstrikes by the Map

Description

Major General Spry's carefully laid plans for Operation Switchback went awry from the start. The 7th Canadian Infantry Brigade was stonewalled by fierce German resistance on the Leopold Canal. Unable to advance beyond their tiny bridgehead, the men of the Regina Rifle Regiment and the Royal Winnipeg Rifles suffered heavily under withering fire and relentless German counterattacks. Unable to crack Scheldt Fortress South in the center, Spry shifted the emphasis of 3rd CID's attack to the Braakman crossing, ordering the 9th Canadian Infantry Brigade to follow behind the 8th. The first Canadian soldiers, carried in LVTs, came ashore near Hoofdplaat on October 9th. The 8th and 9th Brigades inched their way forward against an unexpectedly resolute German defense (provided by a security battalion and, in Eberding's words, "odds and ends"). Outflanked, Eberding ordered the last forces to withdraw from the Leopold Canal position on the 19th.

Though it had fought resiliently and frustrated Canadian progress, Eberding's division had suffered heavy losses in the first two weeks of Operation Switchback and was in need of reorganization. Companies and battalions were amalgamated and sailors, artillerymen, anti-aircraft gunners, and other miscellaneous personnel thrown into the infantry ranks. By the 21st Eberding had established a new defensive line. *Kampfgruppe Kuhn* maintained the defense of the Schipdonk Canal and covered the Damse Vaart as far as Sluis. The remnants of Eberding's grenadier regiments and other forces defended the line Sluis-Oostburg-Schoondijke-Breskens.

Spry used the momentary lull in fighting brought about by the German withdrawal to reorganize his forces and prepare for the final assault against the Breskens Pocket. The Stormont, Dundas, & Glengarry Highlanders, supported by flame-throwing crocodiles from 79th Armoured, were to open this new phase of the offensive with an attack against Breskens on October 21st. The following day the North Nova Scotia Highlanders were to pass through the SD&G positions and prepare to attack Fort Frederik Hendrik. Meanwhile, the remainder of the 8th and 9th Brigades would attack Oostburg and Schoondijk and from there force their way to Cadzand. The 7th Canadian Infantry Brigade, recovering from the devastating losses sustained on the Leopold Canal, would remain in reserve until the 25th, at which time it would relieve the 9th CIB. The reinforced 157th Infantry Brigade, on loan from 52nd (Lowland) Division, was to advance toward the Damse Vaart and assault when practicable, but the plans forming for Operation Vitality cast doubt on this brigade's continued involvement in Switchback. As the sun rose on the 21st, the

Allies unleashed a massive artillery barrage on Breskens as the SD&G Highlanders advanced toward their objective. Though the beleaguered defenders of *Festung Schelde-Süd* had already suffered much and the outcome of the pending battle was not in doubt, they would not yield Germany's last bridgehead south of the Scheldt River without a fight...

Notes

These scenarios cover the later stages of Operation Switchback, the Canadian offensive against the Breskens Pocket.

These scenarios should be played with the “Indirect Fire and Airstrikes by the Map” optional rule to enable the Walcheren batteries to fire on targets south of the Scheldt.

Variants

#1021_01 covers only the first few days of the resumed offensive, ending on the 25th. It was designed principally with play against the AI in mind but is also suitable for PBEM play.

#1021_01a covers Operation Switchback to its conclusion and is exceptionally long. It is only intended for PBEM play.

Recommended Reading

Beale, Peter. *The Great Mistake*

Moulton, J.L. *Battle for Antwerp*

Rawling, Gerald. *Cinderella Operation*

Stacey, C.P. *The Victory Campaign*

Thomas, Graham. *Attack on the Scheldt*

Whitaker, W. Denis and Shelagh Whitaker. *Tug of War*

Williams, Jeffrey. *The Long Left Flank*

Zuehlke, Mark. *Terrible Victory*

#1022_01_'s-Hertogenbosch "Operation Pheasant"

Date: October 22-27

Turns: 53

Size: Medium

Preferred Mode: PBEM

First Side: Allied

Description

By mid-October, two weeks since the 2nd Canadian Infantry Division pushed northward from Antwerp, the banks of the Scheldt still had not been cleared and the port of Antwerp remained closed. Infuriated that Montgomery seemingly remained fixated on Arnhem and Nijmegen and had seemingly treated his orders to open Antwerp as an afterthought, on the 14th Eisenhower sent the British Field Marshall a scathing memo, rebuking him for his unwillingness to follow orders and threatening him with dismissal if he was not able to open the port. Two days later, Montgomery ordered the 2nd Army to cease further operations against the Maas Salient and to prepare for a westward offensive out of the Nijmegen salient toward 's-Hertogenbosch and Tilburg. 21st Army Group's full offensive weight was now concentrated against the German 15. *Armee*.

The 's-Hertogenbosch-Tilburg sector was defended by the German *LXXXVIII. Armeekorps* under *General der Infanterie* Hans-Wolfgang Reinhardt. 712. *Infanterie-Division* held the area northwest of 's-Hertogenbosch, 256. *Volksgrenadier-Division* defended the canal from Best to Tilburg, and the 59. *Infanterie-Division* was in the center. Both 712. *I.D.* and 59. *I.D.* had suffered heavily in September and neither were Germany's finest divisions. Poppe's 59. *I.D.* had been particularly ineffective in counterattacks during Operation Market Garden. The 256. *Volksgrenadier-Division* was newly formed and closer to full-strength, but the men were inexperienced and stretched out along a wide front.

The westward offensive, codenamed "Operation Pheasant," was to be conducted by General Ritchie's XII Corps. Despite facing only weak German opposition, the British spent nearly a week preparing for the attack. XII Corps was reinforced by the 53rd (Welsh) and 51st (Highland) Infantry Divisions and other forces. Ritchie's plan for Pheasant was methodical. The 53rd Division, amply supported by corps artillery, tanks, and "funnies" from 79th Armoured Division, would open the offensive early on the 22nd. The 71st and 160th Infantry Brigades would smash through the German positions at Nuland and the 158th Infantry Brigade would pass through the gap and advance toward 's-Hertogenbosch. 51st (Highland) would attack south of 's-Hertogenbosch the following morning and force a crossing of the Dommel. On the third day 15th (Scottish) was to advance toward Tilburg and 7th Armoured Division would insert itself in the gap that would open between the two Scottish divisions. To the south, *Prinses Irene Brigade* and 4th Armoured Brigade would cover the Wilhelmina Canal from Eindhoven to Tilburg and, when the time came, pressure the Germans at Tilburg in support of the 15th Division. After a

Operation Pheasant situation map from Didden & Swaarts' Herbststurm/Autumn Gale



1st Battalion, Ox & Bucks Light Infantry advance toward 's-Hertogenbosch

#1024_01_Vitality_I "Operation Vitality I"

Date: October 24-25

Turns: 17

Size: Small

Preferred Mode: vs. AI, also suitable for PBEM

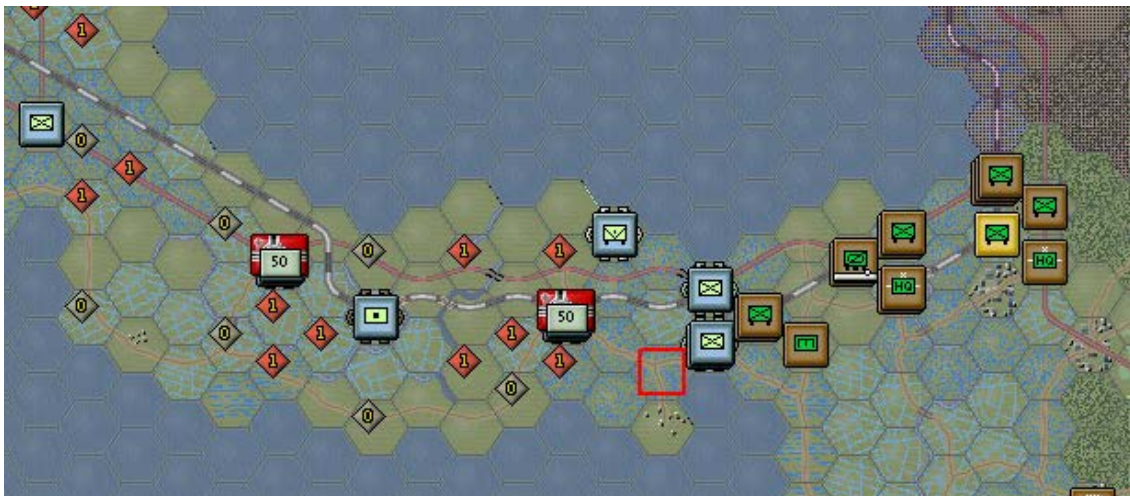
First Side: Allied

Description

With its right flank secured by the advance of I Corps and *Kampfgruppe Chill's* position at Bergen op Zoom threatened by the 4th Canadian Armoured Division, the 2nd Canadian Infantry Division was now ready to initiate Operation Vitality I: the westward advance across the Zuid-Beveland isthmus and the clearance of the northern bank of the Scheldt Estuary.

Zuid-Beveland's defense was entrusted to the over-stretched *70. Infanterie-Division* largely composed of dyspeptics on the fringe of combat fitness. *Grenadier-Regiment 1020* occupied the old Dutch Bath Line defenses at the narrowest point of the isthmus. It was supported by just a single battalion of artillery and some anti-tank guns. The *70. I.D.'s* field replacement battalion and a few companies of pioneers were held in reserve.

Brigadier Keebler, acting commander of the 2nd Canadian Infantry, drew up a bold plan. Supported by strong artillery support, the Royal Regiment of Canada would punch a hole through the outer German defenses in a pre-dawn attack. At sunrise, the Essex Scottish Regiment, carried in trucks, together with Shermans of the Fort Garry Horse and the armored cars of the 14th Royal Canadian Hussars, would pass through the hole in the German lines and speed west across the highway to the Zuid-Beveland Canal on the first day. Keebler's hope for a lighting advance across the isthmus proved to be overly optimistic. Rain, mud, flooding, landmines, well-placed anti-tank guns, and persistent German resistance were to turn Operation Vitality I into a hellish slog...



Operation Vitality I is a claustrophobic affair. The main road across the isthmus is blocked by landmines and obstacles.



Sherman tanks of the Fort Garry Horse cling to the side of a dike. Inundated fields in Zuid-Beveland represented a significant obstacle in the first days of Operation Vitality.

Notes

This scenario covers the first three days of Operation Vitality I, 2nd CID's landward advance across the Zuid-Beveland Isthmus. 52nd (Lowland)'s amphibious operation is covered in #1026_01.

The victory conditions are set according to Allied expectation rather than their historic progress. It is very difficult for the Allied player to reach the canal bridges at Schore.

The objectives hexes at Rilland and Krabbendijke expire. This encourages the German player to conduct a fighting retreat and forces the Allied player to move as quickly as he can.

Recommended Reading

See #1021_01.

#1026_01_Vitality_II "Operation Vitality II"

Date: October 26-28

Turns: 26

Size: Small

Preferred Mode: PBEM or vs. AI

First Side: Allied

Description

The 2nd Canadian Infantry Division's advance across the Zuid-Beveland isthmus was much slower than planned. After a miserable two-day trek through mud and flooded fields, the 4th Canadian Infantry Brigade had only made it as far as Krabbendijke - only halfway to its first day objective! Due to the Canadians' slow progress, the 52nd (Lowland) Division's amphibious landing, codenamed "Vitality II," was pushed back a day.

Despite the disappointing start to Operation Vitality, 70. I.D.'s position on the isthmus was untenable. The Germans had suffered heavily in the retreat from Bath to the Zuid-Beveland Canal and were in no shape to further contest the Canadian advance. Making matters worse, the defenses on the north bank of the Scheldt were thin and could not hope to halt a determined Allied landing. The Lowlanders landed before dawn on the 26th and Zuid-Beveland, occupied by the enemy for four and half years, would soon be liberated...

Notes

This scenario picks up Operation Vitality from 52nd (Lowland) Infantry Division's amphibious landing on the 26th.

Most objective hexes expire near the end of the scenario to encourage the German player to retreat. The valuable objective hex on the western edge of the Sloedam is not necessary for an Allied major victory but will ensure an Allied major victory if captured.

Recommended Reading

See #1021_01.

#1027_01_Meijel "Battle of the Canals"

Date: October 27-29

Turns: 31

Size: Medium

Preferred Mode: PBEM, also suitable for vs AI

First Side: Axis

Description

Around 15:00 on October 16th, as his corps was pushing toward Venraij, General O'Connor received a call from 2nd Army Headquarters. 21st Army Group was to focus solely on the Scheldt River and Operations Vega and Sirius, the final stages planned for the reduction of the Maas Salient, were cancelled. 15th (Scottish) Division was to be handed back to XII Corps for operations in Noord Brabant. Shortly after the fall of Venraij, O'Connor halted further offensive operations and VIII Corps settled into defensive positions. The cessation of the Allied offensive provided a much-needed reprieve for *LXXXVI. AK* and likely spared *Kampfgruppe 344. I.D.* and *Einsatz-Division Nr. 180* from total annihilation. *General der Infanterie* Hans von Obstfelder took the opportunity to rearrange his forces. *Kampfgruppe 344. I.D.*, taking with it *Kampfgruppe Hermann* and *Bataillon Paul*, deployed to the southern end of the salient behind the Noordervaart and Deurne canals while *7. Fallschirmjäger-Division* (formerly *Fallschirmjäger-Lehr-Division Erdmann*) took over the threatened northern sector behind Venraij.

As the situation calmed down in the Maas Salient, the battle intensified in Noord Brabant as the Allies launched Operation Suitcase on October 20th and Pheasant on October 22nd. Under immense pressure from three Allied corps, Von Zangen's *15. Armee* teetered on the brink of collapse. To relieve pressure on Von Zangen's army, *Generalfeldmarschall* Walter Model dispatched *XXXXVII. Panzerkorps*, consisting of the rebuilt *9. Panzer-Division* and *15. Panzer-Grenadier-Division*, to *1. Fallschirm-Armee* with orders to attack the thin Allied defenses in the Peel Marshes. The offensive was scheduled for October 27th. *Luftwaffe* troops from *LXXXVI.*

AK. would make supporting attacks across the Noordervaart and Weseem-Nederweert canals while 9. *Panzer* led the main effort through Meijel. Once 9. *Panzer* had achieved some success, 15. *Panzer-Grenadier-Division* was to be thrown into action on its right for an attack toward Liesel. Though Model did not believe the offensive could achieve lasting results, he hoped that it might draw a few Allied divisions out of Noord Brabant.

The German attack was to fall against the US 7th Armored Division. Since the conclusion of Operation Constellation, 7th Armored had patrolled an approximately thirty-five-kilometer front between Griendstveen and Hunsel with only limited enemy contact. Discounting reports from the Dutch resistance that the enemy was massing for an attack against Meijel, General Sylvester made no effort to strengthen the thinly spread elements of 87th Armored Reconnaissance Squadron which defended the village. Sylvester's lack of judgement would once again cost his division dearly and once again British infantry would be required to bail the Americans out...

Design Notes



The defenders of Meijel are overmated in the first turns of the scenario

In addition to the 7th Armored Division war diaries, the books and articles listed below were the only sources we could access which cover this battle in any detail. Other than *Panzergrenadier-Regiment 104*, we could not verify which elements of 15. *Panzergrenadier-Division* participated in the battle. We have included the divisional artillery and anti-tank battalion along with *Pz.Gr.Rgt. 104*, but we cannot be certain that these units were present or that other elements of the division were not.

Recommended Reading

Johnston, W. Wesley. *Battle of the Canals*

Korthals Altes, A. and N.K.C.A.A. in't Veld. *The Forgotten Battle*

Schulten, J.W.M. "De strijd bij Meijel," *Militaire Spectator* (Dutch language)

#1028_01_Zuydcoote "Independence Day"

Date: October 28

Turns: 6

Size: Small

Preferred Mode: vs. AI only

First Side: Allied

Description

On September 27th Montgomery ordered the 1st Canadian Army to focus its efforts on Antwerp and Tilburg. Plans to capture Dunkirk, the last of the French channel ports still in German hands, were abandoned. A small force would be left to cover the German garrison as the 3rd Canadian Infantry Division and 154th Infantry Brigade were shifted to the north. The decision to lay siege to Dunkirk provided the perfect opportunity to utilize the Czechoslovak Independent Armored Brigade Group (CIABG). Czechoslovak troops had fought well in the Battle of France and the Siege of Tobruk and the Czechoslovak government-in-exile had lobbied hard to send their ground forces to the front. Allied military leadership, however, recognized that there were insufficient Czech replacements available to sustain prolonged combat operations. At Dunkirk, the Czechs could provide meaningful service to the Allied war effort while avoiding unsustainable casualties.



Czech soldier patrols the perimeter of Fortress Dunkirk

CIABG arrived at the port city on October 8th-9th, forming the core of "Dunkirk Force." Commanded by the Czech general Alois Liska, Dunkirk Force included Liska's own brigade, British and Canadian artillery and anti-aircraft elements, and a few battalions formed from liberated French manpower. Though ordered not to conduct major offensive operations against the German garrison, Liska's men were eager to fight and discontent to sit and observe the Germans from afar. Liska planned a major raid for October 28th - the 26th anniversary of Czechoslovak independence.

The Czechoslovak Motorized Infantry Battalion was to attack north of the Nieuport-Dunkerque Canal while the 2nd Tank Battalion made the main effort to the south. The purpose of the raid was not to hold enemy territory, but to capture as many prisoners as possible. Shortly after 06:00, the Czechs set out under the cover of low clouds and rain...

Notes

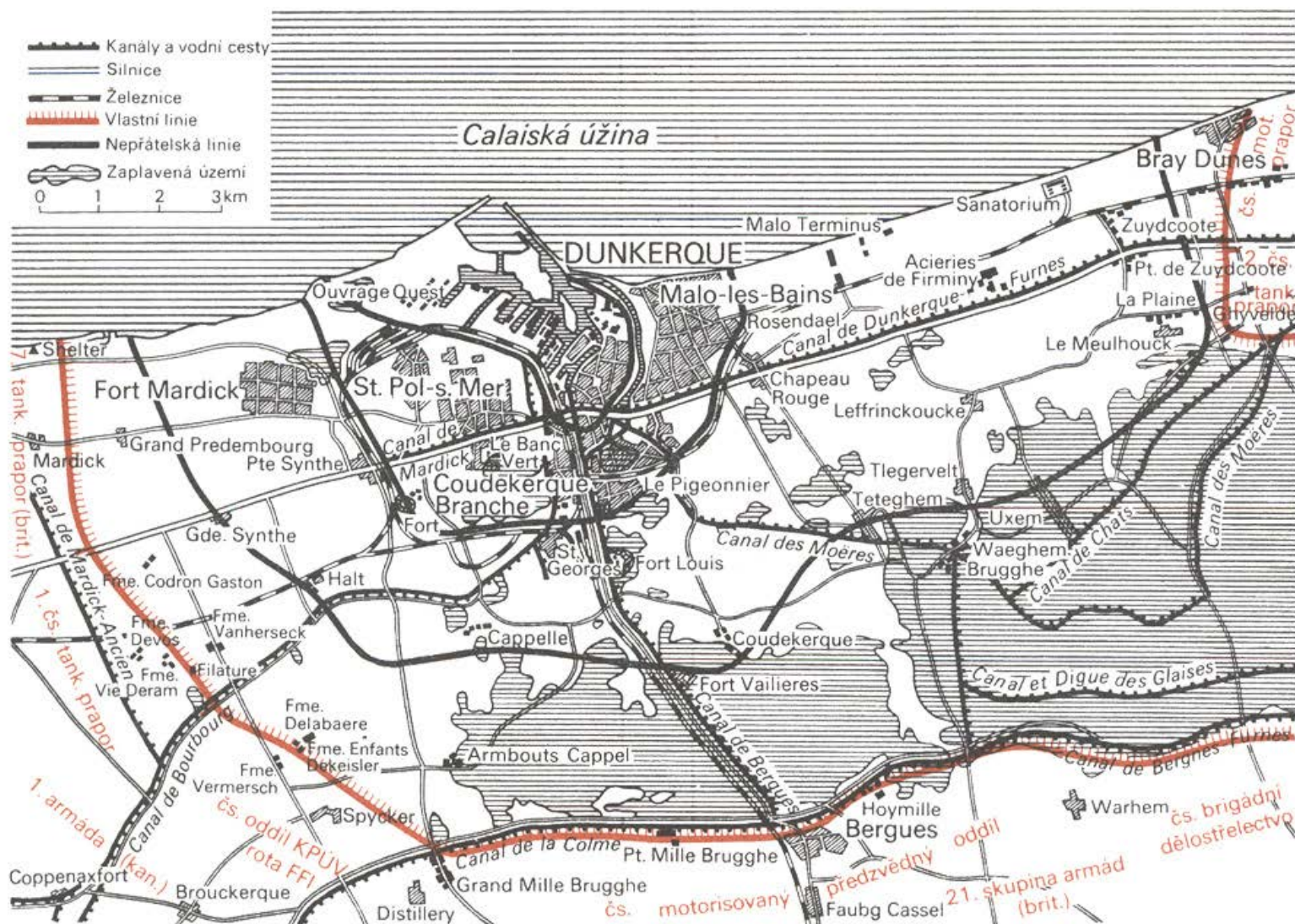
The goal of the Zuydcoote raid was to capture prisoners, not to hold ground. The single objective hex does not provide sufficient objective points to give the Allied player a victory and instead the Allied player wins by inflicting losses on the enemy.

This very small scenario was initially considered a “Getting Started” scenario but was deemed too difficult for new players and is instead included as a normal scenario. The Allied player will need to isolate a German battalion, cause it to disrupt, and assault it. Given the scenario lasts just six turns, the Allied player will need to make the most of his moves and attack with maximum efficiency.

This scenario is only intended for play against the AI and is not suitable for PBEM play.

Recommended Reading

There may be some Czech-language books about CIABG which cover this action in detail, but otherwise it only appears in passing in some books about the Channel Ports campaigns. The scenario was constructed entirely with primary sources – Operational instructions from Dunkirk Force and 1st Canadian Army and *Festungskommandant* Friedrich Frisius’ personal journal.



Allied positions around Dunkirk in October

#1101_01_Walcheren "Operation Infatuate"

#1101_01a_Walcheren "Operation Infatuate"

Date: November 1-8 (November 1-5)

Turns: 70 (43)

Size: Small

Preferred Mode: #1101_01 PBEM or vs AI; #1101_01a principally vs AI

First Side: Allied

Description

Defeated on Zuid-Beveland, Wilhelm Daser's *70. Infanterie-Division* prepared to make its last stand on Walcheren Island. With the imminent collapse of *64. I.D.* south of the Scheldt, the German fortress island was the only major obstacle preventing Allied use of the Scheldt and the critical deep-water port facilities at Antwerp. Though the Germans had invested heavily in the

defense of the island, its garrison was lacking in strength and quality. Whittled down by detachments and attrition, the two remaining "stomach" regiments and the middle-aged conscripts of *Festung-Stamm-Truppen LXXXIX* were insufficient to defend the entirety of the island. Complicating matters, the RAF campaign to breach Walcheren's dikes had left the interior of the island, which lies well below sea level, impassible. Believing the defense of the western coast to be impractical, Daser largely abandoned the coastal fortifications and concentrated his infantry on the dry eastern coast and at Vlissingen.



Amphibious landing near Westkapelle

The Allied attack came on November 1st, just one day after the conclusion of Operation Vitality. Though exhausted from the previous weeks of fighting, the 2nd Canadian Infantry Division was to force a crossing of the Sloedam (Walcheren Causeway). As the Canadians attacked from the East, the 4th Special Service Brigade, backed up by 52nd (Lowland) Division's 155th Infantry Brigade and specialized AFVs from 79th Armoured Division, were to execute Operation Infatuate. British and French commandos of No. 4 Commando would land at Vlissingen at 05:45 (Infatuate I), followed a few hours later by a landing at Westkapelle (Infatuate II) by the Royal Marines of No. 41, No. 47, and No. 48 Commando plus two Troops from No. 10 (Inter-Allied) Commando. Attacked from three sides by the elite of the British Army, Daser's old men and invalids were outnumbered, outgunned, and outclassed. But, as the Allied supply situation worsened and the German command laid down plans for a major counteroffensive in December, every day that the Scheldt remained closed was critical...

Notes

The objective hexes corresponding to the coastal batteries which cover the Westerschelde are the most important and, together with the objective hex in Middelburg, are sufficient to give the Allied player a major victory. The objectives in the northern quarter of the islander are superfluous – the aim of Operation Infatuate was to open the Scheldt to Allied shipping and this is accomplished by taking the southern batteries. It is recommended that the Allied player not waste time or resources attempting to clear the northern portion of Walcheren until after the vital southern coast is captured.



Generalleutnant Wilhelm Daser, prisoner of the 7th/9th Royal Scots.

The German elements on Noord Beveland start the scenario broken. These were stragglers who had been cut off from Walcheren during Operation Vitality. They are on the map to pad Allied victory totals.

If this scenario is opened in the Editor, two error messages will pop up concerning duplicated units. There is no error – 112th and 113th HAA regiments are intentionally duplicated. They start the scenario south of the Westerschelde, are withdrawn, and their duplicates later arrive as reinforcements in Zuid-Beveland.

Variants

#1101_01 covers all of Operation Infatuate, from November 1st-8th. It is suitable for play against the AI or a PBEM. #1101_01a is shortened and ends on November 5th with the fall of

Middelburg. The shorter version of the scenario is intended to give players a greater challenge against the AI but can also be played as a PBEM.

Recommended Reading

Beale, Peter. *The Great Mistake*

Brooks, Richard. *Walcheren 1944*

Moulton, J.L. *Battle for Antwerp*

Rawling, Gerald. *Cinderella Operation*

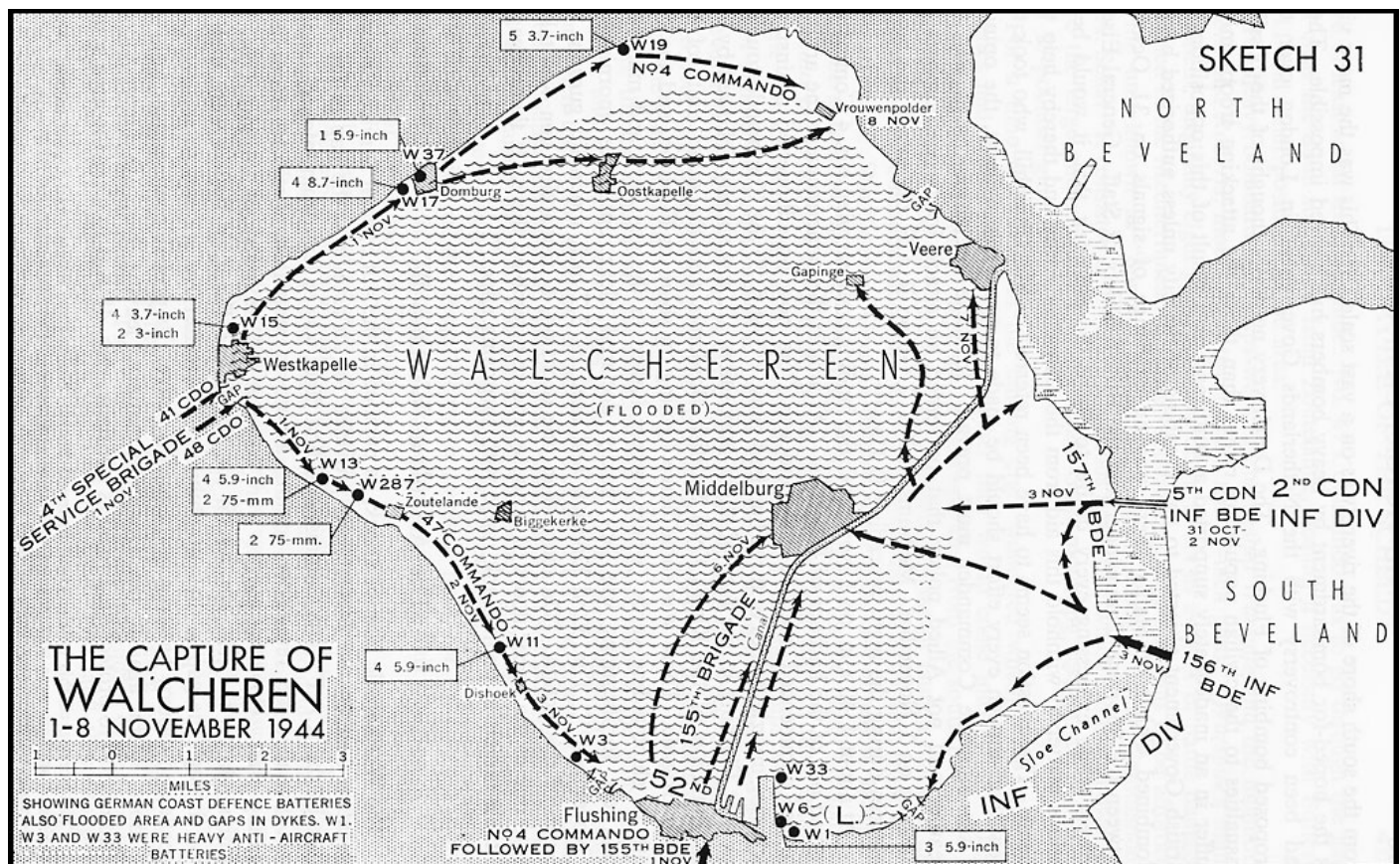
Stacey, C.P. *The Victory Campaign*

Thomas, Graham. *Attack on the Scheldt*

Whitaker, W. Denis and Shelagh Whitaker. *Tug of War*

Williams, Jeffrey. *The Long Left Flank*

Zuehlke, Mark. *Terrible Victory*



Operation Infatuate map from Stacy's *The Victory Campaign*

#1102_01_Mark "Last Stand in North Brabant"

#1102_01a_Mark "Last Stand in North Brabant"

Date: November 2-8 (November 2-5)

Turns: 55 (28)

Size: Medium

Preferred Mode: #1102_01 PBEM only; #1102_01a vs AI or PBEM

First Side: Allied

Description

By the end of October 15. *Armee* was buckling under the combined might of the 1st Canadian and 2nd British armies. Though Von Zangen believed that the only way to save his army was a strategic withdrawal to the north banks of the Maas and Hollands Diep (a view he had held since the beginning of the month), he was under strict orders to defend Noord Brabant as long as he could. And so, it was that on October 29th, though his men were reaching the limits of their endurance, he ordered *LXVII. A.K.* to hold one last blocking position in Noord Brabant. Though this bridgehead could not be held forever, any delay furthered the German cause by keeping Allied resources tied up in the Netherlands and away from the Reich.

Most of *LXVII. A.K.* limped across the Mark on October 30th and dug in. The Allies followed close behind. After several under-supported localized crossing attempts failed and two small bridgeheads were crushed, General Crocker ordered I Corps to pause and prepare a more coordinated effort for November 2nd. He assigned the US 104th Infantry Division (commanded by Major General Terry Allen, of Sicily fame) to make the main effort. Allen's Timberwolves, attacking with two regiments, would split the German bridgehead in half by advancing north through Klundert and Zevenbergen toward Moerdijk. The Americans would be supported on the right by Maczek's 1st Polish Armoured Division, also attacking toward Moerdijk. Barker's 49th (West Riding) Infantry Division would draw up on the 104th's left and push toward Willemstad. 4th Canadian Armoured Division would not cross the river but instead clean up the last German resistance at Welberg and Steenbergen and then advance northwest to liberate Sint-Philipsland. The attack commenced near sundown, preceded by a devastating artillery barrage...

Notes

The German objectives behind the Mark River and at Steenbergen will expire. This is to encourage the German player to retreat to Moerdijk and Willemstad and to force the Allied player to move quickly.

Variants

#1102_01 is a shorter version of the scenario which ends on November 5th, once the Germans had fallen back on Moerdijk. This scenario is intended to give the player a more challenging

experience against the AI. It is very difficult for an Allied player to win against a skilled human opponent in this variant. #1102_01a is a longer version of the scenario covering the action all the way up to the fall of Moerdik on the 8th. The scenario is principally intended for PBEM play.

Recommended Reading

Didden, Jack and Martin Swaarts. *Herbst Sturm/Autumn Gale*

#1104_01_Heusden "Operation Guy Fawkes"

Date: November 4-5

Turns: 9

Size: Small

Preferred Mode: vs AI, but also suitable for PBEM

First Side: Allied

Description

Operation Pheasant concluded on October 31st. 712. Infanterie-Division was all but destroyed, 's-Hertogenbosch and Tilburg were liberated, and, despite putting up a spirited resistance at Loon op Zand, 256. Volksgrenadier-Division had retreated behind the Maas. The much-tried LXXXVIII. AK. now had only a few battalions from the battered 59. I.D. south of the river. These occupied a blocking position west of 's-Hertogenbosch and held the north and east banks of the Afwateringskanaal. Though 59. I.D.'s position south of the Maas was untenable, the division was ordered to maintain this bridgehead to delay the British in Noord Brabant as long as possible.



Operation Guy Fawkes situation map from Didden & Swaarts' *Herbststurm/Autumn Gale*

The 53rd (Welsh) Division had been withdrawn from the 's-Hertogenbosch sector earlier than planned to deal with the German threat in the Peel Marshes, so the task of clearing the bridgehead fell to the 51st (Highland) Division. 51st Division's attack, codenamed "Operation Guy Fawkes," was scheduled for the night of November 4th-5th. Though opposed by only a few battalions of a spent division, the British would employ overwhelming firepower. As night fell on the 4th, hundreds of field and medium artillery pieces lit up the sky as the Scottish infantry, accompanied by Shermans, Crocodiles, and AVREs, climbed the banks of the canal...

Notes

The broken 59. I.D. poses little threat 51st (Highland) Division. The Allies principal enemy in this scenario is the clock. The Allied player will need to move quickly to capture Heusden before time expires

Some units on the German and Allied flanks are not released. They have been included to keep the small map from feeling too constricted and to give players a sense of Allied and German dispositions.

Recommended Reading

Didden, Jack and Martin Swaarts. *Herbst Sturm/Autumn Gale*

#00_00_Getting_Started "A Devasting Blow"

Date: September 30

Turns: 5

Size: Small

Preferred Mode: vs AI only

First Side: Allied

Description

49th (West Riding) Infantry Division's attack across the Turnhout Canal culminated in intense, close-quarters combat at the Dépôt de Mendicité. Surrounded by high walls and a moat, this combined prison-mental institution presented a formidable to obstacle that was only overcome on the September 29th after an assault by two British infantry battalions. Exhausted, the British handed off the fight to the recently arrived 1st Polish Armoured Division. On the morning of the 30th 3rd Rifle Brigade continued the attack to the northeast and soon would encounter stiff resistance at the crossroads town of Merxplas...

Notes

This small "Getting Started" scenario is intended to familiarize new players with the basics of movement and fire.

This scenario is only suitable for play against the AI.

Recommended Reading

Didden, Jack and Martin Swaarts. *Herbst Sturm/Autumn Gale*

#00_01_Getting_Started "Operation Mallard"

Date: November 14

Turns: 5

Size: Small

Preferred Mode: vs AI only

First Side: Allied

Description

Chastised by Eisenhower for failing to open Antwerp, on October 17th Field Marshall Montgomery called off 2nd Army's offensive against the Maas Salient just as 3rd Infantry Division prepared to capture Venraij. The campaign to push the Germans east of the Maas would have to wait until the fight for the Scheldt had concluded.

The simultaneous fall of Walcheren and Moerdijk on November 8th enabled the British to shift resources to the east for a new Maas Salient offensive scheduled for November 14th. This offensive would unfold in two stages. The first of these, codenamed "Operation Mallard," called for XII Corps to attack across the Wessem-Nederweert Canal and push northeast toward Roermond and across the Uitwateringskanaal (known to the British as the "Zig Canal"). Once XII Corps had made sufficient progress, VIII Corps would go into action by attacking out of Meijel in "Operation Nutcracker."

To avoid the high casualties and frustration which characterized the first battles in the Maas Salient, Operation Mallard would employ overwhelming resources. Eight infantry battalions from the 51st (Highland), 53rd (Welsh), and 7th Armoured Divisions, backed up by two armoured brigades, specialized vehicles from 79th Armoured, and more than three hundred artillery pieces, would participate in the initial assault. Opposing XII Corps was *Kampfgruppe Hermann*, composed of just three understrength battalions. Hermann's men, who had fought with distinction at Nijmegen and Overloon, would soon be overwhelmed by an irresistible force...

Notes

This small "Getting Started" scenario is intended to familiarize players with the mechanics of crossing canals and rivers.

This scenario only covers the canal crossing that opened Operation Mallard. The advance beyond the canal is not included. The British brigades which followed up after the initial attack have been placed on the map for historic interest but are not released.

This scenario is only intended for play against the AI.

Recommended Reading

Korthals Altes, A. and N.K.C.A.A. in't Veld. *The Forgotten Battle*

#00_02_Getting_Started "The Perfect Battle of Blerick"

Date: December 3

Turns: 6

Size: Small

Preferred Mode: vs AI only

First Side: Allied

Operations Mallard and Nutcracker proved to be little more than an anticlimactic epilogue to the Maas Salient Campaign. Having contested every inch in front of Overloon and Venraij in October, Hans von Obstfelder's *LXXXVI. A.K.* had been bled dry and was powerless to resist the new British offensive. After the violence on the Wessem-Nederweert and Noordervaart canals on November 14th, Von Obstfelder's men gradually retreated to the Maas. In this second Maas Salient campaign, the British met little resistance; aside from a sharp but short-lived counterattack north of the Uitwateringskanaal on the 17th, the German infantry largely avoided direct contact. The principal impediment to the British advance was not enemy action but atrocious weather conditions. Slowed by days of torrential rains and knee-deep mud, Operation Mallard finally wrapped up on the 25th and Nutcracker on the 26th. The Germans had abandoned their last positions west of the Maas River aside from a small bridgehead around Blerick, a suburb of Venlo.

Since Market Garden, German engineers had worked to improve the Maas River defenses and had turned *Brückenkopf Blerick* into a miniature fortress. The suburb was ringed by field fortifications, an anti-tank ditch, and a belt of landmines. Though defended by only a small garrison, the Blerick position appeared to be a significant obstacle, not one that could likely be overcome in a piecemeal or hasty action. After pausing for a week to prepare, XII Corps launched Operation Guildford on December 3rd.

Guildford was designed to clear the Blerick bridgehead quickly and to minimize British losses. At 07:45 "funnies" from 79th Armoured would clear a path through the landmines and neutralize the anti-tank ditch. Carried in Kangaroo APCs and supported by tanks and the awesome firepower of three army artillery groups, 6th and 8th Royal Scots Fusiliers, part of 15th Division's 44th Infantry Brigade, would follow close behind to punch a hole in the fortified line. 6th Battalion, King's Own Scottish Borders would then pass through the RSF lines and advance to the Maas

Notes

This scenario is only intended for play against the AI.

Recommended Reading

German fortified position at Blerick

Order of Battle Notes

Both the Allied and German orders of battle underwent significant and rapid changes between September and November of 1944. It was impossible to create a single OOB file to support all scenarios. Five OOB files were created to represent the changes in composition that the opposing armies underwent during the course of operations:

Scheldt_44_September_Early – September 4-16

Scheldt_44_September – September 17-29

Scheldt_44_October – September 29-October 18

Scheldt_44_October_Late – October 19-November 8

Scheldt_44_November – Post-November 8

Nesting and Duplication

The inclusion of five OOB files alone was not sufficient to represent all changes to the composition of Allied and German forces that are significant to the included scenarios. To account for the reassignment of battalions, regiments, and brigades within the time period covered in a single OOB file, we sometimes need to duplicate certain formations or make compromises regarding where certain units were nested within the order of battle. Examples of both are given below. There are many examples other than those listed below, but a complete listing would take too much space in this document.

II./Fs.Jg.Rgt. 6

On October 1st (the start of #1001_01_Scheldt_Campaign_I), this battalion was part of the *LXXXVIII. A.K.* corps reserve, but it was deployed to the *719. Infanterie-Division* (which in turn was assigned to *LXVII. A.K.*) and soon fell under the command of that division. *II./Fs.Jg.Rgt. 6* was still assigned to *719. I.D.* on October 20th (the start of #1020_01_Scheldt_Campaign_II) but left the division a few days later to counter Operation Suitcase. If we wanted to be strictly “correct,” *II./Fs.Jg.Rgt. 6* would be nested under the direct command of *LXXXVIII. A.K.* in *Scheldt_44_October.oob* and under *719. I.D.* in *Scheldt_44_October_Late.oob*. Doing so, however, would create negative gameplay consequences by making it difficult to use this battalion as it was historically – the battalion would very likely stay “out of supply” in #1001_01 if the Axis player tried to keep the battalion with *719. I.D.* and the player would have limited flexibility to redeploy the battalion in #1020_01. The solution was to nest the battalion under *719. I.D.* in *Scheldt_44_October.oob* and under *LXVII. A.K.* in *Scheldt_44_October_Late.oob*. While not strictly “correct,” this placement facilitates a historic usage of the battalion.

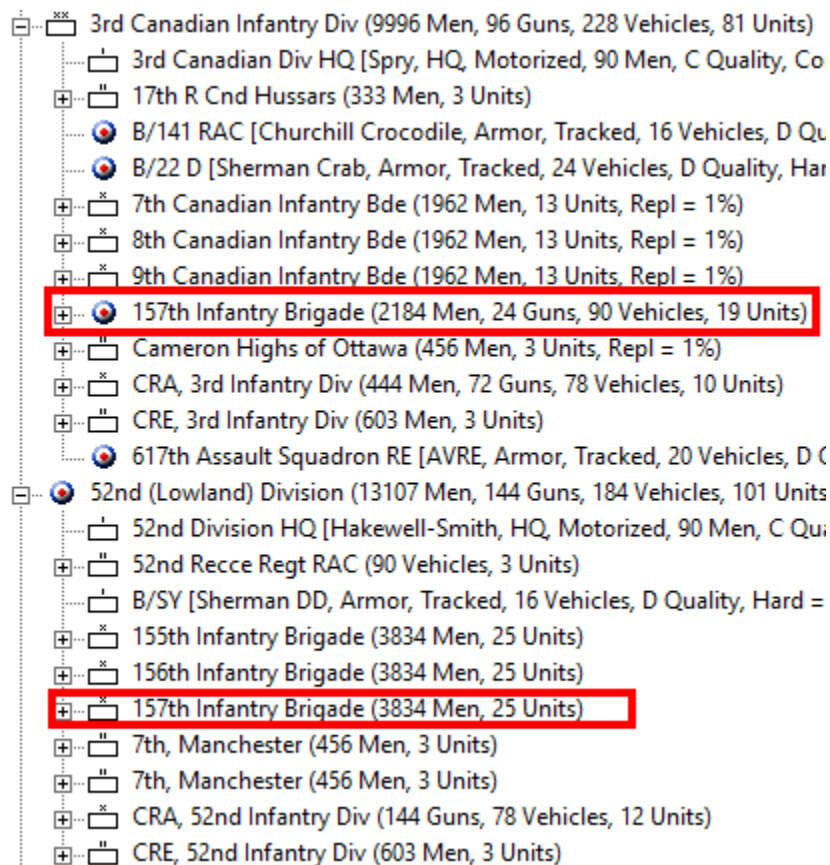
5th Dragoon Guards

This is another battalion (or “regiment,” using British cavalry nomenclature) for which we needed to exercise some license regarding where it was nested in the order of battle. Though an organic part of 7th Armoured Division, 5th DG supported 53rd (Welsh) Infantry Division during Operation Pheasant. Logically, 5th DG should be nested under 53rd (Welsh) in the *Scheldt_44_October_Late.oob*. The problem is that 53rd (Welsh) was withdrawn from Noord

Brabant prior to the conclusion of the campaign while 5th DG was left behind. If we nested 5th DG under 53rd (Welsh), it would have no direct HQ once that division is withdrawn. The solution was to nest 5th DG directly under XII Corps. This allows the division to stay “in-command” even after 53rd (Welsh) has been withdrawn.

157th Infantry Brigade

The 157th Infantry Brigade represented the “Seaborne Echelon” of 52nd (Lowland) Infantry Division and was the first component of that division to arrive on the continent. At the start of #1020_01_Scheldt_Campaign_II it was assigned to 3rd Canadian Infantry Division and was participating in Operation Switchback. On October 23rd-24th the brigade was withdrawn from the front in preparation for Operation Vitality, for which rejoined 52nd Division. To represent the brigade’s reassignment, the brigade is duplicated in both formations. The 157th Brigade nested under 3rd CID is withdrawn at the historic time in the relevant scenarios, and the 157th Brigade nested under 52nd Division will arrive at the historic time in the relevant scenarios.



157th Infantry Brigade is duplicated in Scheldt_44_October_Late.oob to account for its reassignment on October 24

Queen’s Own Regiment of Canada (QOR of C)

This battalion, part of 8th Canadian Infantry Brigade, participated in both Operation Wellhit against Fortress Boulogne and Operation Undergo against Fortress Calais. For Wellhit, the battalion was assigned Kangaroo APCs for the assault. At Undergo, it held the western

perimeter of the fortress and had no APCs. To represent the change in available transport, the battalion is duplicated in the Scheldt_44_September.oob. One iteration of the battalion is mechanized, the other iteration has normal motor transport. Similar duplication of battalions in 3rd CID, 51st (Highland), 53rd (Welsh), and other formations can be found throughout the five OOB files to represent the allocation of specialized transport.

Units, Values, Components, & Strength

Alt Values

Unit values used in Scheldt '44 are consistent with Ed "Volcano Man" Williams Alt values found in the Panzer Campaigns Gold Releases. For certain unit components not previously seen in Panzer Campaigns titles (principally odd artillery pieces and aircraft), we have used the values from similar weapons or created values that seemed consistent with the Alt values.

Unit Strengths

As much as possible, unit strengths are based on historic TOEs, though the strength of certain German rear area units and Kampfgruppen and Allied resistance fighters are often speculative. Because the strength of a given unit could vary considerably within the context of a scenario, most units in the OOB are at full strength and fluctuations in strength are instead represented in the scenarios.

In infantry and engineer companies, strength is determined by adding the personnel found in the various combat platoons while the command platoon and other support platoons are omitted. In battalions with heavy weapons companies, the heavy weapons companies are not represented, and instead additional personnel are distributed amongst the battalion's rifle companies (see below.)

Battalion Weapons Companies

Battalion heavy weapons or support companies are omitted from the order of battle. The assumption is that a battalion weapons company's assets would have typically been distributed to the battalion's rifle companies. In battalions that had a weapons company, the rifle companies have increased soft, hard, and assault values to account for the "imaginary" weapons company and additional personnel.

- ❏ Bataillon Bloch (560 Men, 4 Units)
 - ❏ 1./Btl. Bloch [44 FJ Kp (ft) (-), Paratroop, Foot, 140 Men, C Quality, Hard = 3/1, Soft = 8/1, AA = 1/0, Defense = 16, Assault = 10, Speed = 4 km/h, VP = 14 (Para)]
 - ❏ 2./Btl. Bloch [44 FJ Kp (ft) (-), Paratroop, Foot, 140 Men, C Quality, Hard = 3/1, Soft = 8/1, AA = 1/0, Defense = 16, Assault = 10, Speed = 4 km/h, VP = 14 (Para)]
 - ❏ 3./Btl. Bloch [44 FJ Kp (ft) (-), Paratroop, Foot, 140 Men, C Quality, Hard = 3/1, Soft = 8/1, AA = 1/0, Defense = 16, Assault = 10, Speed = 4 km/h, VP = 14 (Para)]
 - ❏ 4./Btl. Bloch [44 FJ Kp (ft) (-), Paratroop, Foot, 140 Men, C Quality, Hard = 3/1, Soft = 8/1, AA = 1/0, Defense = 16, Assault = 10, Speed = 4 km/h, VP = 14 (Para)]
- ❏ I./Fs.Jg.Rgt. 6 (573 Men, 3 Units)
 - ❏ 1./I./Fs.Jg.Rgt. 6 [44 FJ Kp (ft), Paratroop, Foot, 191 Men, A Quality, Hard = 4/1, Soft = 9/1, AA = 1/0, Defense = 16, Assault = 10, Speed = 4 km/h, VP = 16 (Para)]
 - ❏ 2./I./Fs.Jg.Rgt. 6 [44 FJ Kp (ft), Paratroop, Foot, 191 Men, A Quality, Hard = 4/1, Soft = 9/1, AA = 1/0, Defense = 16, Assault = 10, Speed = 4 km/h, VP = 16 (Para)]
 - ❏ 3./I./Fs.Jg.Rgt. 6 [44 FJ Kp (ft), Paratroop, Foot, 191 Men, A Quality, Hard = 4/1, Soft = 9/1, AA = 1/0, Defense = 16, Assault = 10, Speed = 4 km/h, VP = 16 (Para)]

Two Fallschirmjäger battalions. I./Fs.Jg.Rgt. 6 has three rifles companies and a weapons company. The weapons company is not represented as a unit, but rather as increased strength and values in the rifle companies. Btl. Bloch has four rifle companies.

Allied Anti-Aircraft Units

The Luftwaffe presented little threat to the Allies in 1944 and few scenarios feature German air support. There is little opportunity for anti-aircraft units to be used in an anti-aircraft role. The British and Canadians found a variety of roles for “jobless” anti-aircraft gunners. Gunners sometimes fought as infantry or guarded the lines of communication, 20mm and 40mm guns were sometimes used for direct fire support, and 3.7-inch guns were occasionally pressed into service as field artillery.

We do not wish for AA units to be abused by the Allied player and the inclusion of Allied AA units in the OOB files and the scenarios is limited:

- LAA regiments that fought as infantry are included in OOB and scenarios
- Divisional LAA regiments are included in the OOB and scenarios, either as infantry or guns
- Corps LAA regiments are included in the OOB, but omitted from most scenarios
- Army AA assets are omitted, except for HAA regiments used in a field artillery role

Allied Corps, Army, & GHQ Engineers

While RE and RCE field companies assigned to corps, army, and army group commands were capable of providing direct support to combat operations, they were typically employed in a variety of engineering tasks in the rear areas. These engineers are included in the OOB files but are omitted from most scenarios. The assumption in any scenario is that corps, army, and GHQ engineers are not present unless documentation exists to the contrary.

Allied LoC Defense Battalions

Allied LoC defense battalions are included in the OOB for the sake of historic interest but are omitted from most scenarios. *Wachtbataljon I* and *Wachtbataljon III*, both raised from liberated Dutch manpower, are included in certain late period scenarios as *Wachtbataljon I* held a portion of the front (albeit a quiet one) and *Wachtbataljon III* engaged in “mopping up” duties in the Breskens Pocket.

Motorization

Most Allied infantry and engineer units are given motorized capability. While Allied infantry divisions were only partially motorized and did not have sufficient transport assets to carry all nine of their infantry battalions, corps and army transport was plentiful and could be provided as needed. The battalions of 3rd Canadian Infantry and 52nd (Lowland) Infantry that made amphibious landings as parts of operations Switchback, Vitality, and Infatuate are not motorized, nor are Allied airborne units in operation Market Garden.

On the German side motorized capability is mostly restricted to battalions that had organic transport. Additionally, certain units in the late September and early October OOBs are given

motorized capability to represent specific instances in which requisitioned motor transport was used and is necessary for the German player to execute historic moves.

Bicycle Transport

Elements of 9. SS-Panzer-Division, 10. SS-Panzer-Division, Kampfgruppe Von Tettau, and other German units that fought around Arnhem and Nijmegen are given bicycle transport in the September OOB. Trucks were at a premium, and these reforming SS divisions and static troops “requisitioned” civilian bicycles for makeshift transport.

Bridging Capability

Unlike most PzC titles, Scheldt '44 does not include specialized bridging engineer units. British divisional bridge platoons and RASC bridge companies, American treadway companies, and German bridging columns were service and transport units. Their job was to deliver bridging equipment to units that needed them, not to lay bridges. The responsibility of building bridges typically fell to RE Field companies, American Engineer Combat battalions, and German *Pionier* battalions.

Given this, we decided that best way to represent bridging was to give combat engineer units bridging capability and omit divisional bridging platoons, etc. Technically these units did not carry a bridge, but the Allies had the capacity to provide bridging equipment to any engineer unit that needed it and the Germans would have had enough bridging material to account for whatever limited bridging the German player might wish to conduct. With a few exceptions, bridging capability is provided to all combat engineers. The airborne engineers in Operation Market Garden and certain engineer units that made amphibious landings in Operations Switchback, Vitality, and Infatuate do not have bridging capability as it would have been difficult to deliver bridging equipment to these units.

Deutsche Schutzgruppen

Deutsche Schutzgruppen, or “German Protection Groups,” were militias formed from *Reichsdeutsche* living in the Netherlands. These militias guarded bridges, factories, and other key installations and would have been under the command of the local field and place commanders (*Feldkommandanturen* and *Ortskommandanturen*). *Deutsche Schutzgruppen* were known to

have been deployed at Arnhem, Nijmegen, Maastricht, Rotterdam, and Hoek van Holland, but beyond that it is impossible to recreate a full order of battle of these obscure units. Each *Ortskommandantur* in the Netherlands has been given one two to three *Schutzgruppen* to protect key installations in the rear. These units are very small and weak are intended principally as “speed bumps” for the Allied airborne forces in the Market Garden scenario. Given that very little is known about the *Schutzgruppen*, they



Schutzgruppe Arnheim

should be understood as a general representation of occupation forces rather than as specific historic units.

Resistance Forces

Because not all resistance groups are well-documented and resistance forces were inherently flexible in their organization and composition, it is not possible to construct a precise or complete order of battle. We have attempted to reflect the internal structure of the various resistance organizations, though this is not always possible beyond the highest command echelons due to a lack of documentation. Where possible, individual units are named after actual companies or after local resistance leaders. Where this is not possible, they are simply named after the local town or village in which they were based. The OOBs err on the side of underrepresentation rather than overrepresentation of resistance units, only including units that correspond to known resistance companies or cells and usually using unit strengths that are the lower end of what might be a reasonable estimate. In the earlier period OOB files most resistance forces are grouped separately from the 21st Army Group while in the later period OOBs more resistance units are nested under the command of Allied divisions and corps.



Antwerp AS/GL resistance fighters.

Morale

The Panzer Campaigns manual assigns quality ratings the following descriptors:

A = Elite
B = Superior
C = Average
D = Below Average
E = Inferior
F = Abysmal

In assigning quality ratings, it is important to consider several factors: training, combat experience, and overall enthusiasm. The men in a given unit may be well-trained or experienced but it does not necessarily follow that they are also enthusiastic for the battle at hand. Likewise, some units were undertrained and inexperienced but still fought with determination. We have attempted to balance these factors in determining morale ratings. For instance, the paratroopers of *Fallschirmjäger-Division Erdmann* were raw recruits with no combat experience and limited training, yet this division fought with exceptional determination. If only training and experience were considered, *Division Erdmann* might be rated quality D or even E while a rating based on zeal alone might suggest Quality A. Quality C or B would seem to be a fair compromise.

Given the inherently fickle nature of morale, the subjectivity necessarily involved in assigning quality ratings, and the lack of available documentation for most small units, an attempt to individually assess each battalion in each OOB would not be worthwhile. Instead we have tried implement a general system for assigning quality ratings and have made exceptions where necessary to account for special circumstances. As much as possible, these exceptions have a strong historic reasoning though gameplay and balancing considerations may also play a role. We have largely kept quality ratings within the range of E to B, reserving quality A and F for only the most exceptional units.

Allied

Below are the “standard” morale values used for Allied units:

SAS & Commandos: A
Airborne, Guards: B
Infantry, Armor, Artillery, Divisional Engineers: C
LoC Troops, Resistance Fighters, Anti-Aircraft, “Funnies”: D

The Luftwaffe presented little threat to the Allies in autumn '44 and most anti-aircraft units that appear in Scheldt '44 are used for duties other than what they were principally intended for (indirect or close fire support, or as infantry), hence the D rating. While the crews of mine flails and AVREs were highly trained and specialized, their vehicles were ungainly and not suited for direct combat. The D rating is to discourage the Allied player from using these specialized

engineering vehicles as extra tanks. No distinction is made between the British regular and territorial armies (probably an appropriate distinction in the early war, but not by '44).

A few divisions' base morale ratings deviate from the above "standard:"

52nd (Lowland) Division: B

7th Armoured: D

50th (Northumbrian): D

1st Polish Armoured: D

Though it was never used in either capacity, 52nd (Lowland) Division had trained as a mountain division and later as an airlanding division and was regarded as an elite formation.

7th Armoured and 50th (Northumbrian) divisions, though they had extensive experience in the Mediterranean and were stocked with veterans, performed poorly in Northwest Europe in 1944. According to Major General Lloyd-Verney of 7th Armoured these veterans had become "cunning" and were less apt to take personal risks. (51st Division suffered from much the same problem as 7th Armoured and 50th Division during the Normandy campaign, but drastic steps had been taken to restore the division's morale in late August and September and by the events covered in Scheldt '44 it was as battleworthy as any other division.)

The Poles had exhausted their replacement pool during the bloody battles in August and the only remaining source of manpower were German POWs born within Poland's 1939 boundaries who may or may not have held any loyalty to the Polish Republic. Severely understrength, by October a "morale crisis" had developed within the 1st Polish Armoured Division. General Simonds, acting commander of 1st Canadian Army, was concerned that the division might cease to exist if pushed too hard and urged General Crocker, commander of I Corps, to withhold the Poles from the most serious fighting. While we were reluctant to slap the heroes of Chambois with a D rating, playtesting revealed that the division was vastly outperforming its historic counterpart in the Scheldt Campaign and Rijkvorsel scenarios when rated C and the lower assessment of Polish morale tended to encourage a more historic result.

After Allied victories in late August, it seemed that the German armies in the West were nearing collapse and Allied soldiers felt that total victory was imminent. In *Colossal Cracks*, a study focusing on the Montgomery's handling of 21st Army Group, Stephen Ashley Hart argues that this perception that victory was near at hand had a paradoxical effect on morale and engendered reluctance in the Allied ranks – no one wanted to be the last to die when the war's end seemed to be just weeks away. Lt. General Richard O'Connor described the performance of his VIII Corps in September: "Everyone was looking over their shoulder...nobody was quite prepared to take the same risks they had earlier on in the campaign." Lt. Colonel Turner Cain, commanding 1st Battalion, Herefordshire Regiment, had a similar assessment of his battalion's performance in September, writing that his soldiers were "a bit sticky about doing anything aggressive." Hart argues that the caution or reluctance exhibited in the ranks in September had a negative impact on 21st Army Group's performance during Operation Market Garden and the

battles leading up to it. As German resistance stiffened in October and it became apparent that victory was not days away, this effect wore off.

To represent this effect, Allied morale is depressed in the two September OOBs. Units that might otherwise be rated Quality B are instead C, while units that might otherwise be rated Quality C are reduced to D. There are a few exceptions. Airborne and special forces are unaffected and remain Quality B or A. Artillery regiments are also unaffected as gunners would typically not have been exposed to the same risks faced by infantry, tank crews, and sappers. The Belgian and Dutch Brigades are also exempt from this effect – while the British and Canadians had fought a long, hard campaign in Normandy, the Belgians and Dutch had mostly been withheld from major combat and were eager for a chance to fight the enemy before the war ended, particularly in their home countries.

By autumn of '44 the British and Canadian both faced a shortage of trained infantry replacements. The result was that losses were often replaced with personnel culled from dissolved LoC battalions, transport and labor personnel, and gunners. In divisions that suffered especially heavy losses in August and September, the infantry battalions are rated Quality D in the October OOBs to represent loss of unit cohesion and the lack of infantry training among many of replacements. These divisions include 2nd Canadian Infantry, 3rd Canadian Infantry, 4th Canadian Armoured, 15th (Scottish) Infantry, and 43rd (Wessex) Infantry.



A variety of Allied units with a range of morale ratings

Here are the morale ratings accounting for the above considerations, broken down by division:

Guards Armoured Division: Sept. – C; Oct. - B
 7th Armoured: D
 11th Armoured: Sept. – D; Oct. - C
 15th Scottish: Sept. – D; Oct. – infantry D, other arms C
 43rd (Wessex): Sept. – D; Oct. – infantry D, other arms C
 50th (Northumbrian): D
 51st (Highland): Sept. – D; Oct. – C

52nd (Lowland): B
53rd (Welsh): Sept. – D; Oct. – C
2nd Canadian: Sept. – D; Oct. – infantry D, other arms C
3rd Canadian: Sept. – D; Oct. – infantry D, other arms C
4th Canadian Armoured: Sept. – D; Oct. – infantry D, other arms C
1st Polish Armoured: D
US 7th Armored: C
US 104th Infantry: C
US 82nd Airborne: B
US 101st Airborne: B

German

Morale in the German army varied considerably from formation to formation. In general, Waffen SS and *Fallschirmjäger* units maintained high morale and superior discipline despite suffering severe losses, Kriegsmarine elements were typically reluctant to fight on land, and morale was variable in the regular army. Below is the general system by which morale values have been assigned in the German army:

Heer:

Panzer & Panzergrenadier Divisions: B or C
Infantry & Volksgrenadier Divisions: C or D
Training & Replacement Battalions: C or D
Fortress Infantry, MG & Artillery: D
Security, Ost, Bau, & Festungsstamm: E

Luftwaffe:

Fallschirmjäger: A, B, or C
Hermann Göring Training Regiment: B
Other Luftwaffe Infantry & Flak: D

Kriegsmarine:

Coastal batteries: D
Naval Infantry: E

SS

Panzer, Panzergrenadier, Artillery, & Engineers: B
Panzer crews & artillerists fighting as infantry: C
Training & Replacement Battalions: C
Landstorm Nederland: D
Security Battalions, Flemish SS, Police: E



A variety of German units with a range of morale ratings

Of the infantry and Volksgrenadier divisions present in Scheldt '44, all have been rated D except for 346., 64., and 245. *I.D* which are Quality C. *General der Infanterie* Otto Sponheimer considered the 346. *I.D.* his best division while 64. and 245. *I.D.* both fought well relative to their neighbors, thwarting Allied attacks in the Breskens Pocket and west of Eindhoven.

German *Fallschirmjäger* formations were particularly difficult to assess. Bled down and manned by replacements with insufficient training, the *Fallschirmjäger* regiments of 1944 were hardly the elite formations that dropped over Holland and Crete in '40 and '41. Nonetheless, many *Fallschirmjäger* battalions fought with exceptional tenacity in the campaigns in Belgium and the Netherlands. *Fs.Jg.Rgt.* 6 and 2 were both veteran formations that had fought in France but had been largely rebuilt with new personnel drawn from various support units. They are rated Quality B in the early September OOB (representing their first actions since being rebuilt) and Quality A in later OOB files (it is difficult to justify an A rating given that these two regiments were mostly composed of inexperienced replacements, but historic events around Poppel and Woendsrecht could not be recreated without a Quality A rating). *Fallschirmjäger-Division Erdmann* was a new division formed from fresh recruits. Though the enlisted personnel were green, they were led by a cadre of battle-hardened officers and NCOs. The division is rated Quality C in the early September OOB (representing the division's very first battles) and Quality B in later period OOBs. The paratroopers in *Kampfgruppe Hermann*, built on the remnants of 5. *Fallschirmjäger-Division* and 21. *Fallschirmjäger-Lehr-Regiment*, and *Kampfgruppe Becker*, built on the remnants of 3. *Fallschirmjäger-Division*, are Quality B. The *Fallschirmjäger* training and replacement battalions under *Kampfkommandant 's-Hertogenbosch* are Quality C.

Replacements

British

By 1944 the British Army faced a serious manpower shortage, and the intake of new personnel could not keep up with the attrition rate suffered by the infantry. By autumn '44 the British

Army's principal means of replacing losses was to draft fit personnel from support units or to disband existing formations. 59th (Staffordshire) Division and all but two of 21st Army Group's LoC defense battalions had been disbanded to provide a pool of replacements just prior to the events covered in Scheldt '44 and 50th (Northumbrian) Division and various artillery and armor units were disbanded not long after. In September and October of '44 infantry replacements were received sporadically and were inconsistently allocated amongst the various divisions. A steady replacement rate set in in the OOB does not seem to fit the British Army's situation in 1944 and British units will receive no replacements.

Canadian & American

Though Canada had entered the war in 1939, the Canadians did not see significant, prolonged action until mid-1943. Though a severe shortage of trained infantry replacements developed during the Normandy campaign, Canadian losses were still being replaced. Strength returns show that decimated infantry battalions were routinely built up to near full-strength in very short order throughout 1944. While the US Army also suffered from a shortage of adequately trained infantry replacements, it never suffered anything like the manpower shortage which faced the British. Both Canadian and American infantry units have a replacement rate of 1%. This rate does not apply to airborne, engineer, artillery, or armor units as these required specialized training or equipment.

Minor Allies

Belgian, Dutch, Polish, and Czech units have no replacement rate. The Poles had exhausted their pool of fit replacements and the Czechs had none to speak of. While most of Belgium and portions of the Netherlands were liberated before or during the events of Scheldt '44 and manpower was available, both nations were just beginning the process of rebuilding their armies and neither the Belgian nor Dutch brigades would receive steady replacements until winter.

German

By 1944, Germany was starting to run out of men and divisions of the *Ersatzheer* were gradually converted to front-line divisions. Many of the replacements received by the German infantry in Holland were stragglers and personnel from disbanded divisions or service units that had retreated out of France and Belgium. While replacements were available, providing replacements in the OOB allowed German battalions to be rebuilt at a pace that seemed too quick and consequently the Germans will not have replacements. The loss recovery rate for the German side (set in the PDT) is, however, higher than the Allied recovery rate.

Other Notes

Map

Defensive Inundations

Like the Dutch in 1940, the Germans engineered defensive inundations to inhibit enemy movement and discourage attack in certain sectors. This flooding was tightly controlled so that the water was roughly knee to waist deep. This depth was considered sufficient to inhibit movement and deny cover, but not so deep that the Allies could traverse the flooded zones in boats. Allied infantry were particularly vulnerable when attacking through flooded zones as the land offered limited cover and their movement would often be restricted to dikes and elevated roads. We did not feel that any existing Panzer Campaigns terrain type adequately represented the challenges associated with advancing through the flooded zones. Ideally, we would create a new “Flooded Field” terrain type, but unfortunately this is not possible. Our solution was to modify an existing terrain type to represent the flooded fields. We chose jungle terrain because this is otherwise unused in European maps. The map art and PDT values for jungle hexes are modified to represent flooded fields. It is regrettable that the info box will read “Jungle” when a flooded hex is selected, but we felt that the gameplay effect of having the extra terrain type outweighed this display issue.



Dutch military police standing in a flooded field. This photo was taken in 1940 rather than 1944, but illustrates the typical depth of defensive inundations



An RAF bombing campaign breached the dikes ringing Walcheren. Uncontrolled flooding led to water levels much deeper than the typical defensive inundations

Walcheren

The RAF repeatedly bombed the Walcheren dikes in October, causing uncontrollable flooding. Through October and November, the interior of the island gradually filled with water. There are three source maps used in Scheldt '44, representing the various stages of flooding. In the September map, Walcheren is dry; in the early October map, Walcheren is partially flooded; and in the late October/November map, Walcheren is heavily inundated. In the late period map, much of the flooded area on Walcheren is represented by water hexes as the uncontrolled flooding had led to water levels much higher than the typical controlled defensive inundations.

PDT

There are six PDT files used in Scheldt '44:

Scheldt_44_September_Early.pdt (4-16 September)

Scheldt_44_September.pdt (17-29 September)

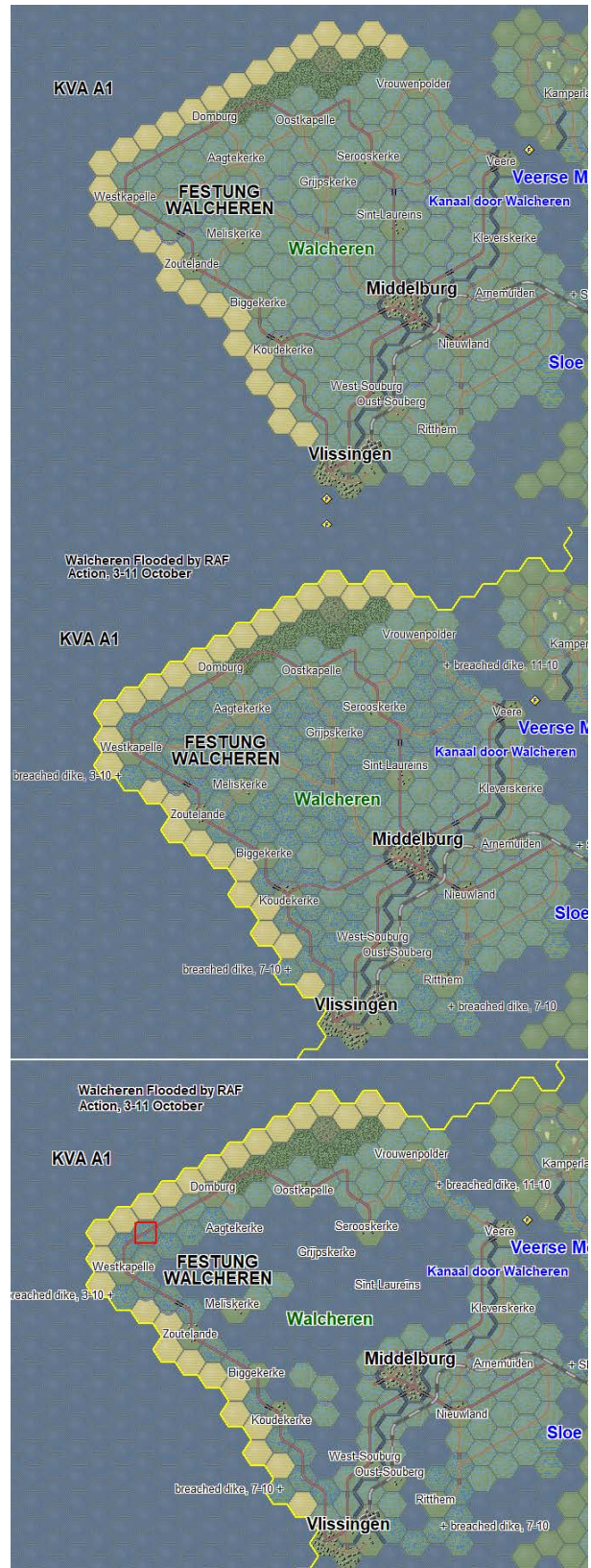
Scheldt_44_September_Channel Ports.pdt (17-29 September, Channel Ports scenarios)

Scheldt_44.pdt (1 October-8 November)

Scheldt_44_November.pdt (17 November-3 December)

Time Parameters

Dawn and dusk times vary from OOB to OOB and are meant to approximate the change in seasons. The dawn and dusk times align with Allied rather than German time and account for the clock change on September 17th. Dawn and dusk in Antwerp were used as a reference. Day



Stages of flooding on Walcheren

turns are set to two hours in each OOB file, night turns are either four or five hours depending on which divided the night evenly.

Early September: Dawn 06:00, Dusk 20:00

Late September: Dawn 05:00, Dusk 19:00

October: Dawn 06:00, Dusk 18:00

Late November: Dawn 07:00, Dusk 17:00

Artillery Values

German and British doctrine differed concerning the defensive deployment of a battalion. German battalion commanders favored a defense in depth while British commanders favored a strong forward defense. It was not until 1945 that the Royal Artillery caught on to the German tactics, and throughout 1944 bombardments of German defensive positions tended to concentrate too much on thinly manned forward outposts and therefore didn't inflict as much damage as they might have. The Allied Indirect Fire Modifier is set to 90 to account for this.

Air Interception

In early September, the Luftwaffe was in disarray as squadrons withdrew from France and Belgium. The early September PDT provides no possibility that an Allied air mission is intercepted. By mid-September, the Luftwaffe had regrouped and was contesting the airspace over the Netherlands. There is a small chance that Allied air missions will be intercepted in the scenarios using the late September, October, and November PDT. The Channel Ports scenarios use a separate PDT in which the interception value remains 0.

In all PDT files, the chance that a Luftwaffe air mission is intercepted is set to 50. This value is lower than might be expected and is explained by the fact that very few scenarios feature German air support and the few instances of German air availability represent specific historic raids. These could not go through if the chance for interception were higher.

Air Interdiction

In the first days of September, much of 2nd Tactical Air Force was on the move, establishing new bases in France in Belgium. Air support for 21st Army Group was consequently limited. The Allied Air interdiction in the early September PDT is set to a low value of 2 and air interdiction will be relatively uncommon in the applicable scenarios. By late September 2nd TAF was well established in Belgium and was routinely flying missions in support of 21st AG in the Netherlands. The interdiction is increased to 5 in the late September and October PDTs. This is still a fairly low value – while 2nd TAF was conducting interdiction missions (especially the Mosquitoes of No. 2 Group), these missions were principally focused on interdicting German movement in the central Netherlands and northwest Germany, well out of the map area.

There is no German interdiction value.

Night Move Disruption

The night move disruption rate of 30 was selected after extensive testing. This value allows certain elite units (Allied commandos, certain veteran German parachute units) to operate effectively at night with little risk of disruption while providing a significant deterrent to the use of lower quality units in night operations.

Optional Rules

Below are the suggested optional rules for *Scheldt '44*:

Optional Rules Dialog	
<input type="checkbox"/> Manual Defensive Fire	<input type="checkbox"/> Optional Fire Results
<input type="checkbox"/> Automatic Defensive Fire	<input type="checkbox"/> Optional Assault Results
<input type="checkbox"/> Alternative Indirect Fire Resolution	<input type="checkbox"/> Locking Zones-Of-Control
<input type="checkbox"/> Alternative Air Strike Resolution	<input type="checkbox"/> Higher Fatigue Recovery
<input type="checkbox"/> Alternative Direct Fire Resolution	<input type="checkbox"/> Indirect Fire And Air Strikes By The Map
<input checked="" type="checkbox"/> Alternative Assault Resolution	<input checked="" type="checkbox"/> Counterbattery Fire
<input checked="" type="checkbox"/> Artillery Set Up	<input checked="" type="checkbox"/> Night Fatigue
<input checked="" type="checkbox"/> Recon Spotting	<input type="checkbox"/> No Low Fuel Effects
<input checked="" type="checkbox"/> Virtual Supply Trucks	<input type="checkbox"/> Explicit Supply
<input checked="" type="checkbox"/> Optional Surrender	<input checked="" type="checkbox"/> Programmed Weather
<input checked="" type="checkbox"/> Low Visibility Air Effects	<input checked="" type="checkbox"/> Limited Air Recon
<input checked="" type="checkbox"/> Quality Fatigue Modifier	<input checked="" type="checkbox"/> Delayed Disruption Reporting
<input checked="" type="checkbox"/> Optional Amphibious Rules	<input checked="" type="checkbox"/> Extended Patrolling
<input type="button" value="OK"/>	<input type="button" value="Default"/> <input type="button" value="Help"/>

Additionally, “Indirect Fire and Airstrikes by the Map” is required for certain scenarios: #0917_01_Channel_Ports, #0925_01_Calais, #1006_01_Breskens_Pocket, and #1021_01_Breskens_Pocket_2. This enables the British cross-channel guns and German Walcheren batteries to conduct indirect fire missions. If preferred, the rule could be used in other scenarios as well.

Supply levels have been balanced using the “Virtual Supply Trucks” optional rule. This rule is critical for balancing the #0907_01_Herbststurm and other larger scenarios. The rule may be less important in small scenarios.

Air support has been balanced with “Low Visibility Air Effects” and “Programmed Weather” in mind. Without these rules, the Allied player will not receive the intended level of air support. These boxes should always be checked.

All scenarios have been balanced with the “Delayed Disruption Reporting” optional rule in mind. This rule is critical to achieving a realistically slow pace, particularly in scenarios that involved assaults on fortified positions.

“Extended Patrolling” is a new optional rule which allows patrolling units to negate the deception effects of nearby deception units. It is critical for balancing #0906_01_Herbststurm and #0906_01_Albert_Canal.

Unit values are based on the Volcanoman “alt values” which were designed with the “Alternate Assault Resolution” optional rule in mind. While this rule is generally recommended, it does have the unfortunate effect of weakening AVREs and Crocodiles in assaults on bunker and pillbox hexes. Players may consider going without the rule in scenarios that involve assaults on fortified positions.

Research and Bibliography

We drew from a wide range of primary and secondary sources in researching the Scheldt '44 scenarios and OOB. These included books, magazines, scholarly articles, doctoral dissertations, Allied and German war diaries and other archival material, FMS reports, and online databases.

OOB

The Scheldt '44 OOB was particularly difficult to research because the events covered fall in the middle of the larger campaign in Northwest Europe. The Allied and German orders of battle on the eve of the Normandy invasion are thoroughly documented and are laid out in detail in numerous sources. Many changes, however, occurred between June of '44 and autumn of that year and no single source, either in print or on the internet, outlines the Allied or German organization for this period in sufficient detail and accuracy to create a Panzer Campaigns order of battle. We had to piece together the order of battle using a variety of both primary and secondary sources, many of which contained incomplete or contradictory information. Creating the Scheldt OOB involved putting together clues, assessing the validity of different sources, and reconciling conflicting accounts – it very much felt like detective work. Compounding the difficulty, it became apparent early on that a single OOB file would not suffice as significant changes occurred on a weekly, sometimes daily basis, particularly in the German army.

While many changes had occurred within the 21st Army Group since Normandy, the Allied armies were not as difficult to research as their basic structure and divisional organizations remained intact. The 2nd Tactical Air Force had undergone more significant reorganization, but this was well-documented in Chris Thomas and Christopher Shores' work on the subject. The principal difficulty was in realizing the German 15th and 1st Parachute Armies, both cobbled together from the remnants of battered divisions that had retreated through France and Belgium and from various security, training, and other rear area units.

The most valuable sources were digitized copies of microfilm rolls containing German war diaries, situation reports, strength reports, organization charts, maps, and other miscellaneous documents. These provided the most precise and trustworthy information regarding the German OOB, though it was always important to keep in mind that any given report is only a snapshot of a particular moment and cannot necessarily be taken as being representative of the campaign as a whole.

Where German records were not available, the most important sources were Allied documents. The Canadian government has made digitized copies of all manner of World War II primary source materials free and available to the public, including war diaries, patrol logs, situation reports, and most significantly, intelligence reports. These intelligence reports were compiled roughly every other day and contain identifications of German units. Identifications were principally made through POW interrogations but also through captured documents, intercepted messages, and reports from the Belgian and Dutch resistance. The Canadians did not always accurately assess the composition of the forces in front of them and their assessments evolved over time as more information became available. While no single intelligence report can be considered authoritative, when viewed in a sequence and compared to other primary or secondary sources, a picture emerges of which information is likely accurate, what is questionable, and what is most definitely inaccurate, and from this analysis reasonable inferences can be made.

Also useful was the Canadian document *Information from German Sources Part III: German Defense Operations in the Sphere of the First Canadian Army (23 August-8 November)* and the American *Foreign Military Studies* (FMS) series, both of which contain postwar interviews with German generals. The utility of the FMS reports varied as they were compiled well after the events and are based on recollection. Some interviewed generals provided very precise information while others were vaguer.

Scenarios

As with the Order of Battle, researching scenarios often felt like “detective” work. The process typically involved cross-referencing multiple secondary sources plus any applicable primary source material to build a picture of the Allied and German dispositions and the events that unfolded, preferably down to the battalion level or regimental level. In scenarios where documentation was insufficient or sources were conflicting, we sometimes had to make assumptions or “fill in the blanks.”

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FAQ

The following are answers to questions that have been posed by playtesters and other concerned parties during Scheldt '44 development.

Scenario Design

Why is 11th Armoured Division fixed for the duration of the Overloon scenarios?

11th Armoured Division needs to be on the map in these scenarios as Allied units on its right and left and German units on its immediate front were involved in combat. 11th Armoured itself, however, played no direct role in the fighting and releasing this division would seriously unbalance these scenarios. As much as this may frustrate the Allied player, it is the only way the scenario can be reasonably represented and balanced.

Why is 'X' unit not released in 'X' scenario?

In most medium length to long scenarios, all units (except for some upper echelon HQ units and static fortress units) either have timed or triggered releases. In some small, short scenarios (Woensdrecht, Poppel, Zuydcoote, Heusden) some units on the periphery of the map or in the rear areas are not released. Some unreleased units are located on the immediate flanks of the "active" area of the front and have been included so the map does not feel too small or constricted, and others have been included for the sake of historic interest and completeness.

Why is 21st Independent Parachute Company already on the map on Turn 1 of Market Garden?

This Pathfinder company jumped prior to main Allied airborne landings and would have already been present at the start of the scenario.

Why are deception units used to represent guerilla activity in Belgium instead of partisan units?

Partisan units do not seem to fit the situation very well. Partisans would be spotted and released and then would be free to go after valuable rear area objectives. Furthermore, the presence of visible units in the German rear would likely unduly distract the German player. The deception mechanic keeps resistance units invisible to the German player and prevents the Allied player from abusing them.

The Woensdrecht scenario is very small...Wouldn't it be more compelling as a Panzer Battles scenario?

Absolutely. Woensdrecht is admittedly not a very strong scenario at Panzer Campaigns scale and a PzB treatment would be much more involved and probably more fun to play. We have included the scenario because the slaughter of the Canadian Black Watch on Friday the 13th is

one of the iconic moments of the campaign and we felt that it could not be ignored, even if the action would be more suitable to the Panzer Battles.

Why is the action on Walcheren so slow? Why is the action in the Breskens Pocket so slow? etc...

Adverse weather conditions, knee-deep mud, landmines, fortifications, flooding, and unexpectedly stiff German resistance slowed these campaigns to crawl. If these scenarios were designed to facilitate rapid Allied progress, we would not have done justice to the historic difficulties encountered in the Scheldt Campaign.

Why do there have to be so many British artillery regiments in the Walcheren scenarios?

Because the British employed a lot of artillery against Walcheren.

Why do Allied corps and army HQs lag so far behind the Allied infantry and arrive late in the Herbststurm scenario?

By early September, the forward Allied armored and infantry divisions had advanced far from their supply depots in Normandy and had outpaced corps and army service echelons. The Allies had difficulty delivering supply to these forward units and the delay in arrival of the higher HQs helps to represent this.

Why are there no upper echelon HQ units present in the Terneuzen and Moerbrugge scenarios?

1st Canadian Army and II Canadian Corps were stretched over an exceptionally wide distance in September and had difficulty supporting all the divisions which relied on them for supply. The absence of higher HQ units in these scenarios is to represent the logistical strain that these commands were under at the time.

Why are so many Allied divisions and brigades withdrawn in the Scheldt Campaign II scenario?

15th and 53rd Infantry Divisions and 6th Guards Tank Brigade were withdrawn to deal with the German counterattack in the Meijel sector in late October. Additional Allied units were redeployed to the east or withdrawn to rear areas for rest as the Scheldt Campaign drew to a close. The withdrawals are both historic and help to balance the scenario.

Order of Battle

Why are there no battalion weapons companies?

Rather than being represented as on-map units, battalion weapons companies are represented by increased soft, hard, and assault values and increased strength in the rifle companies that they supported.

Why are there no Wasp flamethrower carriers in Scheldt '44? Weren't they used in Operation Switchback?

Wasp flamethrower carriers were considered specialized equipment which could be allocated to infantry battalions on an “as-needed” basis. They were not part of the organic strength of any battalion nor were they permanently allocated to any given battalion. When employed, they were assigned to the carrier platoons in the battalion support companies. Battalion support companies are not represented as on map units.

We have not adjusted the unit values of companies that employed wasps for several reasons. First, Wasps were only allocated on a temporary basis. While Wasps were known to have been used by 2nd CID, 3rd CID, 1st Polish, 49th (West Riding), and 51st (Highland) at various points in the campaign, it is impossible to know exactly which battalions had them and for how long – just because X battalion was supported by Wasps on X date doesn't mean that X battalion was supported by Wasps on Y date. Furthermore, Wasps were only deployed in small numbers – typically no more than six per battalion and usually less. This is probably not sufficient to justify increasing an entire battalion's soft, hard, or assault values.

Why are there so many Belgian resistance fighters?

The role of the Belgian resistance is often overlooked and misunderstood. English language sources about the campaigns in Belgium and the Netherlands in 1944 typically make only passing references to the role of resistance fighters and often contain incomplete or inaccurate information. Allied war diaries and French and Dutch language sources devoted to the subject provide a more complete picture and reveal that platoon, company, and even battalion-sized resistance units operated with the Allies and even conducted some operations behind enemy lines. While it would be correct to say that Belgian military resistance was limited in scale as compared to the armed resistance in France, Poland, or the Balkans, “limited” does not mean “non-existent” and a complete treatment of the campaigns in Low Countries requires the presence of Belgian resistance units.

Why are foreign languages used in unit names?

The design team felt that using German, French, Dutch, and Polish language titles and nomenclature in appropriate units and map labels lends color and authenticity to the game. We

expect that some players will agree and appreciate this design decision, though we acknowledge that others may dislike it and still others will be entirely indifferent.

What are “Breeforce” and “Tineforce?”

Taurus Pursuant and *The Black Bull* mention that the 11th Armoured Division was aided by what is described as a “mercenary force” of French and Russians armed with German weapons and clothed in a “hodgepodge” of uniforms of various nationalities in the week leading up to Market Garden. These “mercenaries” were organized into “Breeforce” and “Tineforce” and held a section of the Zuid Willemsvaart with the Belgian resistance prior before being relieved on the September 18th. It is unclear whether these men were escaped POWs or Wehrmacht deserters.

Other

Why are there jungle hexes in the Netherlands?

The jungle hexes are a stand-in for flooded fields. We did not feel that any existing Panzer Campaigns terrain type adequately represented the challenges posed by defensive inundations and chose to modify an otherwise unused terrain type to represent these. It is regrettable that the info box reads “jungle” rather than “flooded field”, but it is impossible to change the names of terrain types and the added realism to gameplay seemed to outweigh the display issue.

Why don't Me 262s have a jet sound effect?

We cannot assign separate sound effects to jet aircraft and propeller aircraft. If we added a jet sound effect, it would be used by propeller aircraft as well.

Why is Market Garden included in Scheldt '44 and how is it different than the campaign scenario in Market Garden '44?

David Michas created a new map of the Netherlands for use in France '40 Gold. This map has been re-used and updated in Scheldt '44. This map opened up possibilities for Market Garden which could not be explored in the original map found in *Market Garden '44*, principally the inclusion of VIII Corps and XII Corps. The Market Garden scenario found in *Scheldt '44* differs from the original in that the map is larger and it is oriented with north on the top map edge rather than northwest, and additional Allied and German units are included based on new sources that have become available since the original was released.

Will the other Market Garden '44 scenarios be “re-done” with the Scheldt '44 map?

Our intent was never to copy existing material or supplant *Market Garden '44*, only to create a new campaign scenario with the larger map provided in *Scheldt '44*. There are currently no plans to include additional Market Garden content in this title.

Why not include Operation Veritable?

Scheldt '44 focuses on 21st AG's actions between September and November '44. Operation Veritable is far out of this time frame and would require an entirely new OOB file, a new map, and extensive research. If we were to devote the time required to give the British drive to the Rhein a proper treatment, we would essentially be making another game.



Teatime at Vlissingen