

OPERATION VERITABLE



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HISTORICAL NOTES

By Ken Dunn

February 8th, 1945, seemed like just another in a long string of cold, wet, miserable days along the German-Dutch border. It was, however, the start date for the next military effort in the Northwest European theater of operations to achieve control of the west bank of the Rhine River. The Rhine was Germany's last great natural barrier hindering the western Allies' drive on Berlin. To the German people, it was an important psychological symbol as well. This newest Allied effort was conceived and executed by the 21st Army Group under the command of Field Marshal Bernard Montgomery. Born out of the frustrations and recriminations of the American effort during the Huertgen Forest campaign, the Allied code name for this new assault was Operation *Veritable*. It was to be launched simultaneously with Operation *Grenade*, the southern pincer of the Rhineland campaign to be carried out by the U.S. 9th Army, also under the command of the 21st Army Group while on loan from General Omar Bradley's massive 12th Army Group.

Veritable and *Grenade* were the joint Commonwealth-American operations designed to catch the still formidable German formations on the west bank of the Rhine and grind them to pieces before they could withdraw across the river. The Commonwealth forces of the 1st Canadian Army, commanded by General Harry Crerar, formed the northern pincer. The U.S. southern pincer, commanded by General William "Big Simp" Simpson, consisted of the 9th Army with reinforcements from the 1st Army. The follow-up operation and second phase of *Veritable* was Operation *Blockbuster*, which would take advantage of the favorable terrain opened up by *Veritable* as well as the destruction of opposition forces, and link up with *Grenade* to burst through the remaining defenses and reach the Rhine at Wesel. They were opposed by General der Fallschirmtruppen Alfred Schlemm and his 1st Fallschirmjäger Army.

One aspect of Operation *Veritable* was the impressive deception campaign launched by the Allies to fool the Germans into believing the main assault would be launched elsewhere. The deception plan called for false radio traffic in other sectors to give the impression of reinforcements to those sectors. In fact, pre-battle reconnaissance by troops thought by the Germans to be in other sectors was conducted only after changing into uniforms and battle insignia of troops already known to be at the front. In this way, the British officers of XXX Corps, decked out as Canadians, were able to inspect the battlefield. The German High Command was com-

pletely fooled, but General Schlemm thought otherwise and expected the attack to come through the Reichswald. His commander at Army Group H, General Johannes Blaskowitz, was convinced that the attack would occur much further south and refused Schlemm permission to move reinforcements to bolster the 84th Infanterie Division.

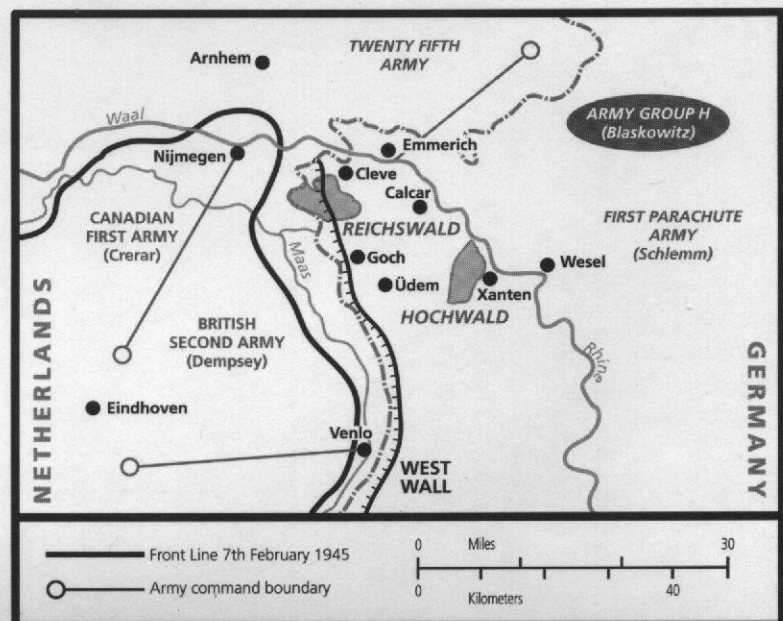
The *OPERATION VERITABLE Historical Study* is primarily a study of specific actions that epitomized Operation *Veritable* during that portion of the campaign in Northwest Europe from February 8th to February 26th when *Blockbuster* took over. This study does not depict any actions from Operation *Grenade*. Although *Grenade* was integral to the overall campaign, it has a different "flavor," being an American effort with different terrain and weather conditions.

Operation *Veritable* was proposed to SHAEF by Field Marshal Montgomery as an advance to the Rhine River in order to establish a position to cross that great barrier. Montgomery's proposal was not without controversy, however. While the western Allies agreed upon the objective of the attack, there was a significant amount of in-fighting as to how best to go about achieving this aim. The Huertgen Forest operations, commanded by General Omar Bradley and General Courtney Hodges, had been an unmitigated disaster, sucking up valuable troops, supplies, and time to achieve an end that many military historians

agree was not worth the means. This failure of the Huertgen Forest operation was used as one pretext to support the logic of the *Veritable* operation. As January 1945 came to a close General Eisenhower, under considerable pressure from the Combined Chiefs of Staff, issued the directive that authorized Operation *Veritable*.

Veritable required considerable sacrifice from the American forces in terms of supplies and initiative for the benefit of the Commonwealth forces, which were commanded by a man that many Americans vehemently disliked. *Veritable* and the rest of the Rhineland campaign were truly a multi-national effort in spite of the American distaste for Montgomery and their feeling of being strong-armed into supporting him. Furthermore, Montgomery felt two preliminary actions were necessary before he could launch *Veritable*. The first was the movement of reinforcements to General Simpson's 9th Army, under the command of Montgomery, from Bradley's 12th Army Group. The second was the capture of the Roer River dams.

The Roer River dams had to be captured intact in order to prevent the intentional flooding of the Roer River valley by the Germans. If the valley was flooded, Operation *Grenade* could not be launched. The risk to supply lines, the rearward lines of communication, and the movement of troops (both reinforcements and the wounded) would be too great otherwise. These movement



axes cut straight through the valley and would be underwater should the valley flood. Unfortunately, operations to capture the dams did not begin until February 4th. Some say that General Bradley, stung by Monty's criticism over the Huertgen Forest operation, delayed the orders to proceed—perhaps in an effort to cancel *Veritable*. The Schwammenavel Dam was not captured until February 9th, but by then the damage had been done. Acting on General Schlemm's orders, the German engineers had destroyed the discharge valves in such a manner so as to allow a continuous flow of water to discharge downstream from the dammed Roer. This maintained flood conditions in the valley, across which the 9th Army had to travel in order to launch Operation *Grenade*, for a longer period of time than was desired.

This put Field Marshal Montgomery and General Simpson in a tough position. They had to choose between launching *Grenade* with the risk that reinforcements and supplies might be cut off due to the rising waters, or delaying Operation *Grenade* and allowing the Germans time to transfer troops to oppose Operation *Veritable* which had been launched the day before in anticipation of the dams being captured. With the decision to delay launching *Grenade*, Field Marshal Montgomery's double-pronged assault was in jeopardy. At the same time, Operation *Veritable* was beset by mobility problems of its own.

Some months earlier, during the frantic initial planning that was done to organize Operation *Veritable*, a high level meeting was held on December 17th that included General Harry Crerar and General Horrocks. At this meeting a critical decision was made. Crerar asked Horrocks, "Do you want Cleve taken out?" Horrocks believed there were significant tactical advantages to be gained by totally destroying the town of Cleve, birthplace of Anne of Cleve, Henry VIII's fourth wife. These advantages included the destruction of the transportation network that allowed the Germans to bring reinforcements onto the field and the potential to knock out General Fiebig's headquarters and thereby cripple the 84th Infantry Division, the major formation in the path of the Allied armies. On February 5th, a memo was circulated to the chiefs of staffs indicating that "cratering"—the creation of large craters, debris, and rubble that would severely impede passage—would be acceptable. This memo was a direct result of the December meeting and was to have consequences far outside of the initial concept. On February 7th, the night before the launching of Operation *Veritable*, 900 heavy bombers dropped their loads in the environs of the Allied axis of advance. Of these, 300 were targeted on Cleve. The destruction was great, and included the deaths of many forced labor personnel from other countries and other non-combatants.

The town of Cleve is located in a narrow opening between the Rhine River and the Reichswald Forest. Thus, it is the gateway to the Rhineland and a key transportation and communication center. Several other towns were also targeted, including Goch and Kalkar. The decision to

bomb Cleve backfired, however, because the Germans ended up being helped much more than they were hampered. Instead of being a lightning stroke with an armored breakout into the plains beyond Cleve, the attack bogged down and became mired in the impenetrable barrier of rubble blocking Allied vehicular movement. Cleve had been flattened and the German troops were alerted and ready to deny passage in emplacements made even stronger by the addition of rubble.

The German troops occupying Cleve were from the 84th Infantry Division. This division was responsible for the majority of the defenses along the route that the 21st Army Group was about to take. General Blaskowitz commanding Army Group H had been so convinced that the main assault would come across the Roer River in the American sector, or through the town of Venlo, that all available reinforcements were kept near to those sectors. The 84th Infantry Division was part of the 86th Infantry Korps commanded by General der Infanterie Erich Straube. His peers derisively called him "the Watchmaker" because of his tedious attention to every detail and his obsessive fretting prior to making a commitment. Straube hardly inspired confidence in his commanding officer, General Schlemm, the commander of the 1st

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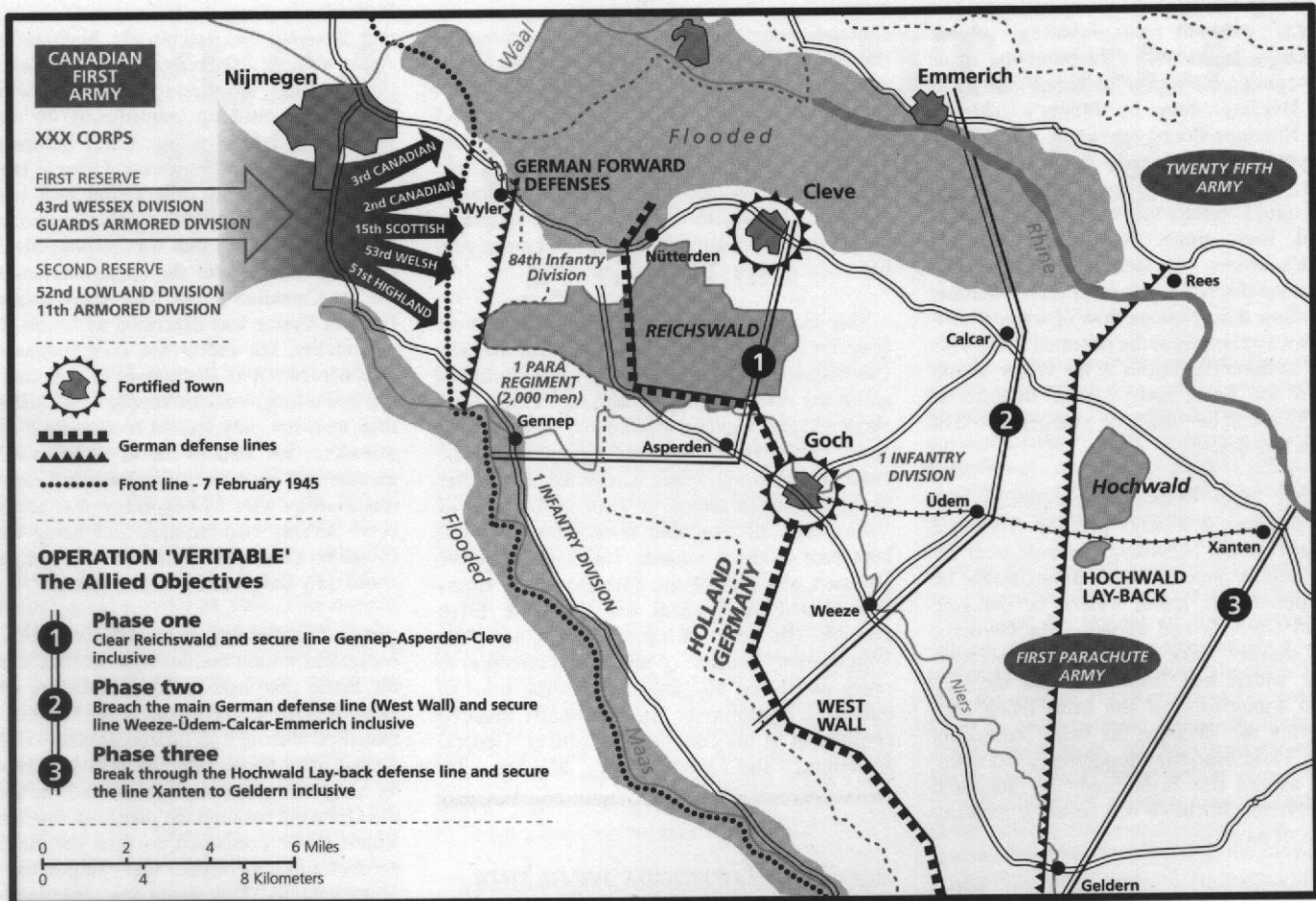
Fallschirmjäger Army. The only forces Straube had guarding the Rhineland were the 10,000 men of General Fiebig's 84th Infantry Division and some Volksgrenadier units, many of whom were grouped together with specific health problems, including a *Magen* (stomach) battalion and an *Ohren* (ear) battalion. (Fiebig much preferred the stomach battalions, as he quipped that the ear battalions couldn't even hear a barrage, much less an order.) Fiebig's ace in the hole was the recently arrived 24th Fallschirmjäger Regiment, which moved into the line two days before the attack despite Blaskowitz's orders to Schlemm. The *Fallschirmjäger* were parachutists in name only. Most had never had any jump training. However, they were some of the best Germany had to offer, and they had not yet tasted the sting of defeat that had affected so many of the other German units. They were tough, brave, and determined. The German forces had one other asset, the Siegfried Line, a series of fortified positions, in depth, that stretched from the Rhine River in the north to the Maas River in the south.

When the artillery barrage opened up on February 8th after the previous night's bombing, Schlemm realized that the main Allied effort was coming through the Reichswald from the

Netherlands along the Nijmegen-Cleve highway and through the Reichswald National Forest. Again without authorization from Blaskowitz, he ordered the 6th and 7th Fallschirmjäger Divisions moved up immediately to plug the gaps in his defensive line. While Schlemm was allocating his reinforcements, General Horrocks was standing at his observation post watching the opening bombardment. Horrocks commanded the XXX Corps that was responsible for the opening attack under the operational control of the 1st Canadian Army. The Army commander General Crerar was described as "...no flaming personality, but rather has cool judgment and cold nerves." With the masses of men and material and a long, tenuous supply line, this was the man who not only had to coordinate a massive offensive, but also to report to his own commander and his own government in Ottawa. His relationship with Montgomery was strained at best. Serving two masters and being the first Canadian general to command such a large army could only have been a large burden.

As if the cratering of the only avenues into the battlefield wasn't bad enough, another aspect of the battle plan had failed even before the first salvo was fired. The planners had initially anticipated advancing over frozen ground, conditions almost ideal for an armored breakout. However, an early thaw, torrential rains, and the fact that the Germans blew up the dikes holding back the Rhine River combined to turn the fields and polders into seas of mud that clung to the tracks of the vehicles. This resulted in vehicles bogging or being confined to the roads, causing huge traffic jams. It was these conditions—the thaw, the cratering, and the flooding, coupled with the overcast skies that denied the Allies their overwhelming superiority in air power—that allowed the Germans the time to move troops from one sector to another easily and without worry. The Allies would pay dearly for this in the coming days.

As dawn opened on February 8th with the town of Cleve in flames, the 1,334 guns of the 21st Army Group opened fire and continued to fire for 24 hours. In addition to the artillery assets, "pepperpot" groups of tanks, mortars, and rocket launchers kept the initial area of advance under intense fire. The purpose of this awesome display of firepower was to saturate the German defenses, destroy known strongpoints, demoralize the enemy, and provide support for the ground assault. XXX Corps opened with a five-division front. From left to right these were the 3rd Canadian, 2nd Canadian, 15th Scottish, 53rd Welsh, and 51st Highland. The 15th Scottish Division had the objective of taking Cleve and thus moved down the middle of the front. The leftmost division, the 2nd Canadian Infantry Division, moved up to clear the towns of Wylers and Den Heuvel in order to clear the main Nijmegen-Cleve road. The Welsh Division (53rd) was the inside right unit and was to enter the Reichswald in order to control the two roads that divided the forest and then converge on the village of Hekkens. This was only an eight mile trek but a mission more difficult than anyone would imagine. The scenario "Married Up" (HS20) depicts the difficulties the Welsh had in



moving forward through the Reichswald National Forest. Backed by troops of the 86th Infanterie Korps, this was part of the first line of German defenses. The Germans were sure this route was tank-proof and were surprised by the presence of the hulking Churchills in the woods. The Churchill was the only tank that could maneuver through both the mud and the trees. The Germans, however, quickly adapted to the AFV presence and nothing had prepared the Welsh Division for the miserable conditions and challenges of the Reichswald.

With much difficulty, the forest was conquered tree by tree, with every one a potential ambush site for snipers and tank hunters. Supply had to be carried by hand up a single road into the forest. The troops who fought here called this narrow dirt road "Chewing Gum Alley." More than one tank sank up to its turret in the road trying to move up into the line. Wounded and supplies had to be hand carried back and forth. This road was the single link to the outside world but was quickly rendered useless to all but foot traffic and the Churchill tanks, as wheeled vehicles could not negotiate the clinging mud. The going got even harder as the Germans inserted high caliber troops into defenses. The Welsh would advance until contact and then deploy to flank the enemy position. This system resulted in many casualties and time delays. Without much cover other than tree stumps and snowstorms, even the Churchills were of little value. Eventually, the 9th Royal Tank Regiment was withdrawn from the Reichswald battles due to combat losses and could no longer support their

erstwhile mates, the 160th Brigade. Of the 52 tanks that began the operation, only 14 were still battle worthy six days later. Finally, by February 14th the Reichswald Forest was cleared, marking the end of the first phase of Operation Veritable. The Welsh, however, had not finished fighting and were soon to learn that fighting out from the forest was to be even more difficult than fighting into the forest.

On February 9th, the combat units of the 15th Scottish Division came across the fixed defenses of the Siegfried Line, which included extensive minefields and anti-tank ditches all covered by concrete gun emplacements for fire support. In an effort to offset the severe manpower differences between the Allies and the Germans, the Siegfried Line had been constructed to tie into the flooded Rhine River and thereby shorten the German line and deny the Allies room to maneuver. Unfortunately for the Germans, the Westwall (as they called the Siegfried Line) was never as strong as German propaganda made it out to be, nor was it properly completed along the whole of its length. The men and the weapons that were supposed to defend it were never really available. If the line had been finished to specifications, been adequately manned, and had mobile reserves available to seal off breaches, the battle for the Rhineland would have been a much more difficult affair for the Allies.

To offset the real difficulties that the Westwall presented, the Allies countered with the "funnies" of the 79th Armoured Division. The use of the various unique British vehicles significantly

assisted the British troops through the defenses of the Westwall. The successful attack and capture of the Materborn Heights ("To the Matter Born" HS18), which was only reached after breaching the Westwall, would ultimately lead to the most serious mistake of Horrocks' career. Misinterpreting the outstanding achievements of the 15th Scottish division during the first few days of Operation Veritable, Horrocks believed that, despite the manifold problems of rain, flooding, and fresh, first-rate troops reinforcing the defense, the operation was already a success.

To be fair, many of these problems were just coming to light. Horrocks, who already had 39 battalions committed in addition to armored units, artillery, and support services, was about to add an extra division into the fight. Horrocks' optimism seemed justified according to the data coming in. There were already 3,000 prisoners, the Westwall had been breached, and the enemy seemed to have run out of fight.

After hearing premature reports that Cleve had been captured, Horrocks authorized the 43rd Wessex Division, the first reserve division, to pass through the 15th Scottish Division and move into the open plains behind Cleve towards Goch. Horrocks made his decision based on faulty intelligence and his desire to neither lose the impetus of the battle nor allow the enemy time to recover. This was a fear supported by the news that the 7th Fallschirmjäger Division was entering the line with the 84th Infanterie Division. Horrocks had also just been informed that the Roer River dams had been damaged,

delaying *Grenade* or possibly even canceling it, so he saw the move to Cleve as even more important. Horrock's decision had two immediate results. The first was to completely entangle two full divisions, creating a communication and logistical nightmare. Second, a traffic jam of epic proportions strangled all movement on the only dry road to Cleve.

Still under the impression that Cleve had been taken, General Thomas, commander of the 43rd Wessex, decided to shift his reconnaissance units to the front of his division. This unfortunate decision exacerbated an already intolerable position. Both the 15th Scottish and the 43rd Wessex found themselves along the single muddy road in a downpour. Traffic stopped, the enemy consolidated in Cleve, Horrocks lost his impetus, and the town was still not taken. What had been a positive was now a disaster in the making. However, a lone battalion of the Wessex's 129th Brigade had managed to slip into Cleve unbeknownst to anyone after taking a wrong turn on a side road. In Cleve, the Westcountymen of the 129th Brigade saw at first-hand the effects of the decision that "cratering is acceptable." Units were unable to move except along the roads, and then only with great difficulty due to the debris left from the bombing and the mud. Once alert to the fact that a British unit was behind their lines, the Germans attacked from all sides, with the British never knowing from where the next strike might come. Bizarre, Wild-West-style shoot-outs broke out throughout Cleve. The scenario "Bewildered and Belligerent" (HS19) depicts part of this battle.

It wasn't until February 11th that the 129th Brigade was relieved amidst absolute chaos and Cleve finally cleared out. *Veritable* was two days behind schedule due to the mess on the roads, but Cleve had been captured. It had been the 15th Division's job to capture Cleve, but due in part to the error in judgment by Horrocks the 43rd had done it instead, much to the chagrin of the Scots. And while the narrowness of the front had become a glaring problem as the Allied units became badly entangled, the premature attack may have surprised and confused the Germans to the point where their defense of Cleve was compromised.

Over on the left flank of Operation *Veritable*, the 3rd Canadian Infantry Division under the command of General Dan Spry was also attacking the Westwall defenses, including the flood-

lands of the Rhine River. Towns now mostly submerged had been turned into strongpoints that could engage the troops fighting towards Cleve. These strongpoints could only be cleared out via frontal assault using amphibious vehicles driven by the troops of the 79th Armoured Division. The "Water Rats," as the 3rd Division was called, attacked during the night, eight hours after the opening salvo of Operation *Veritable*. Wallowing along in the Buffalos and other amphibians, the Canadians never knew which of the "islands" dotting the landscape were defended. Using smoke cover and searchlights bounced off the cloud cover, the "Water Rats" reduced many of these "islands," securing the left flank of *Veritable*. The scenario "Water Foul" (HS17) depicts one of these actions.

On the right flank, the 51st Highland Division had fought its way out of the southern edge of the Reichswald and into the open tank country towards Goch, which Crerar wanted for his armored breakout. The Germans, aided by the February thaw, stalled his plans. Instead of a fast breakout, the attack was more like a slow crawl. This was another flaw in *Veritable*. The planners were unaware of the habitual early thaw in this part of Europe and had assumed that the ground would be frozen. The Niers and the Kendal Rivers, swollen to twice their normal size, also slowed the advance of the Highland Division. The town of Goch held a strategic position on the Siegfried line and was the linchpin of Schlemm's defenses. It was unapproachable, however, as long as the Germans occupied the many villages along the road: Gennep, Hekkens, Kessel, Hervorst, etc. As the Highlanders fought for these towns, the dreaded Nebelwerfers shelled them mercilessly, and they replied in turn with massive artillery bombardments of their own. The scenario "Hervorst Hell" (HS21) depicts one of the battles in this action.

By D+10 the Allies finally found themselves outside Goch, with the two Scottish Divisions massed to attack. The schedule called for pinching the Scots out of the line after the capture of Goch, making this their last battle of the Rhineland campaign. The town of Goch is old, with the Niers River cutting a gentle U through its center. Two immense anti-tank ditches, one of which was 10 feet deep, surrounded Goch, and wire, emplacements, mines, and reinforced cellars completed the defenses. Manning these was General Eugen Meindl's 2nd Fallschirmjäger

Korps, along with the remnants of General Fiebig's battle-worn 84th Infanterie Division.

At first the Allies encountered little resistance, with several units penetrating beyond the first anti-tank ditch and some units getting almost as far as the inner anti-tank ditch. These early successes generated a change of orders. Instead of a methodical set piece attack, the Scots were now ordered to charge the town and take it by *coup-de-main*. At this moment the German resistance stiffened, confounding initial impressions. This action is represented by the scenario "Goch Ya" (HS22). It would take the Scots another 48 hours to clear the town. About this time, some of the Allied forces were sidetracked to attack a small hamlet outside Goch called Thomashof. The scenario "Tussle at Thomashof" (previously published in *ASL Annual '93b* as Deluxe A12 and updated here as HS23) shows part of this action.

Staring southeast from Louisendorf on the morning of February 19th, Lt. Colonel Whitaker, commander of the Royal Hamilton Light Infantry (RHLI, pronounced "Riley"), could see a gently sloping rise dotted with the occasional farmhouse and outbuilding. As he stared, he considered what might lie over the top of the rise. He and his battalion had been ordered to capture a section of the Goch-Kalkar road as the start line for the next phase, Operation *Blockbuster*. Whitaker had extensive artillery available and another battalion of the 4th Canadian Infantry Brigade, the Essex Scottish, covered his right flank. The final battalion, the Royal Regiment of Canada, was in reserve. The 1st Canadian Armoured Carrier Regiment would be providing armored transportation for the Rileys in the form of Kangaroos, turretless tanks transformed into armored personnel carriers. Accompanying the troops into battle were the Shermans of the Fort Garry Horse of the 2nd Canadian Armoured Brigade.

Whitaker had cause for concern. Just over the rise were troops from the excellent 6th Fallschirmjäger Division, commanded by General Hermann Plocher, and the hard fighting 116th Panzer Division. Sprinkled throughout the German defenses were several 88mm anti-tank guns, which were to prove significant in the hours to come. Additionally, placed under temporary command of the 1st Fallschirmjäger Army was the last major reserve of Army Group H, the Panzer Lehr Division, to be used for offensive purposes only. A special *kampfgruppe* was formed around the Lehr's 901st Panzer Grenadier Regiment. Led by the 901st's commander, Colonel Paul von Hauser, the formation was augmented with anti-aircraft vehicles and additional PzKfw IVs, and was assigned the counterpunching role.

As H-Hour approached, Whitaker deployed his forces. Under the cover of a rolling barrage, A Company, commanded by Major J.M. Bostwick, led off on the right mounted in Kangaroos, while B Company, commanded by Major Dunc Kennedy, led off on the left, also in Kangaroos. Because the RHLI's left flank was wide open and not covered by any attacking force, Whitaker assigned the carrier platoon with



One of many towns flooded by the Germans trying to slow the Allied offensive into Germany.

its Wasps and the recently attached Toronto Scottish with their medium machine guns to that side. These two companies were to approach over the fields and take their objectives quickly. A and B company were to be followed up on foot and at a slower pace by Major Joe Pigott's C company on the left and Major Louis Froggett's D Company on the right. Unfortunately for the Canadians, it had rained most of the night, turning the farmers' fields, recently plowed in anticipation of the planting season, muddy and making the terrain boggy and treacherous for tanks.

At H-Hour, the troops moved out and the German defenses came to life. The concealed 88mm anti-tank guns knocked out 11 tanks and three Kangaroos. Many of the Kangaroos dropped the infantry off early, unable to reach the objectives due to the minefields and intense anti-tank fire. Many of the attached carriers also went up in flames. The historical-map scenario "Got Milk?" (HS26) portrays the first day of the battle near the Milk Factory.

The Milk Factory, a large cow-milking facility, had been identified early on by Colonel Whitaker as a dominant terrain feature, and he intended to use it as his headquarters. The Canadians took it just two hours into the assault, although with heavy casualties. Whitaker spent most of the next week there coordinating artillery attack after artillery attack, desperately trying to fend off the counterattacking Germans. His right flank was dangerously exposed after Panzer Lehr's Kampfgruppe von Hauser overran the Essex Scottish. The Scottish had themselves been let down by their right hand neighbors, who had failed to advance, leaving that flank exposed.

The historical-map scenario "Like Lambs Led to Slaughter" (HS25) depicts the advance of C Company, one of Whitaker's follow-up companies. C Company was composed mainly of men who had not originally signed up for the infantry, but instead had been transferred in from the service corps or the artillery to make up for the losses that had occurred over the last four-plus years of war. The policy of using untrained men on the firing line, many of whom paid the ultimate price, most likely increased the amount of losses significantly, and was due to Ottawa's unwillingness to impose politically unpopular conscription on its citizens. Without conscription and its inherent support system of training, there was only a small pool of trained infantry volunteers to choose from to cover the losses in the front line battalions, and these didn't go to the RHLI.

Major Pigott spent as much time as he could attempting to teach these untrained replacements elementary tactics, but there simply wasn't enough time to finish the job. As Pigott noted after the battle, although these men distinguished themselves in spite of their lack of training by going up against tough-as-nails paratroopers who were defending their homeland, few survived. As the advance over open ground began to falter, the carrier platoon that Whitaker sent to this flank came to the rescue. This triggered a second push by C Company that gained the objective. During this assault, Major Pigott was badly wounded and command passed to

Lieutenant Bob Wight of the Demolition Platoon. Lieutenant Wight ordered the troops to fix bayonets more for effect than for any real need, and they advanced singing the Demolition Platoon's theme song. With these measures they took the crossroads and dug in.

The next 48 hours saw frequent, vicious counterattacks by various combinations of paratroopers, the 116th Panzer Division, or the Panzer Lehr. The majority of these attacks, as exemplified by the historical-map scenario "Tickling the Ivories" (HS24), fell on B Company at Schwanenhof, still commanded by the now-wounded Major Kennedy. The commander of the 116th, General von Waldenberg, issued a specific written order to take the Schwanenhof farmstead. The historical-map scenario "Lawless Ways" (HS27), wherein Lieutenant John Lawless manages to restore a tactical situation that was close to slipping away from the Canadian command, depicts one of these battles.

Over on the right flank, the remnants of the overrun Essex Scottish battalion decided to pull back to their starting positions. This desperate mission was made more difficult because the Germans chose to attack through that position at the very same time. See the scenario "Battered Remnants" (HS28).

Most of the German attacks had been coming from a small patch of woods beyond D Company's position, near the farmstead of Ebben, that would have been covered had the Essex Scottish held. Whitaker figured that the only way to completely secure the Goch-Kalkar road was to clear out the German positions beyond the woods. D Company and Major Froggett launched a night assault and took the woods position, although they were to suffer several counterattacks. In fact, over the next 72 hours German attention shifted from Schwanenhof to Ebben, with D Company now almost completely overrun. The German counterattacks culminated in the HASL scenario "Obstinate Canadians" (HS29), wherein the penultimate German counterattack was only stopped by the Canadian forward artillery observer calling artillery down on his own position. Interestingly, it was in the artillery observer's position, in the cellar of a small cottage that most of the German civilians had been hiding during the course of the battle.

By February 26th, the battle for the Goch-Kalkar road—"Riley's Road"—was over. For seven days, the Canadian battalion had held out against elements of three German divisions including the elite Panzer Lehr. The Rileys suffered 125 killed, with most of the remaining half of the battalion wounded. The Essex Scottish lost 200 men, about two-thirds of the battalion. The third battalion of the 4th Canadian Infantry Brigade, the Royal Regiment of Canada, lost 64 men when they counterattacked to restore the Essex's position. The Germans lost some 200 men killed in front of D Company's position alone, as well as 275 prisoners, 46 of who were taken by Lt. Lawless' counterattack against Panzer Lehr. By now Operation *Blockbuster*, the second phase of the operation, was underway

and would advance straight through the position won and held by the RHLI at such cost.

Prior to *Blockbuster*, however, the previously postponed *Grenade* was launched on February 23rd. The flooded Roer River had begun to abate on February 15th, and on February 21st General Simpson decided that the river, although still flooded, could be successfully bridged and crossed in a two-day period. Simpson thought he could surprise the Germans by attacking while the river was still partially flooded. He deliberately chose a surprise attack under difficult circumstances over an expected attack under easier circumstances in the belief that it would reduce casualties. We will never know if he was right.

The 9th Army crossed the Roer River on February 23rd and by February 25th the Germans were forced to pull two strong Panzer Divisions south to meet this new threat. The issue of casualties aside, the gamble of *Grenade* had paid off. A firm-footed plain all the way to the Rhine River now lay before the most mobile army ever to take the field, with little or no opposition to slow them down. The armored breakout so hoped for by Montgomery was at hand.

Despite the apparent success of *Grenade*, February 26th was one of the costliest days of World War II for Canada. Starting with Froggett's defense of Ebben and the *Blockbuster* start lines in the early hours to the last chime of the clock, 214 Canadians were killed in action on this day. The dying actions of Froggett's defense overlapped the start of *Blockbuster* by an hour. Over the course of 19 days, the 21st Army Group had crept forward between 15 to 20 miles from their original positions. Another 13 days of *Veritable* were still to come as part of Operation *Blockbuster*. Through it all, the German opposition and the appalling weather remained constant. And even though fresh troops were introduced, and new terrain was traversed, *Blockbuster* would become a rerun of the previous struggles.

Lieutenant General Guy Simonds, who had led the planning for *Blockbuster*, commanded 2nd Canadian Corps, augmented by detachments from XXX Corps, on the left side of what was a two-corps front. The main objective of *Blockbuster* was to clear the towns of Weeze, Goch, Udem, and Kalkar, thus freeing additional roads to keep the armor on the move. Simonds, the youngest general ever to command a Canadian Corps in battle, was admired as an improviser who achieved effective results. For example, Simonds is widely credited with establishing safe transport for the infantry right up to the battlefield through the use of Kangaroos. He was also ambitious and intolerant of delay.

So far, this impatient corps commander had been sidelined waiting for *Blockbuster* to start, but now his moment came. Only the first day, February 26th, was to live up to the hopes and expectations of the planners, however, and then only at a significant cost in lives. Two of our scenarios are part of *Blockbuster*. The first, "The Good Shepherd" (HS30), represents a combined arms attack on the first day. The Canadians had

advanced squarely into the next line of defenses before the town of Udem, a major objective, and paid dearly for it. In the end the Canadians persevered, succeeding due to overwhelming superiority in men and material. Simply put, the Allies could afford the losses for the territory. The generals may have denied it, and the political consequences of this sort of meat grinding would have to be paid after the war, but for now it was sufficient to achieve the objective and open the way to Udem. This attack, and others like it, allowed *Blockbuster's* first day to be considered a success despite the casualties. February 26th had been a grisly day.

General Simonds had insisted on a supply route for *Blockbuster* in order to maintain the momentum of the attack. Simond's new road was the Goch-Xanten railway line, a novel idea and in keeping with his reputation as an innovator. The embanked and elevated railroad bed would be ripped up and the gravel base would become the base for truck traffic to keep the attack supplied. The downside was that the railroad ran through some of the strongest defensive positions remaining to the Germans on the West bank of the Rhine River. There was an alternative route to the Rhine that had a good road and through which the defense was considered less stout. However, Horrock's XXX Corps was already using this road and Simonds feared that it might become too congested if 2nd Canadian Corps was also supplied via this link. He was probably correct. General Crerar recognized this and had decreed that whichever of his two corps commanders opened up the most efficient road would spearhead the attack.

Both corps were moving on parallel courses and both were bumping up against the German defensive line known as the Schlieffen position, a secondary line behind the Siegfried Line. Second Canadian Corps was poised to attack through the Hochwald Gap, a cleared space cutting through the forest through which ran the embanked railroad. It was dominated by a knoll known as Point 73 and was thought by higher command to be less promising than Horrocks' route. The weather had turned wet again, making it extremely difficult for tanks to maneuver off road, but both Horrocks and Simonds nevertheless felt that armor was the key to breaking through the German lines. Under pressure from Crerar's threat to push only the most promising line of attack, Simonds sent the 4th Canadian Armoured Division into the Gap with the intent to capture it and push on towards Xanten. The Germans had again managed to acquire many anti-tank guns, however, and were able to mass their fire against this narrow approach. This is the setting for the scenario "Protesting the Speculative" (HS31), an action that proved to be a Canadian disaster. The 4th Canadian Armoured Division, badly miscast by the corps commander for the operation, spent six days trying to clear the gap.

It is curious why these attacks were allowed to continue for six days, given Crerar's previous instructions. There has been speculation that Field Marshal Montgomery wanted to avoid causing an Anglo-Canadian breach of confidence

by shifting the bulk of *Blockbuster* over to Horrocks. It has also been suggested that Simonds went over Crerar's head to his friend and mentor, Montgomery. The Germans were equally mystified as to why the Canadians continued with their frontal assaults on the gap. The mud, the narrow front, the high profiles of the Shermans, and the ability of the Germans to concentrate fire in that sector all conspired to make the Hochwald Gap a very frustrating avenue of advance for the Canadians, especially since they could easily have gone two miles south and swung around the Gap. This would have required subordinating Simonds' corps to Horrocks' corps, but it would have been an easier fight.

Ultimately, the success of *Grenade* contributed much to *Blockbuster's* difficulties. General Schlemm was convinced that he needed to maintain his bridgehead against the Anglo-Canadian forces' attack in the north so that his remaining troops could escape across the Rhine. To this end, he often ordered local counterattacks including one that relied on assistance from a unique German self-propelled artillery unit equipped with Sturmtigers ("A Few Rounds" HS32). These beasts launched shells that were almost 800 pounds and used in concert, could obliterate an area. Schlemm's greatest fear was that the Canadians would mass around his flanks instead of continuing with the frontal assaults. By March 4th, however, the Germans had withdrawn from the Gap, and the final phase of the battle began.

In *Grenade*, the Americans had been advancing without the difficulties encountered by the rest of the 21st Army Group. The closer the Yanks got to the Rhine River, however, the tougher the resistance became. On March 5th, the Americans reached the Rhine, and Schlemm was forced to blow up the remaining bridges over the Rhine one by one. In defiance of his orders, Schlemm managed to evacuate some troops across the Rhine in a desperate attempt to save them. He still held out in the "Wesel Pocket" with the remaining troops and territory at his disposal at the end of *Blockbuster*. After their rapid advance to the Rhine from the Roer River, the Americans had joined up with the Commonwealth forces and found out just how tough it had been for the rest of the 21st Army Group when they attacked the remaining defenders in the pocket. Finally, on March 10th, Operation *Veritable* ended with the western approaches to the Rhine River secured. The last of General Schlemm's bridges had been blown after all but the rearguard had withdrawn across the river. In the end, the German forces lost over 90,000 men, while the Allies lost almost 23,000.

The battles that resulted from Operations *Veritable*, *Grenade*, and *Blockbuster* have been called "The Battle to End the War" or "The Last Stand-Up Fight between the Germans and the Western Allies." For the men of the Allied armies that fought the campaign, these battles would be remembered for the suffering, hardship, and sacrifice endured in the effort to end the Nazi regime. *Veritable* took six weeks to cover 25 miles and begin the conquest of western Germany. It would take about two more months

of further operations to finish what *Veritable* had started with the invasion of Germany.

WHY A DUKW?

The scenario HS 17 "Water Foul" has a bit of chrome to it. Okay, it has a lot of chrome: wading rules, Buffaloes, no boards, the sniper comes armed with a panzerfaust. But it has other charms as well: a short, intense night "light" scenario featuring water-borne Canadians against low quality but well-installed Germans. And it uses a heretofore underutilized yet historically prevalent vehicle—the DUKW (British Vehicle Note 75; see also U.S. Vehicle Note 52).

But it didn't start out only with DUKWs. Originally the Buffaloes were escorting several Terrapins (British Vehicle Note 76) as well. We weren't sure if Terrapins were there, but we are always looking for a chance to take some new counters out of the tray. Besides, we live in Maryland.

As playtesting progressed, however, we realized that the Terrapins were too slow to make it into the battle timely (go figure), and the Canadians needed some help. Given that there were historical issues with the Terrapins anyway, they were the obvious place to start. So it was about the time that the Terrapins of the University of Maryland were on their way to winning the NCAA basketball championship that we came to the unfortunate conclusion that the Terrapins in HS17 had to go (along with any chance of naming the scenario "Fear the Turtle"). We replaced them with a few more Buffaloes.

Uh oh. Now the Canadians ran rampant! Why bother to get out of the Buffaloes when you could gun up the Germans with their AAMG and 20L MA? The pendulum had swung too far towards the Canadians, so we then replaced the extra Buffaloes with some more DUKWs. This balanced things nicely, but then the historical hue and cry was raised over the DUKWs. The Allies reportedly used motorized assault boats, not DUKWs.

But the rules don't provide the Allies with a motorized assault boat, and the DUKW can simulate one as well as anything else can. It's just a swimming truck, after all. So there you have it: a fun, balanced, and historically accurate scenario, complete with DUKWs (but no Terrapins). We hope you find time to play this one, it's more fun than a pool full of otters.

Marching Down Riley's Road

Designer Notes for the *OPERATION VERITABLE HISTORICAL STUDY*

By John Slotwinski

It is hard to believe that almost three years have passed since I was sitting with Ken Dunn and Kevin Valerian around Kevin's dining room table talking about possible HASL submissions to MMP. We had each brought along material on a couple of possible studies, but Ken's material on the 1945 battle for the Goch-Kalkar road stood out. Flame-throwing Wasps, Ram Kangaroos, German 88s, gobs of artillery, and the desperate battle for a milking facility—oh my! We all agreed that this was a winner. The next months were spent acquiring references, making a map, and developing both suitable scenarios and a campaign game (CG) for the map and complementary scenarios for geomorphic boards. This turned into a tremendous amount of work, but it was much easier to do as a team rather than solo. The three of us didn't always agree on each aspect of this product, but we think it all worked out well in the end.

We included the MMP guys in our development process almost from the very beginning. Originally we had envisioned our submission as being a Historical Study, a format that MMP had talked about but not yet done (although since then MMP has released their *OPERATION WATCHTOWER: Guadalcanal Historical Study*). It was important for us to involve MMP early on because we wanted them (and only them) to publish it. To increase our chances for this we felt that we had to have a very solid initial submission. Getting their input early on would help this. We also didn't want to get too far along in the design if MMP didn't like the concept. That brings us to the winter of 1999 when, with draft map in hand, we approached Brian Perry, and company with a basic layout and synopsis of our work. We left that meeting with their encouragement to complete the submission, which we delivered in the late summer of 2000. Since then the proposed format has changed a few times between Journal insert, module, and Historical Study. In the end MMP decided to publish it as we originally envisioned. This Historical Study includes the battle for the Goch-Kalkar road, an interesting nugget in the Operation *Veritable* campaign. In our minds, the CG demonstrates that non-desert open-terrain battles can work well in ASL. Who needs cover?

During Operation *Veritable*, the Canadian 4th Infantry Brigade and attached formations were ordered to capture the Goch-Kalkar road, a vital stretch of roadway that connected the two market

towns of Goch and Kalkar, just inside the German side of the Dutch border. This road was a fairly ordinary paved two-lane market road surrounded by fields and a few farmsteads. Facing the Canadians were elements from the German 6th Parachute Division, the 116th Panzer Division, and the Panzer Lehr Division. After taking their objectives on February 19th, the Canadians dug in and spent the next week defending their gains against repeated German counterattacks.

In learning about this battle in particular, and Operation *Veritable* in general, we found many good references, too many to list in detail here (see the bibliography for a complete listing). Three are worth specific mention, however. Our primary source was *Rhineland: The Battle to End the War* by Denis and Shelagh Whitaker. From this book we drew the initial scenarios and CG information. (It seems, by the way, that Ken is the only person in Anne Arundel County, Maryland to have checked out this book from the public library system.) Another book, *The Rhineland 1945: The Last Killing Ground in the West*, by Ken Ford, is one in a series of books published by Osprey Military that details famous military campaigns in stunning visual detail. Finally, *There's a Goddamn Bullet for Everyone* by Arthur J. Kelly is a historical fiction account of the battle for the Goch-Kalkar road that seems to have more truth than fiction to it. Entertaining reading, it centers on the fictional character Cpl. O'Reiley of the Royal Hamilton Light Infantry (RHLI, pronounced "Riley," get it?). Although this was obviously not a primary reference source for us, many of the details in this work seemed to support those we had read in our historical sources. Some of the other references included *Semper Paratus: The History of the Royal Hamilton Light Infantry*, by Kingsley Brown; *The Long Left Flank: The hard fought way to the Reich, 1944-1945*, by Jeffery Williams; and Heinz Gunther Guderian's *Das letzte Kriegsjahr im Westen: die Geschichte der 116. Panzer-Division, Windhunddivision, 1944-1945*.

A fortuitous search on the Internet gave us our first real glimpse of the terrain that would be the HASL map when we stumbled upon a satellite image of the battlefield and surrounding regions. Additional maps and material from the Library of Congress fleshed out what the area looked like. The next step was actually making the map.

Fortunately for us, Ken is an architect, and he took his artistic ability and turned our materials into a rough HASL map for playtesting purposes. It may have been rough compared to the final color map, but even in black and white it showed the terrain vividly and was extremely functional. As playtest maps go, it was one of the better ones that I have seen and worked with. The road from Goch to Kalkar ran roughly east to west across the area. The milk factory, a large farm facility for milking cows, was the dominant structure along the road. Fields fill in the remaining area, with several large farmhouses and many smaller structures dotting the landscape. There wasn't much in the way of woods except for one fairly large cluster near the western edge of the map. The map inclines slightly from north to south, from a valley up to the top of a slight hill, which we figured to be roughly two levels high in ASL terms, before sloping down again to ground level. We were dealing with lots of open ground and low TEM between those few building locations with their relatively high +2 and +3 TEM. Immediately the nagging in my head began. Would any Canadians survive the initial assault?

In developing the SSRs for the map features, we wanted to keep things simple and didn't want to develop new rules if existing rules could serve. Despite the February date, farmers had already plowed their fields. The question arose of how to depict these fields. Should we use the regular ASL map art for wheat fields, or develop new art to reflect the plowed status? While developing the original playtest version of the map we gave some thought to drawing regular wheat art with lines representing plowed rows inside the field boundaries to represent the plowed status. Although we didn't do this on the original playtest map, in the end MMP decided to use something similar on the final version, adding a black outline to show the crest line under the plowed field art.

Barbed-wire fences and slopes were also liberally depicted on the map, but rules for these already existed thanks to the *KAMPFGRUPPE PEIPER (KGP)* and *PEGASUS BRIDGE* modules. We couldn't think of any compelling reason to change these. The factory rules also gave us the right feel when representing the large barns that are on the map. Many accounts also talked about the pervasive farmhouse storage cellars in the area. Using non-fortified versions of the *RED BARRICADES (RB)* cellar rules (as in A

BRIDGE TOO FAR) seemed to work for the single-hex farmhouses. Once again, it was nice not having to invent extra rules and SSRs since some existing rules already worked well. Careful readers will note that one scenario, "Obstinate Canadians" (HS29), has a building cellar with a one-squad stacking limit, due to the throng of German civilians who were already there, huddling for protection from the outside battle. A geomorphic scenario, "Battered Remnants" (HS28), uses non-fortified cellars in multi-hex buildings.

The next SSR issue to deal with was the weather. Historically the heavy rain before February 19th resulted in muddy conditions. We felt that the Canadians, in order to survive the initial CG day, would need to employ smoke liberally, which the ASL Mud rules normally do not allow. Additionally, ASL Mud would require a large number of secret Mud Bog DR, for the many vehicles present (especially in the Canadian OB). The written accounts do not describe much trouble with movement, whether infantry or vehicular. In the end we adopted "mud-light." This is essentially the *KGP* soft ground rules (+1 MP for entering most terrain types) with the added requirement of a Bog check for vehicles going into a wheat field hex that is either up-slope or at a higher elevation. During playtesting this seemed to give us the feel we were looking for.

**H-to-H
MELEE
(Red CC#)**

Allowing hand-to-hand close combat (CC) was an easy choice, given the vivid descriptions in the literature of the fierce close-quarters nature of combat between the Canadians and Germans. During playtesting, this became for me reminiscent of *RB* in that CC was often extremely lethal for both sides. It is more difficult to get into CC in the first place, however, without the mangled, high-TEM urban terrain of Stalingrad. A final SSR disallows various ahistorical tactics by the Kangaroo crews. This was made even more restrictive based on good input from other playtesters and MMP.

From a rules design perspective, the last thing to do was write the CG rules. Ken and Kevin did the lion's share of the work there, using the existing *KGP* CG rules as a starting point. This worked well for the rural environment depicted on the *Riley's Road* historical mapsheet, and we edited them where necessary to fit the particulars of this CG. Having rules-guru Kevin, sorcerer's apprentice to Perry, in our group definitely helped make this process go smoother.

Next came the scenario design and playtesting. Since we had a Historical Study format in mind for this submission from the beginning, we constructed scenarios that took place both on our historical mapsheet and on geomorphic mapboards for other actions that were also part of Operation *Veritable*. While designing these scenarios, the most important issue aside from historical accuracy had to be the fun factor. Balance is of course important too, but I would rather have a slightly unbalanced (60-40) fun scenario than a completely balanced scenario that is boring. Ken, Kevin, and I also agreed early on to be

flexible and swallow our pride once we handed things over to MMP. No one likes to hear criticism of their work, but we knew that MMP's experience and the input from their cadre of playtesters would make our scenarios better. So we decided early on that we wouldn't fight any suggested scenario changes unless we felt really strongly about them.

In designing these scenarios we tried to incorporate some innovative aspects. Clearly the most innovative idea is the playing area of "Water Foul" (HS17), designed by Ken. "No board to see here, folks!" Simply put together some sand and building overlays on top of an ocean overlay and you have a village surrounded by flooded terrain. Or as I like to say, just combine overlays, add water, and stir to get your instant board. "Battered Remnants" (HS28) is like a nighttime version of "Fighting Withdrawal." HS19 "Bewildered and Belligerent" has both players placing Rubble, with entry possible on any one of the four board-edges to simulate the confused fighting around the ruined town of Cleve.

One innovation that didn't work out so well was a playtest scenario called "Down on the Farm." The victory conditions were initially

Flame-throwing Wasps, Ram Kangaroos, German 88s, gobs of artillery, and the desperate battle for a milking facility—oh my!

designed so that neither player knew for sure who won until after the game was over. A two-by-two matrix containing three different victory hexes was constructed. Each player chose a row (or column) and these choices were revealed at game end to see which matrix element, and hence which Victory Location, was selected. All three of us agreed that this was a neat idea but in playtesting it just didn't work out very well since almost every time the same combination (and hence Victory Location) was selected. Back to the drawing board it went. We hope we can resurrect it later.

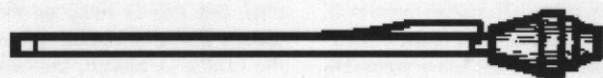
Most of the scenarios were pretty straightforward to balance. We did our best to playtest each scenario at least three or four times before submitting them to MMP for more extensive external playtesting. I think the most difficult scenario to balance was "Married Up" (HS20), which went through a number of revisions. I couldn't get my Canadian tanks through the woods of the Reichswald National Forest fast enough, but others had better luck than I did. Balancing the CG was also a little rough, with tough tactical choices on Day 1 for both sides. Similar issues exist in "Got Milk" (HS26). This scenario is a snapshot of the initial Canadian assault on the road, focus-

ing on the battle for the milk factory. Getting the feel of this scenario correct within the context of the CG took some tweaking. As mentioned earlier, crossing the open ground was problematic, requiring judicious use of smoke and skilled combined arms tactics. The Canadian OB can be fun to play, but you must expect to lose vehicles to the German 88s. Saving the important vehicles (e.g., 17-pdr Fireflies) for future CG dates is critical.

MMP wanted to include 16 scenarios in *OPERATION VERITABLE Historical Study*, which is several more than we originally submitted. This required that we stretch our scenario design muscles to cover a few more situations. This was not a problem, as there were several battles and parts of battles we had left untouched. "Hervost Hell" (HS21), "Goch Ya" (HS22), and "To the Matter Born" (HS18) are three of the latecomers. Since we had not playtested these before submitting them, the balance in the initial versions was iffy. Luckily, MMP found some eager volunteers in the mini-tournaments at Winter Offensive. We played them in the YouseHouse a couple of times to make sure they were not totally off the mark, and then MMP unleashed these three on the mini-tournament participants. With several minis going on over the weekend, we were able to get invaluable feedback. MMP was also interested in including an update of "Tussle at Thomashof" (HS23) (previously published as Deluxe A12) that would not only include the previously-published errata (adding one Churchill VII) but also restore it to its originally-submitted form by adding another Churchill VII. We have always liked "Tussle" and were interested in seeing it re-balanced, but we were more interested in getting new scenarios out. When one of our designs ended up not making it through the playtest process, however, we were glad that "Tussle" was there to fill the bill.

In general, our initial playtesting results were supported by the reports from other MMP YouseHouse Irregulars and external playtesters. The final scenario cards are not much different from what was originally submitted, although Perry and company did clean up our SSR and VC language. Reports from the playtesters indicated that the scenarios are fun, which is important to us. We hope you will agree.

A final word or two on MMP and their role in getting this product to you: Ken, Kevin and I had been YouseHouse Irregular Playtesters for several years, so we already knew the MMP guys fairly well. These guys went the extra mile towards tuning up this project and getting it out the door. From the very beginning they emphasized quality and we tried to support them in this philosophy. We think the final product is a winner. We hope that you enjoy playing it as much as we enjoyed putting it together for you.



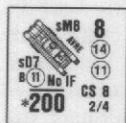
NO LAUGHING MATTER

Funnies in *OPERATION VERITABLE*

By Kevin Valerien

How do you breach the unbreachable, cross the uncrossable, and reduce the unreducible? These are interesting puzzles for creative people. In World War II, the Allies solved these riddles by generating special purpose vehicles commonly called "Funnies." These vehicles show up occasionally in ASL scenarios; they're always a treat to drive and sometimes a terror to face. The following is intended to illustrate the usage of the Funnies that appear in the *OPERATION VERITABLE Historical Study*.

Royal Engineer Taxi



Britain's Royal Engineers go to the front in style. The Armoured Vehicle, Royal Engineer (AVRE, British Vehicle Note 37) is the perfect ride for them. It provides good

protection, is roomy enough for all those extra engineer goodies, and it comes with an earth-shaking main armament. The AVRE is designed to destroy fortifications. ASL provides the AVRE special capabilities when firing its main armament at minefields (works like FFE), pillboxes (a sufficient KIA destroys the pillbox), and walls/hedges (a KIA breaches). The MA is useful against other targets even though it has a short range (special TH# and range effects), can't use the area target type and doesn't get the Case L (Point Blank) To Hit modifier. In addition to having a projectile with a funny name (the "Flying Dustbin"), the MA loads funny also. The TCA must coincide with the VCA for the MA to be reloaded. After every shot from the MA, the TCA automatically changes to coincide with the VCA.

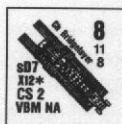
The AVRE can be equipped with a number of engineering toys: devices for bridging, charge placing, mine clearing, and mat laying. Historically, one of the most important supplemental devices was the fascine. This large bundle of brushwood (about 8-ft diameter by 11- to 14-ft long) was carried on a framework over the front hull where it blocked the main gun. The fascine can be placed in an ADJACENT trench, A-T ditch, or shallow/deep stream in the VCA by a stopped AVRE expending one delay movement point. Once a fascine is placed in a trench or A-T ditch, vehicles can traverse the location as if it contained foxholes instead. In a stream, the placed fascine provides a -1 DRM to the Bog DR for leaving the stream. The fascine can be voluntarily dropped if it becomes inconvenient, or involuntarily dropped as a result of receiving fire (subsequent dr of 1 after a To Kill attempt fails by one to achieve a result). While the fascine is being carried, the TCA corresponds with the rearward portside hexspine and the MA cannot fire.

The Royal Engineers can also leave their vehicle for hands-on work. When the crew voluntar-

ily abandons the vehicle they can take any of the four DC that the AVRE carries, while leaving an inherent driver in the vehicle. Once out of their vehicle the engineers show themselves to be true professionals. In addition to being assault engineers and sappers, they have special abilities associated with their DC. They are fanatic while carrying their DC. Royal Engineers would never throw their equipment, so their DC can only be placed or set. No US#-based dr is required for these Royal Engineers to set their DC. They can also use their DC to breach walls/hedges. So long as the crew can still use/detonate at least one of their DC, the AVRE will not be recalled solely due to MA disablement. All others are amateurs when compared to the AVRE crew.

Of necessity, Royal Engineers are patient. The AVRE is slow and, due to its short MA range, it must close with the enemy to be effective. Against high-TEM targets, it must often develop acquisition since it doesn't get the point blank modifier. If the Engineers want to use their DC, they must take an entire turn to abandon their vehicle. The AVRE has a lot of flexibility, but to use it a scenario must provide the Royal Engineers with time. Lack of time usually restricts the options available to the AVRE.

Down the Road Apiece



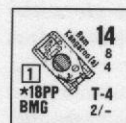
Sometimes the road runs out. This might be due to a natural obstacle like a stream, or a man-made obstacle in a fortified area like the Siegfried Line. Special engineering vehicles (bridgelayers; British Vehicle Note 36) were designed to carry bridge sections and extend them over depressions/ditches that impeded vehicular movement. Some vehicles carried the bridge as one rigid section (Churchill, which cannot use VBM) while others carried a folding bridge section (Valentine). In either case, these weaponless vehicles approached the obstacle to be bridged, stopped, and then extended their bridge over the obstacle.

In ASL terms, the bridgelayer moves adjacent to the obstacle, stops, and then extends the bridge through its VCA by expending delay points. It takes eight delay points to place the bridge, and all eight points must be expended in the same turn. Since bridgelayers only have eight movement points when they are carrying a bridge they will typically get into position and stop during one turn and then spend their entire next turn placing the bridge. The bridge laying mechanism must also pass a malfunction DR before spending the delay points. The bridgelayer can ESB for extra movement points in order to stop and spend eight delay points in the same turn, but this is risky as the bridge cannot be placed if the bridgelayer is immobilized. Once the bridge is placed, the bridgelayer counter is

flipped over and immediately gains the additional movement points shown its non-bridge side. Of course, the additional movement points often are not enough to get the bridgelayer started and moved out of the way in order for other vehicles to use the bridge the turn it is placed. It costs four MP or one MF to enter this One-Lane Bridge.

While carrying the bridge, any turret hits on the bridgelayer hit the bridge instead, with a subsequent dr to see if the bridge is damaged. The dr required to damage the bridge depends on the type of ammo used and its caliber. HE is more effective, and the bigger the better. If damaged, another dr is made and the result is used as a DRM to the bridge placing malfunction DR. If the mechanism malfunctions, the bridge is not placed and the bridgelayer is recalled.

Nothin's Funny Like A Roo



Start with a perfectly good tank. Take the turret off, pull out the ammo, and put in some seats. Now you have one of the first armored personnel carriers designed to bring infantry into combat while avoiding tiring marches and casualties along the way. That's the Canadian Ram Kangaroo (British Vehicle Note 68).

There are significant differences between Kangaroos and the other main class of battlefield infantry transport, armored half-tracks. Kangaroos have much better armor protection and better cross-country movement (fully tracked vs. half-tracked), but they don't work as well with infantry. Kangaroos can't firegroup, and their passengers are always penalized for mounted fire. Finally, Kangaroos (un)load for one-half (instead of one-quarter) of their MP allowance.

The Canadians organized the Kangaroos into special transport units. These units were assigned to transport infantry companies into combat and deliver their charges directly to the objectives. Since the Kangaroos were not part of the assault troops, they would often return to the rear area after delivery. In the Riley's Road campaign game, this is reflected in the SSR that causes Kangaroos to be recalled once they have discharged their passengers. Despite this SSR, the Canadians can get an extra turn of cover from their Kangaroos by ensuring that the vehicles have no MP remaining after they unload. Although the Kangaroos are recalled, they can't head back until the next Canadian turn so they stick around, providing cover and a little bit of firepower (sporting a 2 FP BMG, with the occasional optional 2 FP AAMG).

Consistent with how they were used historically, Kangaroos should quickly close on their objectives and unload near them if not on them. As small, moving targets, Kangaroos are fairly

immune to the German inherent anti-tank weapons. At two hexes a panzerfaust will only hit a moving Kangaroo on an Original 3 or less. Kangaroo transportation is for the bold. Take that battlefield taxi all the way downtown!

Need A Light?

There were a variety of vehicle-mounted flamethrowers used during World War II. In *Operation Veritable* two are featured: the Crocodile and the Wasp. In ASL all flamethrowers have a number of common characteristics (see A22 for many of the relevant rules):

- They have high firepower. The weakest are equivalent to the firepower of half an infantry company (24 FP). The strongest max out on the highest IFT column. Against AFV they have a To Kill number of 8 which is halved at long range but increased if the target is CE or open topped.

- They are unaffected by most defensive modifiers, although LOS/LV Hindrances apply. Unarmored targets get no TEM benefits except for the NCA TEM of pillboxes. This makes flamethrowers the weapon of choice for rooting defenders out of fortified positions. Versus AFV the target does not get the benefit of its armor or motion modifiers. Flamethrowers destroy heavily armored targets as easily as they do lightly armored ones.

- They are not halved for Advancing/Bounding fire. Coupled with the mobility of vehicles and their ability to fire during movement, this makes AFV-mounted flamethrowers incredibly flexible weapons. During its movement phase a flamethrowing AFV can approach, stop, and fire on a position at full strength. This can clear the way for follow-up troops.

- They carry limited ammo and are thus more easily disabled. Flamethrowers have X numbers instead of B numbers for breakdown. When they go, they're gone and there is no fixing them. To reflect the limited ammo carried for their flamethrower, some vehicles have an X number so low that there is a 1-in-6 chance that each shot will be the last. There are two bright points. First, the attack occurs even if the weapon is disabled by the shot. (It can be difficult to remember while you are cursing your dice, but the high firepower of the flamethrower often means the disabling DR is still an effective attack.) Second, in tournaments, X-ing out your flamethrower on the first shot is often a bingo box.

- They have limited range. Flamethrowers typically have a normal range of one hex and can fire at two hexes with long range. Underlined flamethrowers (like the Crocodile and the Wasp) can fire at normal range out to two hexes and can fire at three hexes with long range.

Crocodile



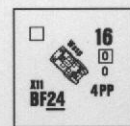
The Crocodile (British Vehicle Note 38) is a formidable machine, one of the best known and most effective flamethrowers of World War II. Its flamethrower has the maximum IFT firepower, a two hex normal range, and plenty of ammo (X12). The vehicle is a fully functional tank without the flamethrower.

And since it is based on a Churchill, its armor is significant.

The Crocodile has three primary weaknesses. The first is its speed. At 7 movement points this thing is a slug. It can't do much more than close, stop, and flame. Of course, lots of times that's enough. The second is that its typical opponents are late war Germans. To get full firepower the Crocodile must close to two hexes. Every conscript half squad within two hexes will try for a panzerfaust and an Iron Cross against this large target (Base 6 To Hit at two hexes, +2 Motion, -1 Large). Prime German infantry targets are those marked with a Final Fire marker. If you need to be conservative with your Croc, consider a three hex shot at half firepower, or use the Smoke mortar (sM8) to smoke the target and pay the +2 Smoke DRM for your IFT attack.

The third disadvantage is more difficult to remember. The fuel for the Crocodile is carried in an armored trailer towed behind it. Thus the Crocodile suffers all the restrictions for trailers. It cannot cross walls or hedges, nor move in reverse. These movement restrictions complicate the movement of the already slow Crocodile, although with seven movement points it cannot afford to use reverse movement much anyway. From the side, the trailer can be separately targeted (although it is a triple small target), and it is more vulnerable (AF6) than the tank itself (AF11). An attack from the rear hits the trailer if it's a hull hit. If a shot from the side or rear misses by one there is a one-in-six chance that the trailer will be hit. (The trailer cannot be hit if the vehicle is hull down.) When facing a Crocodile, don't forget the opportunity to target the trailer. Your opponent will still have a Churchill, but it just isn't the same without its flamethrower. Shooting off the trailer is worth style points too!

Wasp



The Wasp (British Vehicle Note 72) is a fun vehicle, fast and a very small target. Its flamethrower has a two hex normal range but relatively low firepower (24FP) and only fair ammo (X11). As a Carrier, it has thin armor, and the inherent crew is always vulnerable. The Wasp is the ideal vehicle with which to dart in, sting a target, and then flit away to hide behind terrain or smoke. The Wasp can even make its own smoke cover with a special smoke discharger that places dispersed smoke in both of the adjacent hexes in its VCA.

The German infantry's inherent firepower is more dangerous than its inherent PF, since at two hexes a normal PF shot only hits this double small and moving target on an Original 2. The Wasp should avoid enemy firegroups (and OBA), and it shouldn't end a turn stopped in LOS of ordnance. Wasps are not endurance vehicles. They run out of ammo or get double stunned, and if hit by ordnance they spend the rest of the game upside down. But they are fun to drive while they last.

AVRE Bridgelayers

"Goch Ya" (HS22) presents an opportunity to get two Funnies for the price of one, since AVRE were serving as bridgelayers in that attack. The Chapter H notes for the AVRE mention its ability to carry a bridge, but they give no guidance on how this is done. In "Goch Ya" we modeled the mechanics for AVRE bridge laying after the general bridge laying mechanics combined with how the AVRE uses a fascine.

The fascine side of the AVRE counter is used when carrying the bridge, but the TCA corresponds with the VCA. The speed penalty while carrying a bridge is less for the AVRE than for other bridgelayers, but this is balanced by the generally slower speed of the AVRE. The AVRE flips to its non-fascine side after placing its bridge and immediately gets additional movement points, just like the regular bridgelayers. Regular bridgelayers place their bridges by spending 8 MP (all they have) in delay, all during the same turn. The bridge placing cost for the AVRE is set by SSR as 7 MP so it matches the MP available to the AVRE.

Photographs show the bridge blocking most of the front and superstructure of the AVRE, so all its armament (including its smoke mortar) is unavailable while carrying a bridge, although the smoke discharger is still available. As with fascine placement, the AVRE armament is available after bridge placement. A regular bridgelayer is recalled after placing the bridge since it has no weapons. The AVRE is not recalled after a successful placement, since it is very much armed. It is recalled if the bridge mechanism malfunctions as it must go to the rear area to have the bridge manually removed.

The photos show the bridge as a single section, consistent with the type of bridge carried by the Churchill Bridgelayer. This is not surprising since the AVRE is also a modified Churchill. Thus we modeled the AVRE bridge after the Churchill bridge. Because most of the AVRE characteristics match the Churchill Bridgelayer, the SSR in "Goch Ya" merely references the latter and indicates the two differences: the cost of placing the bridge and no Recall after successful placement.

Overall this is a fairly clean way to provide bridge-laying capability to the AVRE. It does mean, however, that the player should be familiar with two Funnies to drive these special AVRE.

Conclusion

There is a cost to using Funnies. They have special rules and require special tactics. It is, however, especially satisfying to see these special purpose vehicles in action. After all, you can never have too many Funnies.

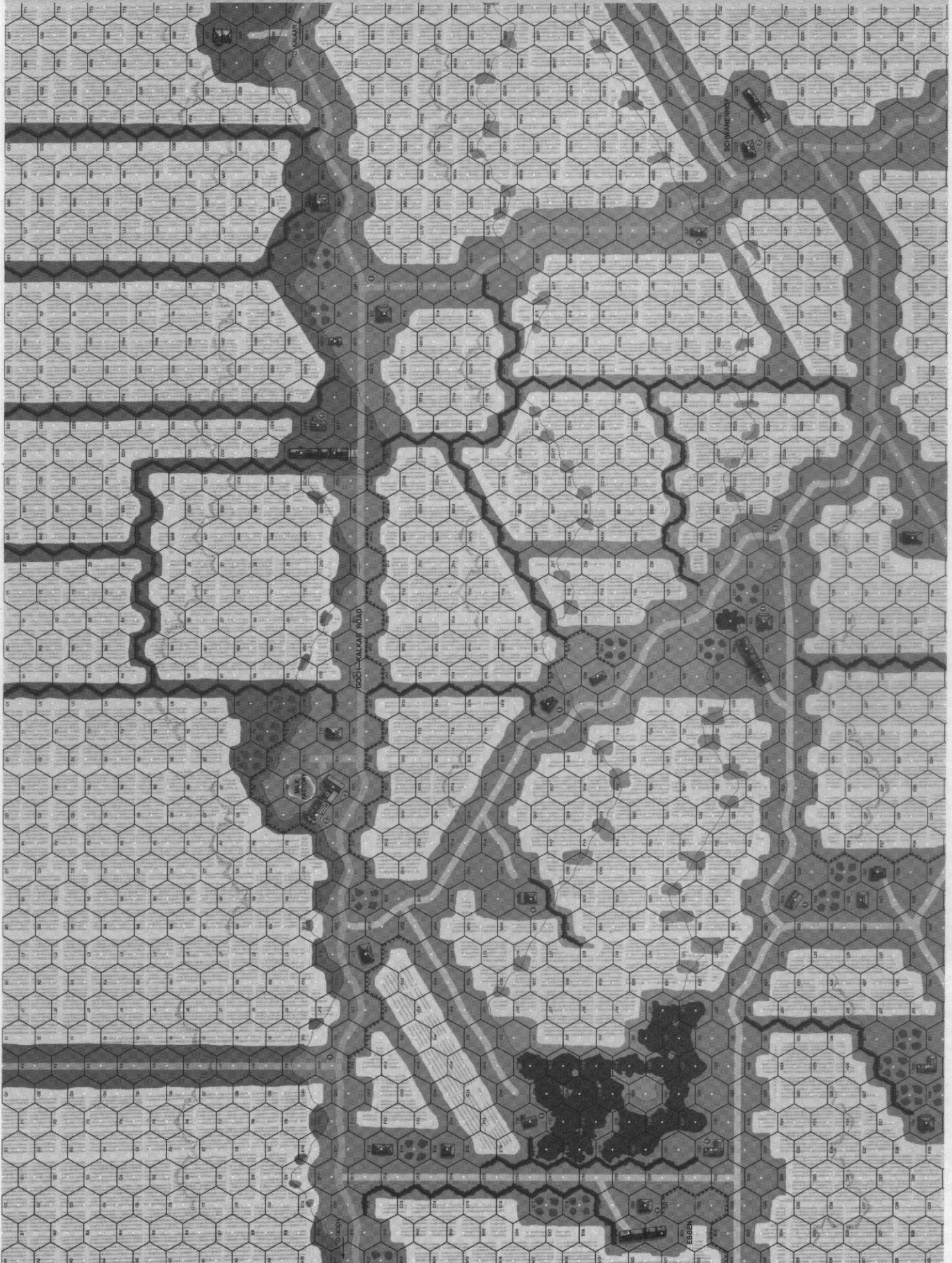
N

TURN RECORD CHART

1	2	3	4	5 ⁰	6 ⁰	7 ⁰	8 ⁰	9 ⁰	END
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Riley's Road

MMP
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WATER FOUL



Scenario Design: Ken Dunn

ASL SCENARIO HS17



NIEL, GERMANY, 9 February 1945: Operation Veritable kicked off in the early morning of the 8th, and progress throughout the day was better than expected. Plans called for several units to wait to attack after darkness had fallen, and some of these had the unenviable task of attacking flooded villages. The Germans had breached the Rhine River flood controls in many areas in an attempt to slow down the Allied advance, creating several "islands" of half submerged towns within the floodplain. The 21st Army Group under Field Marshall Montgomery was determined nonetheless to advance forward and secure the Rhine River crossings. To do so, it would first need to clear out these flooded villages in order to secure its flank. One of these was the village of Niel, dubbed "Little Tobruk" due to its fortified nature.

BOARD CONFIGURATION:

BALANCE:

☒ Delete one *Buffalo MkII(a)* from the Canadian OB.

⊙ Delete the PSK from the German OB.

3001 3144



(See SSR 2)

VICTORY CONDITIONS: The Canadians win immediately upon Controlling all buildings.

TURN RECORD CHART

☒ GERMAN Sets Up First	⊙	1	2	3	4	5	6	END
⊙ CANADIAN Moves First [161]								



Elements of 84th Infanterie Division [ELR: 1] set up on any land hex: {SAN: 3}



4-4-7 ²	4-3-6 ^C	2-2-8	8-1	7-0	5-12 ²	3-8 ¹	12-4	37L NR(1)
4	5		2		2			



Elements of 1st Canadian Scottish Regiment, 7th Infantry Brigade, and 79th Armoured Division [ELR: 3] enter as Passengers (with at least 1 MMC per Vehicle) on/after Turn 1 along the west edge: {SAN: 2}



4 ² -5-8	2-4-8	8-1	8-1	7-0	2-7	8-3	8-3	13 ³ *24PP (6) T3 *20L -/-/42 2	27 ³ *29PP *AAMG -/-/4	27 ³ *29PP
12					4			4		3

SPECIAL RULES:

- EC are Moist, with no wind at start. Night rules (E1.) are in effect. The Majority Squad Type for Straying purposes of the Canadians is Normal and of the Germans is Lax. All hexes are considered to be Illuminated.
- Place overlays as follows: **OC3**; **SD4** on 3093/3107; **SD5** on 3047/3046; **X7** on 3038; **X10** on 3050; **X13** on 3094/3108; **X14** on 3036/3048; **X15** on 3076/3063; **X18** on 3060/3072. The dune crest does not exist. SD4 and SD5 are Open Ground. All water hexes adjacent to land hexes are Shallow Ocean (G13.4), all other water hexes are Deep Ocean.
- Each onboard Buffalo in a Deep Ocean hex wishing to move to a new hex must make a Movement DR (E1.53) at the start of its MPh. Amphibians do not pay additional MP for moving in Smoke, or the night movement penalty (E1.52) when entering a water Location.
- After all setup but before Turn 1 begins, place +2 grey Dispersed Smoke in each hex between 3014 to 3026. This Smoke is never removed.
- Should the Canadian activate the German Sniper, a subsequent dr of 1 or 2 is treated normally; a subsequent dr of a 3 represents a 1-hex Panzerfaust shot; a dr of a 4 represents a 2-hex Panzerfaust shot. The target Location of

this PF shot is determined from HEAT-eligible targets (C8.31) using a Random Location DR (A14.2) from the German Sniper counter, which is not moved. Any PF generated in this fashion count against the total number of PF the Germans may generate during the scenario. Any PF shot versus a vehicle is assumed to be through the front VCA.

AFTERMATH: To assist in clearing out the flooded villages, the Allies used three tactics that had been perfected during the course of the war. First, amphibious craft were used to enable the troops to cross the waters that surrounded the half-submerged towns. Second, the largest smoke screen used in northwest Europe was generated to cover the assault. Finally, searchlights were "bounced" off the low cloud cover to both help the troops find their way to battle and then to illuminate the battle itself. After an initial barrage, the 1st Canadian Scottish Regiment approached Niel under the cover of the smoke screen, but found their compasses to be useless surrounded by the metal of the Buffalos. A number of units became lost and arrived too late for the assault. The shell-shocked German defenders put up a spirited defense once the initial barrage passed. The piecemeal nature of the attack led to many Canadian casualties, including the commander of the Canadian Scottish when his Buffalo was destroyed by a panzerfaust. Eventually, the town was secured and Operation Veritable continued on without a threat to its flank.

TO THE MATTER BORN



ASL SCENARIO HS18

Scenario Design: Ken Dunn



CLEVE, GERMANY, 9 February 1945: By D+1 of the Operation Veritable campaign, the King's Own Scottish Borderers had been ordered to cross the Westwall defenses in force near the Reichswald Forest as part of the 15th Scottish Division's assault. The plan was to assault in concert with the other brigades of the division escorted by the funnies of the 79th Armoured Division. Although the KOSB had difficulty forming up on time, they found a location at which they could cross the Westwall in their Kangaroos without interference from the dug-in defenders. Unfortunately, the rest of the division was unable to cross in a timely fashion having bumped up against stouter resistance. Thus, it fell to the KOSB to tackle the division's remaining objectives by themselves. The final objective was a series of heights referred to as the Materborn that overlooked the town of Cleve.

BOARD CONFIGURATION:

BALANCE:

- ⚡ Replace the German 8-0 with an 8-1.
- ⦿ Extend the Game Length to 7 1/2 Turns.



(Only hexrows F-AA are playable)

VICTORY CONDITIONS: Provided there are no Good Order German MMC on/west-of hexrow U, the British win at game end by Controlling ≥ 4 Level 4 Hill hexes.

TURN RECORD CHART

⚡ GERMAN Sets Up First [0]	⦿	1	2	3 [⚡]	4	5	6	7	END
⦿ BRITISH Moves First [120]									



Elements of 84th Infanterie Division [ELR: see SSR 5] set up on hill hexes on/west-of hexrow V: {SAN: 4}

4-4-7 2	8-1	7-0	6-1	3-8	Foxhole 5 OVR, OBA: +4 Other: +2
6				2	4



Elements of 7th Fallschirmjäger Division [ELR: see SSR 5] enter on Turn 3 along east edge:

5-4-8	8-1	8-0	3-8	12-4
5			2	



Elements of King's Own Scottish Borderers, 44th Brigade, 15th Scottish Division [ELR: 3] enter on Turn 1 along the north/west edges on/between AA1 and W10 with all MMC/SMC/SW as Passengers (see SSR 3): {SAN: 2}

4-5-7	8-2	8-1	8-0	2-7	2-7	8-3	8-3	14 8 4 1 *18PP BMG T-4 2/-
12				3		2	9	



SPECIAL RULES:

1. EC are Mud (E3.6) [EXC: Woods-Road hexes exist but across road hexes are treated as open ground for movement and Bog purposes]. Weather is Overcast, with no wind at start.
2. The Stream does not exist. Treat all Stream/Bridge hexes as Open Ground.
3. Each Ram Kangaroo is immediately Recalled (D5.341) when it is no longer transporting ≥ 1 personnel unit as a Passenger. Passengers of a vehicle must all unload at the same time. Inherent crews may not voluntarily Abandon vehicles. If forced to Abandon, the crew (and vehicle) are eliminated instead and Crew Survival is NA [EXC: CS is determined normally for Passengers/Riders].
4. Ram Kangaroo Passengers enter using Cloaking (E1.4). Cloaking is immediately lost if the Passengers unload (or bail out), if the Ram Kangaroo enters the same Location as an enemy unit, or if the Passengers become CE.

5. German SMC and 5-4-8s/2-3-8s have an ELR of 3. All other German MMC have an ELR of 2.

AFTERMATH: As the KOSB mounted back up in the kangaroos, they approached the first in a series of summits on the Materborn called Esperance Hill. The KOSB executed a left hook and swung directly onto the feature, surprising and subsequently capturing a significant amount of German troops including several senior officers. However, HQ was not about to allow the KOSB to rest on their laurels, requiring them to push towards the final summit called the Bresserburg in order to secure this feature. German command had also belatedly realized the importance of this feature and ordered the newly arrived 7th Fallschirmjäger Division to dispute the British control. However, the British managed to reach the summit first racing forward barely 30 minutes before the Germans. Having stolen the march from the Germans the British were in a position to deny the summit to the Germans despite the *fallschirmjäger's* determined efforts.

BEWILDERED AND BELLIGERENT



Scenario Design: Ken Dunn

ASL SCENARIO HS19



CLEVE, GERMANY, 10 February 1945: The veteran 43rd Wessex Division was being held in reserve for a breakthrough opportunity. As D+1 drew to a close, General Horrocks—encouraged by the progress of Operation Veritable—placed the Wessex on an hour's notice. The initial objectives were secured, and the enemy seemed to be completely routed. Horrocks' greatest fear now was losing the impetus of the operation, and he was determined not to allow the Germans time to recover. Then, in the last hours of February 9th, the news of the imminent capture of Cleve came to Horrocks. Reports of the capture of Cleve were premature, however. As the Wessex moved out, they became entangled with the 15th Scottish Division on the only good road in the area. The Germans were as confused as the Allies, having initially defended Cleve with nothing more than screening forces. Confusion reigned on both sides.

BOARD CONFIGURATION:

BALANCE:

- Delete one 5-4-8 from the German OB.
- ♣ Delete SSR 3.



(Only hexrows O-GG are playable)

VICTORY CONDITIONS: The Germans win immediately by exiting ≥ 17 VP off the south (or north) board edge if they enter on the north (or south) edge or by exiting ≥ 12 VP off the west (or east) board edge if they enter on the east (or west) edge. Reduce the number of CVP required to exit by half (FRD) of any CVP amassed by the Germans. Prisoners and captured Ordnance are NA for exit VP and are not doubled for CVP. Exit off the north or south board edge must be on/between hexrows S-CC.

TURN RECORD CHART

● BRITISH Sets Up First

♣ GERMAN Moves First

♣	1	2	3	4	5	6	END
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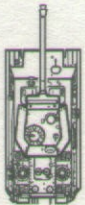
Elements of 4th Wiltshires AT Platoon and Regimental HQ Company, 129th Brigade, 43rd Wessex Division [ELR: 3] set up anywhere on board except the board edge hexes (see SSR 4): {SAN: 4}

 4 ² -5-7	 2-2-8	 8-2	 8-1	 7-0	 MMG 4-12	 LMG 2-7	 PIAT 8-3	 ? 7 morale	 AT m10 3 57L
8						2	6		



Elements of 7th Fallschirmjäger Division and attached elements of 116th Panzer Division [ELR: 3] enter on/after Turn 1 along the east or west edge or enter having expended half available MP/MF on Turn 2 along the north or south edge: {SAN: 2}

 5 ² -4-8	 9-1	 8-1	 7-0	 LMG 3-8	 +15 75LL 3/5/2	 13 75L 3/5/2
9				2		



SPECIAL RULES:

1. EC are Wet. Weather is Overcast, with no wind at start. Kindling is NA.
2. Place overlay OGI on O8.
3. The British may use HIP for two squad equivalents (and any SMC/SW stacked with them).
4. Prior to setup, the British place 4 rubble counters of the appropriate type in building hexes at ground level. The British then sets up non-HIP units. The German player then places 3 additional rubble counters, and the British may then place 3 rubble counters. Once rubble placement is complete, the British may record their HIP unit placement. In all cases, falling rubble (B24.12) is possible and the ten placed rubble counters may not be on a

board-edge hex. British units are unaffected by such rubble placement or falling rubble. Any unit in a hex which becomes rubble is placed at ground level without penalty.

AFTERMATH: The initial bombardments of Operation Veritable had rubbled much of Cleve, making it tough to get into and through the city. The Wessex struggled and straggled into Cleve. They spent most of the day consolidating their positions, but their situation remained dangerous, surrounded by an awakening enemy. As the bewildered Germans awoke on the 10th to the realization that the British had broken through their lines, they quickly counterattacked, with the battle soon dissolving into a free-for-all spread all around the city. At one location, while the British were digging in against the threat from the east, the *fallschirmjäger* attacked from the west. Eventually, the belligerent westcountrymen of the Wessex repulsed the various attacks of the Germans, and Cleve was secured.

MARRIED UP



ASL SCENARIO HS20

Scenario Design: Ken Dunn



REICHSWALD FOREST, GERMANY, 11 February 1945: The Germans of the 86th Infantry Corps were composed of a mixture of fanatic *fallschirmjäger* troops, battle-wise veterans, and *volksgrnadier*. As Operation Veritable commenced, they faced off against the primarily Commonwealth troops of the 21st Army Group, under the command of General Montgomery. The battle lines ran throughout the meticulously maintained Reichswald National Forest. At the start of Operation Veritable, Montgomery required that the forest be cleared of the German defenders who had plenty of time to prepare a series of supporting defensive positions. Recently the British had permanently paired tank-infantry teams in a process they referred to as "married up," allowing more efficient combined-arms cooperation.

BOARD CONFIGURATION:



(Only hexrows A-Q on boards 5 and 34 and Q-GG on board 32 are playable)

BALANCE:

- ✚ Add one PSK to the German OB.
- ⦿ Add one 9-2 British Armor Leader to the British OB.

VICTORY CONDITIONS: The British win immediately upon Controlling/eliminating both command pillboxes (see SSR 6).

TURN RECORD CHART

✚ GERMAN Sets Up First [129]	⦿	1	2	3	4	5	6	7	8	9	10	END
⦿ BRITISH Moves First [172]												

Elements of 86th Infanterie Korps [ELR: 2] set up on/east-of the 34A5-Q6 road: {SAN: 4}



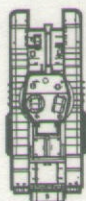
5 ² -4-8	4 ¹ -9-7	4 ² -4-7	2-2-8	9-1	8-1	8-1	HMG 7-16	LMG 3-8	? 7 morale	Minefield 30 factors
2	3	7	3				3	12		

MTR M11 81* [2-80]	AT M8 75 6m	MPH/R1Ph: dr = MF CC: +1/-1	Trench OVR, OBA: +4 Other: +2
2	3	3	3

Set up on/east-of the 34A5-Q6 road ≥ 4 hexes from the board edge and, if on board 5, in hexes numbered ≤ 8 (see SSR 3):

1+3+5
3

Elements of 2nd Monmouthshires, 160th Brigade, 53rd Welsh Division, the 9th Royal Tank Regiment, and 56th Anti-Tank Royal Canadian Artillery [ELR: 3] enter on/after Turn 1 along the west edge: {SAN: 2}



4 ² -5-8	4 ² -5-7	9-1	8-1	8-1	LMG 2-7	6m MTR 10mm	DC 30-1	75 14 11 2/4	95* 11 8 2/4	15 8 3 76LL -1/-4
4	12	2	2	2	4	2	2	4	2	2

SPECIAL RULES:

1. EC are Wet, with no wind at start. Weather is Ground Snow (E3.72) and Overcast (Falling Snow is possible; E3.71). Kindling is NA.
2. Place overlays as follows: **Wd4** on 5C4/B3; **Wd5** on 34G9/H9.
3. An AFV enters a woods hex at a cost of 25% of its MP with no risk of Bog, although other woods-related Bog Checks are still required. Prior to setup, the German player secretly records ten woods hexes which may *not* be entered by AFV. Attempts to enter one of these hexes by an AFV result in the AFV expending the entry cost in its current hex and spending one additional MP to stop. These pre-designated woods may be discovered by Searching (A12.152) and do not affect bypass movement or entry via a road but *woods* Trail Breaks (B13.421) are NA. No more than five of the selected woods hexes may be on each board, and no pillbox may be set up in/adjacent-to such a woods hex.
4. The pillboxes may not setup utilizing HIP (although their contents may use HIP). The Germans may use HIP for two squad equivalents (and any SMC/SW stacked with them).

5. The Germans may not convert more than 18 factors of AP mines to AT mines. The Germans receive booby-trap level 'C' capability.
6. During setup, the Germans must secretly record two pillboxes as command pillboxes. The command pillbox identity is only revealed to the British player upon Controlling/eliminating the pillbox.

AFTERMATH: The "wedded" team of the Welsh Division and the Royal Tank Regiment advanced into the woods against a particularly tough strongpoint. They had noticed, however, that this German "State Forest" was not only clear of undergrowth but also consisted primarily of trees that were small enough to be crushed by the slow-moving yet bulky Churchills. Where the forest had larger trees, they were usually spaced far enough apart to allow vehicles to pass. Well-maintained though it was, the Reichswald still provided ample opportunity for ambush. The attackers were forced to deal with a number of panzerfaust teams sited along the occasional good tracks, which were also covered by mines and tree deadfalls. These positions caused numerous casualties and delays, but the Commonwealth troops steadily advanced, pushing closer to the German strongpoint as machinegun fire increased and the fighting grew more intense. As the day ended, Commonwealth troops finally captured the strongpoint from the Germans, who had believed the woods to be "tank proof."

HERVORST HELL

Scenario Design: Ken Dunn and John Slotwinski



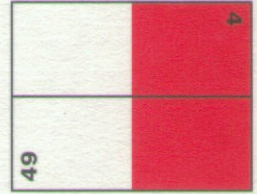
ASL SCENARIO HS21



VICTORY CONDITIONS: The British win at game end by Controlling/Destroying 5 of the 7 pillboxes/multi-hex buildings.

HERVORST, GERMANY, 15 February 1945: Goch, a small German town of some 10,000 inhabitants, was the pivotal point of the German Siegfried Line, a deep belt of wire, pillboxes, and anti-tank measures that was the last line of defense protecting Germany proper. It seemed that the closer the First Canadian Army got to Goch, the more determined was the opposition. At Hervorst, a village slightly north of Goch that was also part of this chain, a company of Camerons bumped up against several enormous pillboxes. They had concrete walls 3-feet thick and were cleverly camouflaged under dirt and grass, with only gun slits showing. Each pillbox contained a 150mm gun, which the Camerons needed to silence. Company commander Major Donald Callander had an array of armor support available to assist with the assault.

BOARD CONFIGURATION:



(Only hexrows A-Q on board 4 and Q-GG on board 49 are playable)

BALANCE:

☒ Add 3 A-T Ditches to the German OB.

⊙ Add a *Churchill VII* to the British OB.

TURN RECORD CHART

☒ GERMAN Sets Up First [112]	1	2	3	4	5	6	7	END
⊙ BRITISH Moves First [158]								

Elements of 86th Infanterie Korps [ELR: 2] set up on board 4 in hexes numbered ≤ 3 and/or on board 49: {SAN: 4}

1 4'-6-7	2 4-4-7	2-2-8	9-1	8-0	7-0	2 5-12	1 3-8	210 12-4	8 7 morale	?
4	8	2					2	2		12

150	3+5+7	4	MPH/RIPh: dr = MF CG: +1/-1
2	2	4	6

Elements of 5th Queen's Own Cameron Highlanders, 152nd Brigade, 51st Highland Division [ELR: 3] set up on board 4 in hexes numbered ≥ 7: {SAN: 3}

4 ² -5-7	2-2-8	9-2	8-1	8-0	7-0	2 4-12	1 2-7	8-3	19 0	76LL
15							3	2		

Elements of 79th Armoured Division enter on Turn 1 along the north edge:

75 2/4	8 14 11 s07 No IF 200 2/4	7 14 11 X12 BF38 75 2/4
2	2	2

SPECIAL RULES:

- EC are Wet. Weather is Overcast, with no wind at start. Kindling is NA.
- German Guns and crews must set up in Pillboxes. Pillboxes may set up using HIP, but are placed on board at the start of British Player Turn 1.
- The Germans receive one module of 80+mm Battalion Mortar OBA (HE and Smoke) with scarce ammunition, and one module of 150+mm Rocket OBA directed by an Offboard Observer at Level 4 in any south edge hex (secretly recorded during German setup).
- Vehicle bypass of any hexside that is part of a hex containing an A-T Ditch (B27.56) is not allowed.

5. Prior to setup the British must secretly pre-record which (if any) AVRE will enter with fascines (British Vehicle Note 37).

AFTERMATH: Despite support from flame-throwing Crocodiles and a troop of AVREs, little progress was made. The infantry got up to the almost-hidden pillboxes, but could not penetrate their strong walls. Even grenades dropped into the pillbox chimneys were deflected. And then the inevitable German retaliatory fire came in the form of mortars and Nebelwerfer—the multi-barreled ordnance known as “screaming meemies” for the high-pitched noise emitted by the bombs as they neared their target. A barrage of petards from an AVRE took out one pillbox, but with casualties mounting the Camerons were forced to retreat.

GOCH YA



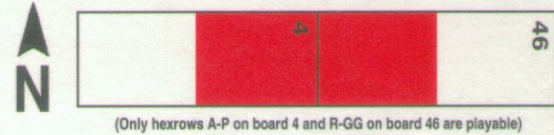
ASL SCENARIO HS22

Scenario Design: Kevin Valerien



GOCH, GERMANY, 18 February 1945: The town of Goch was a picturesque market town of major strategic value with three important roads running through it as well as a railroad line. Both the Germans and the Allies were aware of this strategic value. However, with the civilians evacuated and the town fortified by two anti-tank ditches, the defenders of the town of Goch waited patiently for the inevitable Allied assault. Held by newly arrived *fallschirmjäger*, Goch was the pivotal point for the defense and the order was to hold the town at all costs. For the Allies, the plan was for a dual assault by two Scottish Divisions via a set piece attack with supporting arms. Considering the ease with which the patrols penetrated the first anti tank ditch, the commanders revised their plans. The lead battalion, the 8th Royal Scots was to charge the second ditch and if possible rush into Goch. The second ditch was 25' wide and 10' deep, therefore this coup de main relied on the success of the supporting AVRE laying their bridges across the ditch.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Canadians win at game end by Controlling ≥ 5 buildings on board 46.

BALANCE:

- ✚ Add a PSK to the German OB.
- ⦿ Extend the game length one Turn (to 6 1/2 Turns).

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	END
⦿ BRITISH Moves First [128]							



Elements of 8th Fallschirmjäger Division [ELR: 3] set up on board 46 (concealed if in Concealment Terrain): {SAN: 4}

5 ² -4-8	4-4-7	8-1	8-0	5-12	3-8	13 8 3 75L -/4*/1*	1+3+5	Trench OVR, OBA: +4 Other: +2
3	4			2	2	2	2	3



Elements of 8th Royal Scots, 44th Brigade, 15th Scottish Division and 4th Tank Grenadier Guards [ELR: 3] set up on board 4 on/west-of hexrow H: {SAN: 3}

4 ² -5-8	4 ² -5-7	8-2	8-1	8-0	2-7	51 [2-11]	8-3	8 14 11 75 2/4	8 14 11 SMB 8 14 11 CS 8 2/4
6	5				4		2	2	2

SPECIAL RULES:

1. EC are Moist, with no wind at start.
2. Prior to setup, the German player may place ≤ 4 wooden Rubble counters on board 46 in/adjacent to building hexes [EXC: place stone rubble if in a stone building hex].
3. An A-T Ditch exists on board 4 in each hex of hexrow C [EXC: only Infantry units IN the A-T Ditch may exit an unbridged A-T Ditch hex].
4. AVRE are carrying bridges instead of fascines. AVRE carry bridges like Churchill Bridgelayers [EXC: Bridge deployment takes 7MP; the AVRE is not recalled after a successful bridge placement]. The AVRE may not use

MG, MA, or sM while carrying a bridge. After successful placement of a bridge, turn the AVRE counter over to the non-fascine side.

5. The British are Elite (C8.2).

AFTERMATH: The assault soon ran into trouble as the infantry got pinned down under heavy machine gun and self propelled gun fire. The previous Allied bombardment and bombing attacks had created rubble which fortified the defender's positions. In addition, the AVRE that was supposed to span the ditch got its bridge stuck in the trees. The lead platoon crossed the ditch on foot but couldn't get any further, forcing the rest of the company to take up defensive positions around the stuck AVRE. Finally, the rest of the company fought their way into the ditch and struggled into the town of Goch. The battle would rage within the town of Goch for some time to come.

TUSSLE AT THOMASHOF



ASL SCENARIO HS23

This scenario was previously issued as Deluxe A12 and has been updated.

Scenario Design: Dan Dolan

THOMASHOF, HOLLAND, 18 February 1945: Operation "Veritable" was underway, and Monty's 21st Army Group was pushing forward to the Rhine. The Germans in Holland were contesting each mile of the advance, defending the stout Dutch houses and stone-built barns of the farm complexes that often sat astride major roads. The British 51st (Highland) Division had already suffered serious casualties in its victory at Goch, but the 5th Black Watch and the 1st Gordon Highlanders, in support of the 107th Regiment of the Royal Armoured Corps, were ordered to resume their advance despite the losses. On the morning of the 17th of February, as they approached the hamlet of Thomashof, the leading company of the Black Watch was pinned down by fire from one such fortified complex. According to the RAF, the farm consisted of a large house with a barn and two smaller nearby houses, the entire grouping ringed with trenches. It was further protected by a stream and swamp, and set in open pastureland broken only by barbed-wire fences. After a failed night attack, Major George Morrison's B Company, which had been in reserve, was ordered to "have a go at it."

BOARD CONFIGURATION:

BALANCE:

☛ The German ELR is "3".

⊙ Extend Game Length to 6 1/2 Turns.



VICTORY CONDITIONS: The British win at game end if they Control all stone building and stone rubble hexes which do not contain a Blaze.

TURN RECORD CHART

☛ GERMAN Sets Up First [78]	1	2	3	4	5	6	END
⊙ BRITISH Moves First [120]							

Elements of Infanterie Division 84 [ELR: 2] set up ≤ 3 hexes from any board h stone building hex(es): {SAN: 4}

2 4-4-7	C 4-3-6	2-2-8	9-1	8-0	2 5-12	1 3-8	?	11
6	4	2				2	10	12 factors

MTR MI 3 81* [2-00]	AT M8 2 75L	MPh/RPh: dr = MF CC: +1/-1	Trench OVR, OBA: +4 Other: +2
		4	7

B Company of 1st Gordon Highlanders, and elements of 107th Regiment RAC [ELR: 3] enter on/after Turn 1 along the west edge: {SAN: 2}

1 4 ² -5-7	10-2	9-1	8-1	2	1 2-7	8-3	7 14 11 75 BF30 2/4	8 14 11 75 2/4
12					3	2		3

SPECIAL RULES:

- EC are Wet, with a Mild Breeze from the northwest at start.
- All hedges are Barbed-Wire Fences (RR SSR13).
- The German may use HIP for one squad-equivalent (and all SW/SMC that stack with it). However, to reflect Allied aerial reconnaissance, wire and trenches must be set up onboard.
- To reflect the pre-dawn visibility, a +1 LV Hindrance DRM is applied, regardless of range, to all attacks made at a range of ≥ two hexes.

AFTERMATH: Morrison was not optimistic—even though he'd been given several tanks, including *Crocodiles*, for support. In the dim twilight of dawn, he decided to concentrate on a group of houses on the flank. As B Company pushed across the fields, its men were greeted by a gruesome sight; many of A Company's dead lay sprawled on the

wire fences. But, with the close support of a brace of tanks, the Highlanders managed to clear the two buildings and gain a firm base for their further attack. Some 300 yards of fire-swept open pasture separated them from the main complex, where they could see "hundreds of Boche walking around." Pausing only briefly, Morrison launched everything he had at the Germans. Setting off under the cover of smoke, the first platoon led by one Lt. Ventris managed to race across into a group of buildings. But the following platoon was in the middle of its rush when "every Spandau in creation opened up." According to Morrison, who continued to feed in his troops, about half managed to reach the cover of the buildings. Once there, they found that the Germans who had been holding out quickly lost heart. Young Ventris himself captured 20 when they surrendered as he burst into a MG position in an upper bedroom. In the end, at a cost of 43 men, B Company took 140 prisoners and the farm at Thomashof. But the Highlanders got no rest. Promptly relieved by a detachment from the 1st/7th Middlesex Regiment who were to secure the farm, they were ordered to continue following the armored regiment eastward.

TICKLING THE IVORIES



ASL SCENARIO HS24

Scenario Design: John Slotwinski



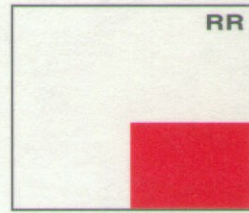
GOCH-KALKAR ROAD, GERMANY, 19 February 1945: The Canadians dug in immediately upon capturing the Schwanenhof farm. German *fallschirmjäger* counterattacked soon after but were repulsed. Major Kennedy, the wounded commander of B Company, barked out orders from his cellar command post, directing the defense. As night fell the German attacks grew in strength and intensity. Whereas the muddy fields offered attackers no protection during daylight, darkness enabled them to infiltrate the Canadian positions.

VICTORY CONDITIONS: The Germans win at game end by Controlling buildings LL21, OO23, and PP23.

BOARD CONFIGURATION:

BALANCE:

- ⦿ Delete SSR 4.
- ⚡ Delete one 4-5-7 from the Canadian OB.



(Only hexes numbered ≥ 19 on/east-of hexrow AA are playable)











TURN RECORD CHART

⦿ CANADIAN Sets Up First	⚡	1	2	3	4	5	6	7	8	END
⚡ GERMAN Moves First [161]										



Elements of B Company, Royal Hamilton Light Infantry, 2nd Canadian Infantry Division [ELR: 2] set up ≤ 3 hexes from any building except AA28: {SAN: 4}



 4 ² -5-8	 4 ² -5-7	 9-2	 9-1	 8-0	 7-0	 LMG R: 1 2-7	 MTR 51 [2-11]	 PIAT R: 110 8-3	 Foxhole 5 OVR, OBA: +4 Other: +2
3	5					3		2	3




Infiltrating elements of 6th Fallschirmjäger Division [ELR: 3] set up per SSR 3: {SAN: 3}



 2-3-8
--

Elements of 6th Fallschirmjäger Division enter on Turn 1 along the south edge:

 5 ² -4-8	 9-1	 8-1	 8-0	 7-0	 LMG R: 1 3-8
12					4

SPECIAL RULES:

1. EC are Wet. Weather is Overcast, with no wind at start. All RR SSR are in effect.
2. Night rules (E1.) are in effect with an initial NVR of 3. The Germans are the Scenario Attacker and the Canadians are the Scenario Defender. The Majority Squad Type for Straying purposes for both sides is Normal.
3. The German 2-3-8 half-squad is set up HIP, after the German sets up his off-board units but prior to the WC DR. This unit may not be set up in a building or in a hex which contains an on-board Canadian unit. If this unit is placed in a location which contains ≥ 1 HIP Canadian unit, then once that is discovered, all units in that hex are immediately placed onboard unconcealed

and are marked with a CC marker. For purposes of setup the Canadian player is considered the only side which sets up onboard.

4. The Canadian 9-2 and 8-0 SMC begin the game wounded. The 9-2 must be set up in a building. The Canadian mortar has no Smoke ammunition. Ammunition Shortage (A19.131) is in effect for the Canadians.

AFTERMATH: German paratroopers snuck into the pigpen adjacent to the farmhouse. They breached the wall of the farmhouse with a panzerfaust and poured into the kitchen. The exhausted Canadian defenders finally fought off these infiltrators, but remarked upon an eerie melody throughout the battle. Lt. Williamson later determined this "music" was coming from the parlor adjacent to the kitchen. The Bren gunner posted there had been using the piano to balance his machinegun on, and with each burst brass casings would strike the keys, producing a discordant note that punctuated the battlefield.

LAMBS LED TO SLAUGHTER



ASL SCENARIO HS25

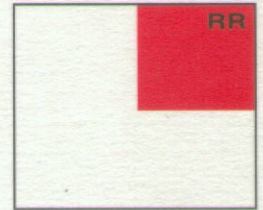
Scenario Design: John Slotwinski

GOCH-KALKAR ROAD, GERMANY, 19 February 1945: As A and D Companies attacked the middle of the Goch-Kalkar road, the inexperienced C Company attacked on the RHLI left flank. Most of C Company, comprised mainly of non-riflemen soldiers such as artillerymen and service corps men, had never fired a shot in anger. Major Pigott, the company commander, had tried to teach them elementary combat tactics prior to the offensive. Supported by three Shermans from the Fort Garry Horse, they advanced toward the prepared German positions northeast of the Milk Factory.

BOARD CONFIGURATION:

BALANCE:

- ✚ Add one 5-4-8 and one LMG to the German OB.
- ⦿ Add a *Wasp* to the Canadian Turn 2 reinforcements.



(Only hexes on/east-of hexrow Z numbered ≤ 17 are playable)

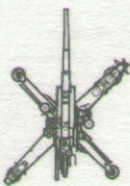


VICTORY CONDITIONS: The Canadians win at game end by Controlling hex JJ11.

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	END
⦿ CANADIAN Moves First [108]							

Elements of 6th Fallschirmjäger Division [ELR: 3] set up ≤ 5 hexes from hex HH11: {SAN: 4}



5 ² -4-8	2-3-8	2-2-8	9-2	8-1	7-0	HMG 7-16	LMG 3-8	PSK 12-4	Radio 8	AT 88LL	Foxhole 5 OVR, OBA: +4 Other: +2
6							2				5

Elements of C Company, Royal Hamilton Light Infantry, 2nd Canadian Infantry Division [ELR: 3] set up ≤ 5 hexes from hex MM1: {SAN: 3}



4 ² -5-8	4 ¹ -5-7	4-4-7	9-1	8-1	8-0	LMG 2-7	PIAT 8-3	13 75 2/4
2	4	6				4	2	3

Reinforcing elements of the 1st Canadian Armoured Carrier Regiment enter on Turn 2 along the north edge:

16 4PP
2

SPECIAL RULES:

1. EC are Wet. Weather is Overcast, with no wind at start.
2. All RR SSR are in effect.
3. The Germans receive one module of 80+mm Battalion Mortar OBA (HE/Smoke). The German SMC who possesses the radio may set up HIP in Concealment Terrain.

AFTERMATH: The German artillery quickly opened fire on C Company, and an 88 began blasting the cavalry's Shermans. Morale worsened when the infantry started walking past the dead bodies of the Winnipeg Rifles, still strewn across the ground after fighting there several days earlier. Still, the green troops of C Company advanced with remarkable composure until a German MG 42 brought them under fire about 150 yards from their objective. Despite Pigott's prior admonition to keep moving no matter what, C Company, to his horror, went to ground, halting the advance. The heavy machinegun inflicted serious damage on the stalled company, leading Pigott to note that "it was like lambs led to slaughter." Things were desperate until several flamethrowing carriers rushed onto the scene. The havoc they wreaked on the Germans was the impetus that Pigott's men needed to get back on their feet for the final push.

GOT MILK?



Scenario Design: Ken Dunn

ASL SCENARIO HS26



VICTORY CONDITIONS: The Canadians win at game end if they Control all building Locations in hexes Q10, R10, and T10.

GOCH-KALKAR ROAD, GERMANY, 19 February 1945: During Operation Veritable, the Canadian 4th Infantry Brigade and attached formations were to capture a vital stretch of roadway that connected the two market towns of Goch and Kalkar, just inside the German border with the Netherlands. The Goch-Kalkar road was a fairly ordinary paved two-lane market road surrounded by fields and a few farmsteads. The Canadians knew they had a tough adversary facing them in the form of the 6th Parachute Division. These were units made up of surplus Luftwaffe troops that had not as yet experienced the bitter sting of retreat and rout that had affected so many other Wehrmacht units. The plan was fairly simple. The infantry would advance in the Kangaroos of the attached Armoured Carrier Regiment, supported by the tanks of the Fort Garry Horse, all behind a massive artillery barrage. Lt. Colonel Whitaker, commanding officer of the Royal Hamilton Light Infantry (RHLI, or "Rileys"), had identified several objectives, including a "Milk Factory" (i.e., dairy barn) to be seized and held at all costs during the initial assault. He had not reckoned with the rain however.

BOARD CONFIGURATION:

BALANCE:

- ✚ Add one *PzKfw IVJ* to the Turn 5 reinforcements.
- ⦿ Add one *Wasp* to the Canadian OB.

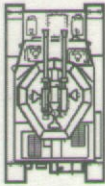


(Only hexes numbered ≤ 16 on/ between hexrows I - AA are playable)

TURN RECORD CHART

✚ GERMAN Sets Up First [0]	1	2	3	4	5	6	7	8	END
⦿ CANADIAN Moves First [198]									

Elements of 6th Fallschirmjäger Division [ELR: 3] set up ≤ 3 hexes from the road running I11-M11-S11-AA11: {SAN: 5}



5 ² -4-8	2-2-8	9-1	8-0	3 4-7-16	1 3-8	12-4	? 7 morale	11	2 88LL	OVR, OBA: +4 Other: +2	5 15 OVR, OBA: +4 Other: +2
6					2		8	18			3

factors

Elements of 901st Panzergrenadier Regiment, Panzer Lehr Division, Kampfgruppe von Hauser enter on Turn 5 along the south edge:

4 ² -6-8	9-1	8-1	1 3-8	12-4	9-1	1 15 16 3/5/2	1 13 3	1 15 16 3/-	3 14 20 3/-/+	1 15PP AAMG T7 -/-/3
7			2			2				2

Elements of A and D Companies, Royal Hamilton Light Infantry, 2nd Canadian Infantry Division, Fort Garry Horse, and 1st Canadian Armoured Carrier Regiment [ELR: 3] enter on/after Turn 1 along the north edge: {SAN: 3}



4 ² -5-8	4 ² -5-7	2-2-8	10-2	9-1	8-1	7-0	2 25	1 2-7	2 51 [2-11]	8-3	8	8-1 1st Sgt
8	7	3						3		2		
1 13 76LL -/4	1 13 75 2/4	1 14 18PP BMG T-4 2/-	1 19 15PP	2 19 AT M(6) 76LL								
2	4	8	2	2								

SPECIAL RULES:

1. EC are Wet. Weather is Overcast, with no wind at start.
2. All RR SSR are in effect.
3. Due to falling darkness, there is a +1 LV Hindrance to all non-OBA/CC attacks beginning on Turn 6.
4. The Canadians receive one 100+mm Creeping Barrage (E12.7) that may be Converted (E12.771) to a 100+mm OBA (HE only).
5. The Germans may use HIP for one squad-equivalent (and any SW/SMC stacked with it). German "?" counters may set up in non-Concealment terrain.

6. The Canadians may deploy up to four squads at start.

AFTERMATH: The German farmers had recently plowed their fields in preparation for the coming planting season. Rain the night of February 18th had turned firm ground soft which caused numerous vehicles to bog down, ensuring generally slow movement. These bogged vehicles became easy targets for the German 88s, and Canadian casualties were heavy despite the creeping barrage. The Rileys persevered, however, and within two hours captured all their objectives. Lt. Colonel Whitaker brought up towed anti-tank guns and told his men to dig in, a fortuitous decision as Kampfgruppe von Hauser from the Panzer Lehr Division launched an attack across the open fields in an effort to dislodge the Canadians. As darkness fell, the Germans were unable to retake the Milk Factory despite vicious hand-to-hand combat. The first of what would be six days of German counterattacks had ended.

LAWLESS WAYS



Scenario Design: Ken Dunn and Kevin Valerien

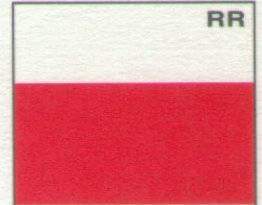
GOCH-KALKAR ROAD, GERMANY, 20 February 1945: The RHLI had been in position on their objectives for over 24 hours. They had taken a beating but had held, although the Schwanenhof farmstead changed hands multiple times. Frustration on the German side was noticeable, as ad-hoc assault after ad-hoc assault was launched, wasting lives and material. Finally, the German commander had had enough. Specifically written orders were issued to take and keep the farmstead, and a major attack was begun. Directly in the path of this attack was Company B, still led by the wounded Major Kennedy. The Germans of Panzer Lehr (in the form of Kampfgruppe von Hauser) and the 116th Panzer Division again crossed the muddy fields to renew their acquaintance with the Canadian defenders.

BOARD CONFIGURATION:

BALANCE:

⊙ Add one 6-pounder and one 2-2-8 to the Canadian OB.

⊕ Add one 4-6-8 and one MMG to the German OB.



(Only hexes south of road A11-D10-H10-M11-S11-DD11-JJ11-SS9-TT9 are playable)

ASL SCENARIO HS27



VICTORY CONDITIONS: The Germans win at game end if they Control buildings U17, X23, II12, LL21, OO23, and PP23.

TURN RECORD CHART

⊙ CANADIAN Sets Up First [156]	1	2	3	4	5	6 [⊙]	7	8	9	10	11	END
⊕ GERMAN Moves First [191]												



Elements of Companies A and B, Royal Hamilton Light Infantry, 2nd Canadian Infantry Division [ELR: 3] set up on/north-of A13-V23-V28: {SAN: 4}

4 ² -5-8	4 ² -5-7	4-4-7	2-2-8	9-2	9-1	8-1	8-0	4-12	2-7	8-3	[2-11]	8
4	6	4	2				2		5	4		



16 1 APP T10++ BMG 2/-/4	AT M 2 76LL	AT M10 3 57L	Foxhole 5 OVR, OBA: +4 Other: +2
3			8

Elements of Scout Platoon, RHLI enter on Turn 6 along the north edge:

4 ² -5-8	9-1	2-7
2		



Elements of Kampfgruppe von Hauser and the 116th Panzer Division [ELR: 3] set up south-west of A13-V23-V28: {SAN: 3}

4 ² -6-8	4 ¹ -6-7	4-4-7	9-2	9-1	8-1	8-0	3-8	12-4	8	2nd Lt
5	7	8			2		4			



15 1 75LL 3/5/2	13 1 75L 3/5/2	12 1 75L 1/-	16 1 15PP AAMG -1/-3
3	2		3

AFTERMATH: Things were grim for the RHLI. Casualties mounted and the company command post in the farmhouse was overrun as the Germans gained control of the objective. Battalion commander Lt. Colonel Whitaker had one last card up his sleeve however. As soon as he learned that B Company had been pushed back, he sent his only remaining reserves, the Scout Platoon under Lieutenant John Lawless, to reinstate the status quo ante. Lawless and his 25 men crept stealthily toward the farmhouse over exposed ground, eventually surrounding the position. On a prearranged signal, the Scout platoon jumped up and charged, yelling and hurling grenades. The fight was over as quickly as it had begun. Scout platoon took 50 prisoners from the vaunted Panzer Lehr, while sustaining only a slight wound to Lawless who was nicked by shrapnel from his own grenade. Lawless and his men had restored order.

SPECIAL RULES:

1. EC are Wet. Weather is Overcast, with no wind at start. All RR SSR are in effect.
2. The Germans receive one module of 80+mm Battalion Mortar OBA (HE/Smoke). The Canadians receive one module of 100+mm OBA (HE only).
3. The Canadian 9-2 SMC begins the scenario Wounded.

BATTERED REMNANTS



ASL SCENARIO HS28

Scenario Design: John Slotwinski



LOUISENDORF, GERMANY, 21 February 1945: As the Royal Hamilton Light Infantry battled for the Goch-Kalkar road, they were worried about their right flank, with good reason. Elements of the Essex Scottish Regiment were hanging on there by the skin of their teeth. Although they had successfully taken their initial objectives on D-Day, they had been isolated since then, continuously surrounded by the Germans, and had not heard from HQ for almost two days. Finally, in the early morning hours of February 21st, despite not having any orders to do so, Major Ken McIntyre of A Company decided to withdraw.

BOARD CONFIGURATION:

BALANCE:

- Replace the Canadian 8-0 with an 8-1 and add six "?" counters to the Canadian OB.
- Replace the three 4-5-8s in the British OB with three 4-4-7s.



44

(Only hexrows A-Z are playable)

VICTORY CONDITIONS: The Germans win at game end if they have exited ≥ 22 more Exit VP off the north edge more than the Canadians have exited (see SSR 3). Prisoners are NA for VP.

TURN RECORD CHART

• CANADIAN Sets Up First [107]	•	1	2	3	4	5	6	7	END
• GERMAN Moves First [150]	•								



Elements of A Company, Essex Scottish Regiment, 2nd Canadian Infantry Division [ELR: 2] set up on/between hexrows F and S: {SAN: 4}



4 ² -5-8	4 ² -5-7	4-4-7	9-1	8-0	7-0	4-12	2-7	51 [2-11]	8-3
3	4	4					3		3



Elements of 116th Panzer Division [ELR: 3] enter on Turn 1 along the south edge: {SAN: 2}



4 ¹ -6-7	9-2	8-1	8-0	3-8	3-8	12-4	12 14 3 75L 1/-
15					3		

SPECIAL RULES:

1. EC are Wet, with no wind at start. Night rules (E1.) are in effect with a Base NVR of 2. The Germans are the Scenario Attacker, the Canadians are the Scenario Defender. The Majority Squad Type for Straying purposes is Normal for both sides.

2. All Grain are Plowed Fields (B15.6). Place a Burnt-Out Wreck in 4407. All multi-hex buildings contain RR Cellars (RR SSR 11). Hedges do not exist along hexsides of the hexes in hexrow AA.

3. Two Canadian 4-4-7s are Walking Wounded (WW). A WW MMC has a 3MF allotment which is never increased for any reason, even while routing or berserk [EXC: while being carried by any form of conveyance], its IPC is reduced to 2, and it receives a +1 DRM for all CC attacks it makes, while all CC attacks against it receive a -1 DRM. Two WW HS may recombine into a WW squad as per A1.32. If a non-WW HS and a WW HS recombine, the

resulting squad is considered WW. They do not have to be marked with a Walking Wounded counter until they become Known. The Canadians may set up entrenched (B27.1) if in suitable terrain. The Canadians suffer from Ammunition Shortage (A19.131). The Canadians may not exit the board before Turn 5.

4. The Germans are Elite (C8.2). The *JgPz IV(L)* has Schuerzen.

AFTERMATH: While McIntyre was starting to pull back, the Germans launched an attack. A *Jagdpanzer* stuck its 75mm gun through the front door of the farmhouse that A Company had been occupying, and the position quickly became untenable. McIntyre's men immediately began falling back, leaving the wounded behind. At first it was a struggle to keep ahead of the pursuing Germans, but the latter then inexplicably broke off the chase. Eventually the battered remnants of A Company reached the friendly lines of the regiment, having suffered 75% casualties. Their battalion front was now being held by only thirty-five able-bodied men, plus the walking wounded.

OBSTINATE CANADIANS



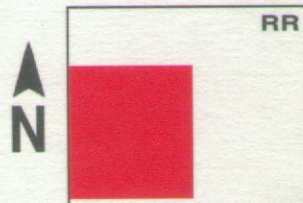
Scenario Design: Ken Dunn

ASL SCENARIO HS29



EBBEN, GERMANY, 26 February 1945: Company D, Royal Hamilton Light Infantry, commanded by Major Louis Froggett, had recently made an unsupported night attack to capture a patch of woods that had been the staging area for many counterattacks by the 116th "Greyhound" Panzer Division. Given the importance of the woods line for unobserved staging, a counterattack was quickly ordered. The Rileys fought stubbornly to keep the woods, with their success surprising the German commanders. During a lull in the fighting, German officers stepped out under a flag of truce to arrange time to evacuate the wounded.

BOARD CONFIGURATION:



(Only hexes numbered ≥ 10 and ≤ 26 on/west-of hexrow M are playable)

VICTORY CONDITIONS: The Germans win immediately if they Control all Locations of hexes E14, F16, and H16.

BALANCE:

- ⊙ Add one 4-5-8 or six "?" to the Canadian OB.
- ⊕ Extend the game length one turn (to 6 1/2 turns).

TURN RECORD CHART

⊙ CANADIAN Sets Up First	⊕	1	2	3	4	5	6	END
⊕ GERMAN Moves First								



Elements of D Company, Royal Hamilton Light Infantry, 2nd Canadian Infantry Division [ELR: 3] set up on/within the perimeter defined by road hexes M24-D22-D10-H10-M11 and the hexgrain M11-M24 with infantry in buildings/foxholes: {SAN: 2}



4 ² -5-8	4 ² -5-7	9-2	9-1	8-0	LMG ⊕ [1] 2-7	PIAT ⊕ [10] 8-3	Radio ⊕ [Δ] 8	Foxhole 5 OVR, OBA: +4 Other: +2
4	2				2	2		4



Elements of 6th Fallschirmjäger Division [ELR: 3] set up in hexes numbered ≥ 11 anywhere outside of the Canadian setup area: {SAN: 2}



5 ² -4-8	9-1	8-0	MMG ⊕ [2] 5-12	LMG ⊕ [1] 3-8
6				

Elements of 116th Panzer Division enter on/after Turn 1 on hex A23 or hex M26 with all Personnel entering as Passengers/Riders:

4 ¹ -6-7	8-0	LMG ⊕ [1] 3-8	8-1	13 ⊕ [8] ⊕ [3] 75L 3/5/2	16 1 1 15PP AAMG -/-/3
3				2	3

SPECIAL RULES:

1. EC are Moist, with no wind at start. All RR SSR are in effect.
2. Night Rules (E1.) are in effect. The Base NVR is 3. The Germans are the Scenario Attacker and the Canadians are the Scenario Defender. The Majority Squad Type for Straying purposes for both sides is Normal.
3. The Canadians receive one module of 70+mm Battalion Mortar OBA (HE and IR). The Canadian SMC possessing the radio may set up HIP and the hex he is setup in is Pre-Registered (C1.73).
4. The Cellar in hex F16 is Fortified (B23.9) with a normal stacking limit of 1 squad-equivalent plus 4 SMC.

AFTERMATH: As the two sides reconnoitered each other's positions while collecting the wounded, the opposing commanders called upon each other to surrender. It was agreed, however, that neither had joined the army in order to surrender. As the two-hour truce ended, the obstinate Canadians brought down a mortar barrage to remind the Germans that the war was back on. That evening, the Germans attacked again, this time with armor support. As the night wore on, the German tanks advanced close enough to start collapsing the walls of Froggett's headquarters. With the Canadians on the verge of collapse, Lieutenant Edwards, the forward artillery officer, called down the mortars onto his own position. Protected by the thick walls of the farmhouse, the Rileys survived the barrage while the Germans were forced to retire. Operation Blockbuster, the next major Allied offensive, would start on time, with the axis of advance directly through the center of D Company's positions.

THE GOOD SHEPHERD



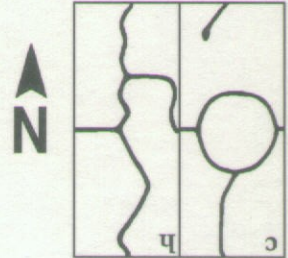
ASL SCENARIO HS30

Scenario Design: Ken Dunn and Kevin Valerien



KEPPLEN, GERMANY, 26 February 1945: The North Shore Regiment had been ordered to advance toward the Rhine. Its Commander, Lt. Colonel John Rowley, was known to all as the Good Shepherd for the long walking staff he usually carried. Based on the available intelligence, Rowley thought Kepplen was just another small, harmless farming hamlet on the Kalkar-Udem road, with the German defenses not starting until two miles further down the road at Udem. The regiment closed on Kepplen with the two lead companies advancing on either side of the narrow, paved road that ran into the middle of town. As they approached the innocent looking barn at the edge of town, they stumbled into a well concealed German stronghold.

BOARD CONFIGURATION:



BALANCE:

- ✚ Add one HMG to the German OB.
- ⊙ Add a Sherman V(a) to the Turn 1 reinforcements.

VICTORY CONDITIONS: The Canadians win at game end if they Control ≥ 4 multi-hex buildings on board c.

TURN RECORD CHART

✚ GERMAN Sets Up First [85]	⊙	1	2	3	4	5	6	END
⊙ CANADIAN Moves First [143]								



Elements of 2nd Parachute Korps [ELR: 2] set up east of the hA3-hO3 road: {SAN: 4}

4-4-7 2	2-2-8	5-1	8-1	7-0	2 5-12	1 3-8	12-4	? 7 morale	11
11					3			12	12 factors



13 75L -/4*/1*	2 75*	Trench OVR, OBA: +4 Other: +2
	2	



Elements of North Shore Regiment, 8th Brigade, 3rd Canadian Infantry Division [ELR: 3] set up west of the hA3-hO3 road: {SAN: 2}

4 ² -5-8	9-1	8-0	7-0	1 2-7	2 51 [2-11]	8-3
8				2		



Elements of North Shore Regiment, and C Squadron, 1st Hussars enter on Turn 1 along the west edge:

4 ² -5-8	9-2	1 2-7	13 75L 2/4	16 BF24 4PP
3	2		3	

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. All Marsh hexes are Brush.
3. The Germans may utilize HIP for one squad equivalent (and any SMC/SW stacked with it). The Germans may Bore Sight (C6.4).

AFTERMATH: From the edge of town an infantry gun opened up, followed by a well concealed *Sturmgeschütz* and a significant crossfire of small arms. The Canadians sent in their *Wasps* to burn out the defenders, but most were destroyed before reaching the barn. Only the *Wasp* commanded by Sergeant Horace Boulay managed to get through, driving recklessly through the withering attack. He flamed the barn, but that was not enough to dislodge the Germans. The Good Shepherd then coolly revised his plans, calling upon the tanks of the 1st Hussars to provide the solution. He sent the tanks, with Lieutenant Harry Nutter and a platoon of 40 men aboard, charging through the town at full speed. The Sherman of the Hussars managed to out-manuever the German assault gun, allowing the North Shores to secure the hamlet after significant losses. The Good Shepherd received the Distinguished Service Order for his inspired actions.

PROTESTING THE SPECULATIVE



Scenario Design: Ken Dunn

ASL SCENARIO HS31



THE HOCHWALD GAP, GERMANY, 27 February 1945: General Simonds, commander of the 2nd Canadian Corps, had insisted that he have a supply road with which to maintain the momentum of his attack and planned to use the Goch-Xanten railroad bed for this purpose. Since the raised track was free of mines and generally in good shape, it would be relatively simple for the engineers to tear up the track and develop the roadbed for one-way traffic. The railroad line was flanked on both sides by low, soggy farmland, beyond which lay the woods of the Hochwald Forest. Feeling pressure from higher command, General Simonds ordered the 4th Canadian Armoured Division to seize the Hochwald Gap and continue on to Xanten. The western entrance to the gap was controlled by a small rise, Point 73. General Volkes, commander of 4th Canadian Armoured, had divided his tanks into two units. Lion Group would initiate the attack on the Gap and capture Point 73. At the same time, the Carrier Platoon and supporting elements of the Algonquin Regiment would make a diversionary attack through an underpass beneath the railway line. This latter attack was so speculative that it evoked a strong protest from the Algonquins.

BOARD CONFIGURATION:

BALANCE:

☛ Replace the PaK 43/41 and one PaK 40 in the German OB with two PaK 43.

⊙ Extend the game length by one Turn (to 8 1/2 Turns).



		RR11
		RR7
		RR8
		RR12
5	11	44

VICTORY CONDITIONS: The Canadians win at game end if there are no Good Order German MMC on/adjacent-to hex 11Z5.

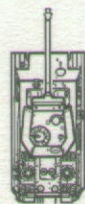
TURN RECORD CHART

☛ GERMAN Sets Up First [0]	⊙	1	2	3	4	5	☛	6	7	8	END
⊙ CANADIAN Moves First [247]											



Elements of Fallschirmjäger Regiment 24 and Army Weapons School, 1st Fallschirmjäger Army [ELR: 3] set up in hexes which are not adjacent to any Canadian entry hexes: {SAN: 3}

5-4-8	2-2-8	1-1-8	1-1-8	1-1-8	2-5-12	1-3-8	2-88LL	2-75L
7	3				2	2		2



Elements of 116th Panzer Division enter on Turn 5 along the north edge:

4-6-7	9-1	8-0	1-3-8	1-12-4	1-15-16	1-13-8	1-16-1
4			2			2	4



Elements of Algonquin Regiment and South Alberta Regiment, 4th Canadian Armoured Division [ELR: 3] enter on Turn 1 along the southwest edge on/between hexes 5I1 and 5A10: {SAN: 2}

4-5-8	9-2	8-1	7-0	1-2-7	1-8-3	1-13-4	1-13-4	1-13-4
14	2			3	2			3



Enter on Turn 1 on hex 44I10 in Convoy (see SSR 4) with all Personnel as Passengers/Riders (deploying freely):

4-5-8	9-1	8-0	1-2-7	1-13-4	1-13-4	1-16-0	1-16-0	1-31-1
5			2		3	4	3	2

SPECIAL RULES:

- EC are Wet. Weather is Overcast, with no wind at start.
- Place overlays as follows: **RR7** on 44X0/W1; **RR8** on 44L6/K7; **RR11** on 11CC8/DD7, **RR12** on 44F9/G9. All Railroads are EIRR (B32.11;B5.) The 11Z5 Grain patch (8 hexes) is a Level 2 hill whose crestline conforms with the Grain outline.
- German MMC (and any SW/SMC stacked with them) may set up entrenched (B27.1) if in suitable terrain. The Germans may deploy up to 4 squads in the at-start OB.
- The Canadian convoy must move as one Convoy (E11.) following the 44I10-44K6-44Q1 road. All Personnel/Weapons must enter as Passengers/Riders and remain so while in Convoy. Vehicles in Convoy may only cross road hexsides, must always have a road hex in their VCA, must move as far as possible

toward/past 44I9 each turn, and cannot change TCA if that would cause Riders to Bail Out. When all vehicles in the Convoy (if not yet disbanded) have reached hex 44I9 the requirements of E11.251 are considered met for all vehicles. Only Convoy AFV may satisfy option 2 of E11.251 (release via radio). The Convoy must be the first non-berserk units moved during the movement phase.

5. All Carrier half-squads are 2-4-8s. Non-Carrier vehicular crews may not voluntarily abandon their vehicles.

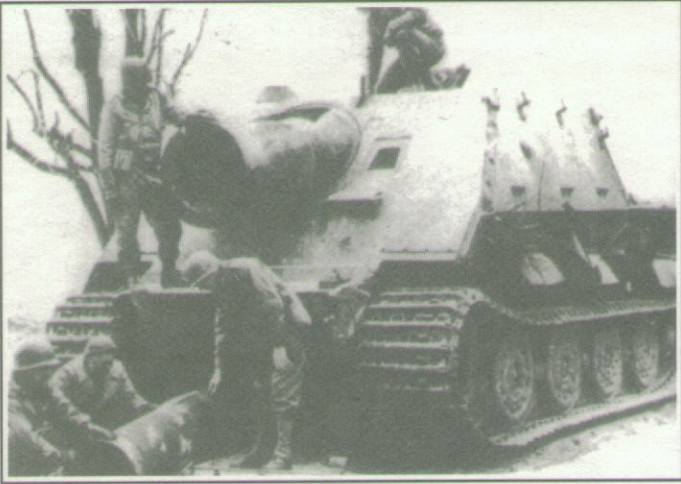
AFTERMATH: The weather had again turned wet and cold, once more precluding air cover. Disaster struck immediately as German anti-tank guns picked off the lead and rear vehicles, trapping the remaining Algonquin vehicles in an ambush and destroying them one by one. Lion Group advanced 500 yards on grit alone, until a German counter-attack encircled Lion and nearly wiped it out. For the Canadians, this was truly a bleak day.

A FEW ROUNDS

Scenario Design: Ken Dunn



ASL SCENARIO HS32



VILLA REICHSWALD, GERMANY, 2 March 1945: By the beginning of March it was clear that it was just a matter of time before all of Germany west of the Rhine would be cleared of active German troops. All of the remaining German forces were concentrated in the Wesel bridgehead guarding the only escape route over the Rhine. The Germans launched a series of limited counter-attacks intending to disrupt the Allies' assault timetable. They hoped to keep the route through Xanten open to allow time for more German troops to retreat across the Rhine.

BOARD CONFIGURATION:



X11	43
X13	
	19

BALANCE:

- Delete SSR 3.
- ⊕ All buildings are wooden.

VICTORY CONDITIONS: The Germans win at game end if there are no Good Order Canadian non-crew MMC in any board 43 building.

TURN RECORD CHART

● CANADIAN Sets Up First	⊕	1	2	3	4	5	6	7	8	END
⊕ GERMAN Moves First [109]										



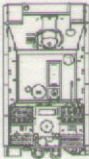
Elements of 4th Canadian Armoured Division [ELR: 3] set up on board 19 in hexes numbered ≥ 4 and/or anywhere on board 43: {SAN: 4}



4 ² -5-8	2-2-8	9-1	8-1	7-0	4-12	2-7	8-3	76LL
8					2	2		



Elements of 116th Panzer Division and Sturmörser Kompanie 1002 [ELR: 3] enter on Turn 1 along the south edge: {SAN: 3}



4 ¹ -6-7	4 ² -4-7	9-1	8-0	3-8	11
6	7	2	3	3	

SPECIAL RULES:

1. EC are Moist, with no wind at start.
2. Place overlays as follows: X11 on 43K7/K8; X13 on 43G2/F2.
3. A Canadian ammunition depot exists in hex 43N8. If this hex or any unit in it is hit by the MA of a *Sturmtiger*, the ammunition depot explodes and is eliminated. This explosion results in a 36FP attack versus all units in hex 43N8 and versus all adjacent Locations, applying a -2 Heavy Payload bonus DRM (C.7) versus hex 43N8 and a -1 Heavy Payload bonus DRM versus all adjacent Locations.
4. All Grain is Plowed Fields (B15.6).

AFTERMATH: One such assault was launched in the vicinity of Villa Reichswald to support the recapture of the Hufschberg in the Hochwald Forest. The Germans attacked the Canadians in an attempt to restore a portion of the Schliefflen position. To support the operation, the Germans committed *Sturmtigers* from the recently equipped *Sturmörser Kompanie* 1002. As these vehicles rumbled into Villa Reichswald, they fired a few rounds, hitting an ammo dump and completely flattening all of Villa Reichswald. It was a short-lived success, however, as a crisis developed later that afternoon forcing the too few German troops to withdraw from the area and the many farmsteads that dotted the fields. For the first time, members of the 116th Panzer Division began to give up without fighting, and the *Sturmtigers* were destined to be transferred to the east front, where without ammunition they too surrendered.



Z

Earlier pages in Chapter Z are found in other official MMP products and are not required to play this CG or any of its accompanying scenarios.

RR1.7

Z. RILEY'S ROAD CAMPAIGN GAME

RILEY'S ROAD SCENARIO SPECIAL RULES:

RR1 EC: EC are per the Historical Weather Chart (2.517), with no wind at start. Whenever Rain (E3.51) exists, the Mist LV Hindrance DRM (E3.32) is +1 at ≤ six hexes and increased by +1 at higher ranges. Kinding Attempts are NA.

RR2 OFF-MAP TERRAIN AND ROADS: Any road exiting a map edge on the RR map is considered, for purposes of A2.51, to extend off that map edge along that lettered hexrow (if off the north or south edge), or in hexes of the same coordinate (if off the east or west edge).¹ The off-map road is considered to be of the same type (paved/dirt) as the road hex it is connected to on the map.

RR3 BORESIGHTING: Bore Sighting (C6.4) is NA [EXC: Eligible SW MG may Bore Sight at night].



RR4 HAND-TO-HAND CLOSE COMBAT: Hand-to-Hand CC (J2.31) is allowed in all RR scenarios.²

RR5 PANZER LEHR: The Panzer Lehr Division is Elite (C8.2).

RR6 SCHUERZEN: All PzKpfw IVH and IVJ have Schuerzen (D11.2).

RR7 GYROSTABILIZERS: Before assigning armor leaders, the Canadian player may make a Secret dr, using the H1.42 table, for each eligible AFV to determine if it has a functioning Gyrostabilizer (D11.1).

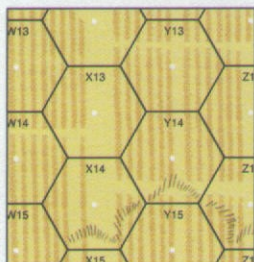


RR8 KANGAROOS: Each Ram Kangaroo is immediately Recalled (D5.341) when no Passenger unit capable of unloading by itself is aboard it. The passengers of a Ram Kangaroo must all unload at the same time. The inherent crew of a Ram Kangaroo may not voluntarily Abandon its vehicle. If forced to Abandon the vehicle, the crew and vehicle are eliminated. Crew survival is NA for Ram Kangaroo inherent crews. CS is applicable as normal for Passengers and riders.³

Ram Kangaroo passengers may use cloaking when they enter from off board. Cloaked passengers are always considered BU. Cloaking is lost when the units are no longer passengers, if the Ram Kangaroo enters the same location as an enemy unit, or if the passengers are/become CE.



RR9 SOFT GROUND: To reflect the soggy conditions of February 19th, during each (CG) scenario which occurs on that date, each vehicle must expend one additional MP per hexside (as per E3.9) unless crossing/traversing a paved-road or entering a building/woods/rubble obstacle.⁴ In addition, each Bog Check receives the Soft Ground DRM (D8.21) [EXC: if on a paved road or in a building (D8.21); barbed-wire-fence Bog Check (RR13.3)]. When Soft Ground is in effect, off board hexes are also considered to be Soft Ground.



RR10 PLOWED FIELDS: All Grain is Plowed Fields (B15.6). Grain (i.e., Plowed Fields) is depicted on the RR map with brown furrows (EX: X13, X14, Y14). During each (CG) scenario which occurs on February 19, moving Up-Slope (RR12.2) across a slope hexside into a plowed field hex or moving to a higher elevation which is a plowed field hex requires a Bog Check in the hex entered.⁵



RR11 RILEY'S ROAD CELLARS: (EX: T10)

RR11.1 All single-hex, stone buildings depicted on the RR map contain a Cellar⁶ Location beneath their ground-level Location (i.e., at building Level -1). A Cellar Location is considered the equivalent of another non-rooftop building Location in that hex (even for falling rubble [B24.12] and Control purposes) except as specified otherwise. The Cellar Level is ignored when determining the Base Level of a building hex.

RR11.11 TEM: Cellar Locations have a TEM of +3. Cellar Locations may be Fortified. Cellar Locations are ignored for the purposes of B23.912 (i.e., the Cellar need not be fortified to fortify the ground-level Location).

RR11.2 ENTRY: Only Infantry/SW may set-up-in/enter a Cellar, and their presence therein is indicated by placing them beneath a Cellar counter. Infantry may enter/exit the cellar level only from the building's ground-level Location.

RR11.3 LOS: Infantry in a Cellar tracing LOS outside of their building to a non-ADJACENT Location do so as if entrenched at ground level (B9.21), and trace LOS to an ADJACENT Location in the normal manner (B23.25). For the purposes of Height Advantage TEM (B10.31) and Night LV (E1.7) applicability, Cellar Locations are considered to be at the Base Level of the hex.

RR11.4 FIRE EFFECTS: The Inherent FP of a unit/FG in a Cellar is halved as Area Fire if that LOF leaves their building's depiction and is not traced to an ADJACENT Cellar Location, and the US# of the unit(s) currently using such Inherent FP is ≥ 3 (a Leader directing fire from a Cellar Location does not add his US# for this calculation). Otherwise, a Cellar Location has no effect on the use of SW/Inherent-FP other than those normally caused by being fired from within a building. A DC may be Thrown from a Cellar Location only to an ADJACENT Location.

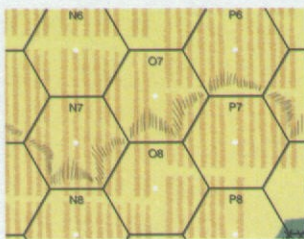
RR11.41 SMOKE: SMOKE at ground level in a Cellar hex affects different-level fire to/from the Cellar Location normally. The extra +1 Hindrance for outgoing fire (A24.8) is NA and fire between ADJACENT Cellar Locations is unaffected.

RR11.5 BLAZE SPREAD: A Blaze may spread to/from a Cellar Location only from/to an ADJACENT Location.

RR11.6 RUBBLE: A Cellar Location can be rubbled like any other building Location. If a Cellar Location is rubbled, it and all other building Locations in the hex cease to exist and the appropriate rubble counter is placed at ground level in that hex. All occupants and weapons are eliminated, as is its Fortified Building status (if any), and an AFV can no longer fall into it (RR11.61, B24.4). If the ground-level Location above a Cellar is rubbled, so is the Cellar Location.

RR11.61 COLLAPSE: The B23.41 cellar rules apply unchanged to a Cellar [EXC: an AFV falls into a Cellar if the Original colored dr of the Bog Check is ≥ 5. If the crew of such an AFV survives, it may immediately attempt to Scrounge the AFV and the crew is then placed in the Cellar Location instead of at ground level (even if its placement would cause the Cellar Location to be overstacked). In all cases the AFV is eliminated and leaves no wreck. Each Infantry unit in such a Cellar Location must take an immediate NMC; if it fails this NMC a dr (Δ) must then be made for each SW it possesses; a 6 eliminates that SW and a 4-5 malfunctions it]. The removal of an AFV for falling into a cellar (e.g., in a single-hex wooden building) does not create a Cellar Location in that hex.

RR11.7 ENCIRCLEMENT: The principles of A7.72 (Upper Level Encirclement) do not apply to Cellar Locations; i.e., a unit in a Cellar is not Encircled merely by having no exit to ground level.

**RR12 SLOPE HEXSIDES⁷:**

(EX: P6-P7)

RR12.1 A slope hexside represents an undulation in the terrain substantial enough to give an Up-Slope (RR12.2) unit a LOS advantage. On the RR map a slope hexside is represented by brown hash-marks along that hexside (EX: RRP6-P7). The entire hexside (inclusive of vertices) marked by a slope, but *not* the slope artwork itself, is considered part of that slope hexside.

RR12.2 UP-SLOPE/DOWN-SLOPE: A Location whose hex contains \geq one slope hexside is either Up-Slope or Down-Slope to LOS drawn across that hexside to or from that hex. If the slope lines are *in* the Location's hex, the Location is defined as being Down-Slope across that hexside; if the lines are in an adjacent hex along the hexside common to both hexes, the Location is Up-Slope across that hexside. A Location can be both Up- and Down-Slope across two different slope hexsides.

RR12.3 LOS: Slopes are neither obstacles nor Hindrances. Being Up-Slope affects LOS *only* in that an Up-Slope Location is treated as being $\frac{3}{4}$ of a level higher than normal to LOS that *begins or ends* in that Location *and crosses* an Up-Slope hexside of that Location. Thus, barring other obstructions to LOS, an Up-Slope unit—even if not in a hill Crest-Line hex—can trace a LOS across an Up-Slope hexside of its hex to a lower elevation (i.e., across a hill Crest Line) and/or over (B.4) obstacles and Hindrances whose topmost obstacle/Hindrance height is $<$ the Up-Slope elevation of the viewing unit [EXC: *entrenched LOS restrictions would still apply as per B9.21, as would wall/hedge TEM as per B9.3*]. Otherwise, being Up-Slope or Down-Slope *itself* has no effect on LOS (e.g., slopes are ignored if the LOS goes *through* their hex or *along* their hexside, and also when calculating an A6.41-43 increase or decrease in the number of Blind Hexes caused by an intervening obstacle). Being Up-Slope *itself* can neither grant HA nor allow an Up-Slope unit to make a HD attempt. The presence of \geq one slope hexside does *not* change the elevation of that hex's Base Level.

RR12.31 FIRE LANE: For the purposes of Fire Lane LOS/LOF drawn across \geq one slope hexside, assume that the term "same-level" means "same-Base-Level". See also RR12.42 and its example.

RR12.4 COVER: A slope can, in certain instances, provide a +TEM (RR12.41) or a +DRM (RR12.42).

RR12.41 DIRECT-FIRE TEM: Ground-level Infantry in a hex containing \geq three (or two non-contiguous) Down-Slope hexsides may claim a +1 slope TEM vs Direct Fire [EXC: *FT*], provided the attack originates from a non-adjacent firer whose elevation advantage (if any) over that of the target is $<$ the range of the attack *and* the attacker's LOS crosses \geq one of the target hex's Down-Slope hexsides. (A.5 applies to a FG attack.) Slope TEM is cumulative with no other +TEM [EXC: *Mud/Deep-Snow TEM*]. Being Up-Slope *itself* provides no TEM, does not negate the FFMO/FFNAM DRM, and does not affect Wall Advantage rules.

EX: See Illustration 1, and assume the following attacks are Small Arms. Squad E can claim slope TEM if fired on by squad A or D, but not if fired on by squad B (whose LOS does not cross a Down-Slope hexside of DD13). Likewise, squad C could fire on adjacent squad E with no slope TEM and could claim the -1 FFMO if otherwise applicable, as could squad B. If squad E is fired on by squads C and D as a FG, squad E can claim slope TEM (A.5).

RR12.42 FIRE-LANE DRM: Infantry being attacked by a Fire Lane receives a +1 Fire Lane slope DRM if the firer is Up-Slope from, $\frac{3}{4}$ of a level higher than, and not adjacent to, that target [EXC: *if the Infantry is attacked by a Fire Lane Snap Shot (A9.221), the DRM applies only if these three conditions apply to each of the two hexes that form the Snap Shot hexside, as determined by the firer's separate LOS to each of them*]. An Up-Slope attacker's Fire Lane cannot affect a target that lies at a different Base Level (see RR12.3) from that of the attacker.



Illustration #1

EX: See Illustration 1 and assume squads A and D each have a MG. If squad D places a Fire Lane counter in hex CC12, all moving Infantry in DD14, DD13, CC13, and CC12 (or EE14, DD13, DD12, and CC12; A9.221) can be attacked by that Fire Lane with no slope DRM (since squad D is not Up-Slope from any of those Locations), although Infantry moving in DD13 would get the slope TEM (RR12.41). If squad A places a Fire Lane counter in E15, all moving Infantry in CC13 (or DD12) can be attacked by that Fire Lane with no slope DRM (since those hexes are adjacent to the firer) but moving Infantry in DD14 and EE15 would receive the slope DRM, while moving Infantry in DD13 would receive both the slope DRM and slope TEM (RR12.41). Moving Infantry in EE14 (assuming there is a LOS) would not receive the slope DRM because CC12 is not Up-Slope to EE14, nor (for the same reason) would the slope DRM apply to Infantry attacked by a Fire Lane Snap Shot at hexside DD14-EE14.

RR12.5 ENTRY: A unit crossing a slope hexside that it is Down-Slope from is moving Up-Slope. A unit crossing a slope hexside that it is Up-Slope from is moving Down-Slope.

RR12.51 MF COST/BONUS: Infantry/Cavalry must expend $\frac{1}{2}$ MF + COT in order to move Up-Slope. Crossing a slope hexside while moving on a road does not negate the B3.4 MF road bonus.

EX: See Illustration 1. Squad D must pay $2\frac{1}{2}$ MF to enter hex EE14 (2 [COT] + $\frac{1}{2}$ [moving Up-Slope] = $2\frac{1}{2}$); if it were also crossing a Crest Line up to Level 2 the cost would be $4\frac{1}{2}$ MF (2 [COT] \times 2 [ascending across a Crest Line] + $\frac{1}{2}$ [moving Up-Slope] = $4\frac{1}{2}$). Squad C could expend 1 MF to enter DD14, since there is no additional cost to move Down-Slope. If, however, it had Rained (E3.54), squad C would expend 2 MF to enter DD14 (RR12.53).

RR12.52 MP COST: A unit that expends MP must pay one MP + COT in order to move Up-Slope.

RR12.53 RAIN: When crossing a slope hexside, E3.54 (if otherwise in effect) applies just as if the moving unit is changing elevation.



Z



RR13 BARBED-WIRE FENCES:⁷ (EX: R7-R8)

RR13.1 A barbed-wire fence is depicted by a series of small black X's overlaying a hexside (EX: R7-R8). Barbed wire is neither an obstacle nor a Hindrance, provides no TEM, does not negate the FFMO/FFNAM DRM, and cannot be Cleared or eliminated in any way.

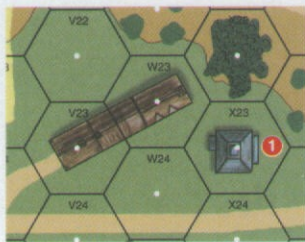
RR13.2 MF COST: Infantry must pay one MF + COT to cross a barbed-wire-fence hexside, unless using Armored Assault or moving within a trench (in which case only the COT applies). The cost for Cavalry is two MF + COT. No Wagon, ridden bicycle, Infantry on skis, or currently-CX Infantry/Cavalry/horse may cross a barbed-wire-fence hexside. All barbed-wire-fence hexside MF costs are doubled at night. A Straying unit required, but unable, to cross a barbed-wire-fence hexside becomes TI instead.

RR13.21 TEMPORARY BREACH: A non-Straying, Good Order Infantry MMC neither beneath an Entrenchment nor above a Wire counter may create a temporary breach in one barbed-wire-fence hexside of its hex by expending two MF in its MPH while at ground level in that hex. Place the top edge of the MMC counter over the selected barbed-wire-fence hexside and mark the unit TI. For as long as that MMC remains TI, unpinned, and in Good Order, it is considered to be using Hazardous Movement but that hexside's barbed-wire cost for Infantry [EXC: if broken, berserk, Manhandling, or part of a Human Wave] becomes 1/2 MF. (A vehicle crossing that hexside would still be subject to Bog as per RR13.3, but would not affect that hexside's temporarily-breached status.) Creating a temporary breach in barbed wire is a concealment-loss activity (A12.141).

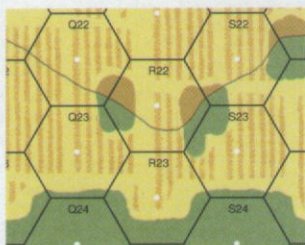
RR13.3 MP COST & BOG: Barbed wire has no effect on MP costs; however, no motorcycle may cross a barbed-wire-fence hexside. Each vehicle that enters a new hex by crossing a barbed-wire-fence hexside must undergo a Bog DR, in addition to any other Bog Check required for entry of the Location. If it Bogs, it is left in the hex it was attempting to enter. (If it Bogs twice, due to both crossing a barbed-wire-fence hexside and other terrain in the hex, mark it with a Mired—not a Bog—counter.) The only DRM that can apply to a barbed-wire Bog Check is:

- +1 Vehicle is not fully-tracked.

RR13.4 BYPASS: The barbed-wire-fence artwork (i.e., the small black X's) along such a hexside has no effect on a unit's normal ability (if any) to Bypass along that hexside.



RR14 RILEY'S ROAD FACTORIES: Each multi-hex building on the RR map is treated as a Factory (EX: V23). Normal Factory rules (B23.74) apply to all RR Factories [EXC: an Original 6 on the colored dr of the Bog Check DR has no effect].⁸



RR 15 RILEY'S ROAD CREST LINES: All Crest Lines on the Riley's Road map are outlined in black. Therefore, all terrain rises from the actual hill depiction (B10.1).

2. CAMPAIGN GAME

2.1 INTRODUCTION: The RR campaign game offers two or more players a series of interrelated scenarios dealing with the advance of the *Royal Hamilton Light Infantry (RHLI)* and the subsequent counterattacks by the *Panzer Lehr Division* and the *116th (Windhund) Panzer Division*, along the Goch-Kalkar market road during Operation Veritable in February of 1945. Using this system a variable number of scenarios are played, each simulating a part of the actual battle occurring on those days of the campaign. Up to three scenarios may be played per day.

2.11 BETWEEN SCENARIOS: Between Campaign Game (CG) scenarios, players make use of a special CG Phase called the Refit Phase (RePh) wherein each side takes stock of what has happened and prepares for further combat in the next CG scenario. In the RePh, Reinforcement groups (RG) may be purchased through the expenditure of Campaign Purchase Points (CPP).

2.12 CASUALTIES: The amount of casualties suffered in a CG scenario does not directly impact any aspect of the CG.

2.13 CG ROSTER & RG PURCHASE RECORD: The RR "CG Roster" and "RG Purchase Record" provided should be photocopied and used to keep track of RG purchased and CPP spent/remaining. Their use will be covered in more detail later in this chapter.

2.2 DEFINITIONS & ABBREVIATIONS: The following glossary explains abbreviations and important terms used frequently in the RR CG.

CG: Campaign Game.

CG Date: Each CG Date consists of the calendar (or Interlude) day plus an AM, PM, or NIGHT reference. One CG scenario may be played per CG Date. Hence up to 3 scenarios may be played per day, one AM, one PM, and one NIGHT. See the Historical Weather Chart for possible CG Dates.

CG End: The CG Scenario End that occurs on the 26 AM CG Date, or if one side concedes CG Victory.

CG-LVP Total: The LVP calculated by adding the side's Current LVP Total to that side's previous LVP total. See 2.5033.

CG Roster: The sheet used to record information for each CG Date. During the RePh, one line is filled out per CG DATE.

CG-Scenario End: Occurs when both the CG scenario being played and the ensuing RePh steps (2.503) have occurred.

Coy (Company): An RG organization type.

CPP (Campaign Purchase Points): Used for purchasing RG in RePh step 2.518.

Current-LVP Total: The LVP value of all LVP Locations currently controlled by the side.

Depleted: A purchased RG received at less than Full Strength.

Eligible: The status of an Entry Area enabling its use by a side.

Eliminated: Units/Equipment/Fortifications "Eliminated" in a CG are removed from that side's OB (i.e., are not Retained). See CG8 for OBA and CG21 for FB.

Enterable: A hex/Location that the unit in question could enter (disregarding its occupation by a fortification/enemy-unit) during a hypothetical MPH/APh. If defined in relation to a Setup/Entry Area (or a path of hexes drawn to/from/between such) the hex/Location must be Enterable along that path. A terrain-Blaze hex is not enterable.

Entry Area: See CG 17.

Equipment: Any SW/Gun/Vehicle that can be part of a side's OB. Any counter that can be portaged/driven/Manhandled about on the map.

Escape: The RePh process by which a unit attempts to exit an Isolated Location, No-man's land, an enemy Setup Area, or Uncontrolled Territory that it can not remain in, to a friendly Setup area or Eligible Entry Area.

FPP (Fortification Purchase Points): Used to purchase fortifications in RePh step 2.520.



2.2

Front Line Hex: A Setup Area hex that shares \geq one hexside with \geq one hex of an enemy Setup-Area/No-Man's Land/Uncontrolled-Territory hex.

Full Strength: A RG received *in toto*.

Holding Box: The off-map portion of an Entry Area.

Idle Date: A CG Date in which both sides have picked an idle chit (no CG Scenario is played).

Initial Scenario: The 19 AM CG Scenario gives each side's setup/entry restrictions, CG Victory Conditions, starting OB (including certain pre-determined RG), and SSR applicable only to that initial scenario.

Interlude: The period of time between Feb 21-26, 1945 in which historically there was very little fighting. Three CG Dates are possible during the Interlude.⁹

Isolated: A unit/weapon in a friendly Setup Area Location from which it can not trace a path of contiguous, Enterable, Uncontrolled-Territory, friendly setup area Locations to an eligible entry Area. A Location/hex/setup Area is considered isolated if an Infantry MMC would be isolated upon being setup therein.

LVP (Location Victory Point): The RR map has several hexes marked with a red dot that contains a white number. This number corresponds to the VP value of that hex.

No Man's Land: A non-Strategic Location within two hexes of both friendly and enemy-Controlled Strategic Locations; 2.5051.

OB (Order of Battle): All the units, Equipment and Fortifications of a side that are eligible to participate in the next CG scenario. Includes all Retained units and Equipment, plus all RG purchased since the last CG scenario.

Pltn (platoon): A CG RG organization type.

RePh (Refit Phase): The series of steps performed between CG scenarios. All rules beginning with 2.5 are RePh rules/steps.

Retained: All units, equipment and RG in a side's OB that are available for setup/entry in the next CG scenario. In RR such unit/Equipment is required to either set up in the Setup Area it was retained in or to enter at an eligible entry area [EXC: if shifted].

RG (Reinforcement Group): Usually a number of units/Equipment purchased as a group for use in the CG as additions to a side's OB. Also includes FPP, air support, SAN increase, OBA and Pre-Registered hex capability.

RG Purchase Record: The sheet used to record the units-in/information-for each CG RG type. One line is filled out for each RG purchased.

RR: Pertaining to the *Riley's Road* CG in the *Operation Veritable Historical Study*.

Sect (Section): A CG vehicle/ordnance RG organization type.

Setup Area: Each Strategic Location Controlled by a side, plus each non-Strategic Location hex that is within two hexes of such a strategic location but not within two hexes of an enemy controlled Strategic Location. Each such non-Strategic Location hex must also be enterable by Infantry from \geq one Strategic Location of that Setup Area. Friendly Setup Areas that overlap/touch are treated as one Setup Area.

Shift: The RePh process (2.513) by which a Retained unit attempts to exit its current Setup/Entry Area to another friendly Setup Area or eligible Entry Area.

Strategic Location: Each building/rubble/entrenchment Location and crossroad hexes H10, AA24, and JJ11, and each Location that is occupied by a non-Abandoned immobile vehicle with functioning MA of \geq 20mm (or functioning FT MA) and/or by a non-malfunctioned Gun, is a strategic location.

Strength: A Pltn/Sect/Coy/Troop RG is received at Full Strength unless Depleted (2.5191).

Troop: A CG vehicle RG organization type.

Uncontrolled Territory: All non-No-Man's Land hexes that are part of no Setup Area, i.e., are \geq 3 hexes from all Controlled Strategic Location hexes.

Weapon: Any SW/Gun/Vehicular-armament using the IFT/TH table(s) to cause damage to the opponent.

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2.3 CAMPAIGN GAME SPECIAL RULES: The following CG SSR apply in all RR CG Scenarios and RePh:

CG1. MAP: Each CG Scenario uses the entire RR map.

CG2. RR SSR: All RR SSR are in effect except as amended below.

CG3. ELR/MASSACRE: Each side's printed ELR given in the Initial Scenario of the CG is also treated as that side's printed ELR for all subsequent scenarios of the CG. [EXC: if a Massacre (A20.4) occurs during any CG scenario/RePh, all effects listed in A20.3-4 are applicable for the remainder of the CG; the Scenario Defender's ELR at night is one less than it would be in a daytime scenario].

CG4. NIGHT SCENARIO: Mobile Canadian Tanks are not available during Night Scenarios.¹⁰ Any non-Isolated Tanks from the previous CG scenario as well as any newly purchased Tanks are retained for use in the next non-night CG scenario (see 2.51428). During a Night Scenario, a non-Immobilized, abandoned Canadian Tank that is re-crewed by Canadian forces is immediately Recalled. During AM scenarios, Canadian Tanks may not be set up on board. They enter on or after Turn 1.

The NVR of all night scenarios begins at 3. The side selecting the attack chit in a night assault scenario is considered the scenario ATTACKER (E1.4, despite having units available for on-map setup); a side selecting an idle chit is the scenario DEFENDER (E1.2). The scenario DEFENDER in a night assault scenario has automatic freedom of movement for his two best leaders. The scenario ATTACKER may use normal cloaking even if they set up on-map. Cloaking counter HIP is NA. Scenario DEFENDER reinforcements retained off-map may enter at an eligible entry area only following a RPh reinforcement die roll of $<$ the current game turn number or automatically once any scenario DEFENDER unit has been attacked by other than mines/OBA/sniper or has seen a known enemy unit. A reinforcing AFV with a radio releases other friendly AFV with radio as per E1.21.

The Majority Squad Type for Straying purposes is Normal for both sides.

CG5. PANZER LEHR SETUP: Panzer Lehr units are distinguished from other German units by using the color red for their alphanumeric Identity symbols. No units from Pz Lehr may setup on board. In scenarios where the German selected an Idle chit, units from the Pz Lehr Division may not enter before Turn 4. In scenarios where the German selected an Attack chit, units from the Lehr Division may enter on Turn 1. All Pz Lehr units in a non-Isolated Friendly Setup Area must be Retained off map (even if Immobilized). All other Personnel/mobile-vehicle Panzer Lehr units must Escape (2.506) off map; all onboard Friendly Setup Areas are ignored. Crews of remaining Immobilized Panzer Lehr vehicles now Abandon them. These crews and vehicles are handled per 2.5056 [EXC: Isolated crews must attempt Escape]; otherwise crews may not voluntarily Abandon Panzer Lehr AFV.¹¹

CG6. Crossroad hexes H10, AA24, and JJ11 are controlled by the last side to control the crossroads hex and all adjacent hexes.

CG7. GAME END: The Turn Record Chart for all CG scenarios is located on the RR map. All CG scenarios have a variable game length. Starting at the end of game turn 5, the Canadian player makes a Scenario End dr: if it is \leq the circled number in the current turn's box on the RR CG Turn Record Chart the scenario ends immediately. There is a -1 drm in a night scenario and a +1 drm in the 19AM scenario and any PM scenario. Scenarios may also be ended by the mutual agreement of both players at the end of any player turn.

TURN RECORD CHART

1	2	3	4	5 ^①	6 ^③	7 ^⑤	8 ^⑥	9 ^⑦
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CG8. OBA: Each side is limited to using a maximum of two OBA modules per CG scenario (with "usage" of a module for this purpose being defined as having its radio, fieldphone, or Offboard Observer in play at any time during a CG scenario).

When an OBA module is selected as a RG, the player may freely select a radio or field phone. Each Canadian Security Area must be traced to any friendly-Controlled north edge hex. Each German Security Area must be traced to any friendly-Controlled south edge hex. The ground-level location of each Security Area hex must be friendly-Controlled at scenario start. If Retained from a previous scenario, a new Security Area may be recorded for each CG Scenario. Preregistered hexes may also be re-assigned if the associated OBA module was Retained. OBA modules that have placed an FFE [EXC: IR] in the just played CG scenario are Eliminated. Any radios, field phones, Offboard Observers, and pre-registered hexes associated with that module are also Eliminated.

CG9. TERRAIN CHANGES: During the course of the same CG, alterations of printed map sheet terrain are bound to occur, all of which become "permanent" (barring subsequent Clearance/Removal if applicable).



CG10. CONCEALMENT: All Infantry (and their possessed Weapon[s]) setting up in Concealment Terrain may do so concealed, regardless of LOS. Such "?" need not be purchased; i.e., they are placed freely. Otherwise, A12.12 and A12.34 apply. The side setting up first may conceal all eligible units before the other side views its setup; likewise, the side setting up second may conceal all eligible units before his opponent views that setup.

CG11. CIVILIAN INTERROGATION: Civilian (only) Interrogation (E2.4) is in effect. The Germans are in a friendly country. The Canadians are in a neutral country.

CG12. MAPEXIT: Each Personnel/Equipment piece that exits the map via an Eligible Entry Area during play cannot re-enter during that scenario, but is Retained in that Entry Area. However, each such broken Personnel unit must take a NTC (a Good Order leader's DRM can apply) immediately upon exiting; failing this NTC causes its Casualty Reduction (if it is Eliminated, so is its possessed Equipment). Otherwise, anything exited from the map is Eliminated.



CG13. OPTIONAL SNIPER USAGE: Each side may use two Sniper counters per CG scenario. If > one sniper per side is in play, each must still be set up initially as per the first two sentences of A14.2, but with ≥ 15 hexes between them (or as far apart as possible if they cannot set up ≥ 15 hexes apart); when a Sniper attack can occur, make a dr to randomly determine which one actually attacks (assign numbers so that each has an equal chance). The SAN is never altered by the presence of > one friendly Sniper in play simultaneously. Any result (e.g., Pin) affecting a Sniper counter affects all friendly Snipers simultaneously.

CG14. SELF-RALLY: Each side is allowed two non-Disrupted MMC Self rally attempts, provided (as per A18.11) each such attempt is carried out before other friendly MMC rally attempts.

CG15. GERMAN PF: For each CG scenario, the number of PF initially available to the German side is 2 times the number of German squads set up on-map. During play, whenever ≥ 1 squad enters as a reinforcement, the number of available PF is immediately increased by 2 per such squad.

CG16. RETAINED RG: Regardless of whether it was used during a CG Scenario, each purchased/OB-given RG is Retained until Eliminated in a CG scenario. Each unentered RG (or part thereof) is Retained.

CG17. ENTRY AREAS: The Canadians may enter anywhere along the north board edge. The Germans may enter anywhere along the south board edge, within 4 hexes of TT19, and/or within 4 hexes of A20 if they have activated the A20 entry area and it is after 19 PM.

CG18. RG SETUP/ENTRY: If set up on-map, units/Equipment of a RG must be set up in the friendly Setup Area they are Retained in. All units/Equipment that set up off-map during the RPH (A2.51) but do not enter during that same Player turn forfeit their entry in the present, but are Retained for the next CG scenario. All units/Equipment of the same RG must initially either be set up in the same Setup Area or enter at any hex(es) of the same Entry Area.

RGs whose ID begins with "T", "V", or "HW" may be purchased for on-map setup [EXC: Panzer Lehr RG and Canadian RG V4]. Canadian RG 12 and RGs whose ID begins with "G" may be setup on-map for no additional CPP cost.

CG19. DUSK: A +1 LV Hindrance applies to all non-CC/OBA attacks on any turn ≥ 7 during PM scenarios.

CG20. GUNS: Each non-vehicular Gun that ended the last CG scenario on-map must be set up within three hexes of the Location in which it ended that scenario [EXC: 81mm MTR; Escape (2.506-.5061); Shift (2.513); if at the start of setup (RePh 2.5232) it is hooked up to a Mobile vehicle; if a CG Idle Date has been generated since the last scenario; instead, it may set up anywhere in its current Setup Area], regardless of whether it will be set up (un)hooked. Each SW/Gun in a Setup Area that contains Personnel may be set up (un)hooked/(un)limbered/(non-)dm unless otherwise prohibited.

CG21. AIR SUPPORT: No greater than two FB RG may enter play per CG Scenario, and only one may be in play at any given time during the scenario, but a FB RG may be voluntarily Recalled at the end of any Player Turn. The use of Air Support is NA at night as well as when the Weather is Overcast. A FB RG is considered to have been used when ≥ 1 of its FB has made a Sighting TC DR; once so used, the entire FB RG is Eliminated at the end of the scenario.



2.4 INITIAL SCENARIO: The special information needed to play the Initial Scenario for the RR CG is provided after 2.42. For the Initial Scenario, both players begin with RePh step 2.518 (RG Purchase Record) and perform RePh steps 2.518-2.52322 (the steps preceded by a "+" in the RePh Sequence; 2.5).

2.41 RR CAMPAIGN "Milk Factory"

CG LENGTH: 19 AM-26 AM.

CG VICTORY CONDITIONS: The Canadians win if their CG LVP Total is ≥ 140 at any CG-Scenario end.

LVP VALUE (BY HEX)

LVP	Hexes
2	R10, Q10, OO23, LL21
1	H10, EE10, JJ11, MM10, F16, N16, U17, C20, E22, N24, X23, AA24

ATTACK-CHIT LIMITS¹²: Canadian 2; German 6.



2.41

CG BALANCE PROVISIONS: Should each player wish to play the same side (A26.4) the following Balance is used:

⚔ : Beginning 19PM, the Germans receive 4 extra CPP per CG Date.

🎯 : The Canadians can use 3 Attack Chits, not 2.

2.42 INITIAL SCENARIO SETUP SEQUENCE: German sets up first; Canadian moves first.

⚔ INITIAL GERMAN OB:

Elements of 6th Fallschirmjäger Division¹³ [ELR: 3] {SAN: 4} (make two rolls on the Company Leader Table)

Group I set up within three hexes of the A11-TT9 road:

- 5-4-8 × 14 LMG × 5 PSK
- 2-2-8 × 4 88LL PaK 43 × 2 88LL PaK 43/41 × 2

100 FPP (these FPP may also be used for Group II but *only* for Entrenchments for the Observer and Machine Gun Platoon and/or also for HIP???)

Group II set up within three hexes of the A11-TT9 road, and/or south of the A11-TT9 Road:

- All Leaders 5-4-8 × 6 LMG
- Radio PSK

Machine Gun Platoon:

- 2-2-8 × 4 HMG × 2 MMG × 2

🎯 INITIAL CANADIAN OB:

Elements of Royal Hamilton Light Infantry¹⁴, Fort Garry Horse, and 1st Canadian Armoured Carrier Regiment [ELR: 3] enter along the north edge on/after Turn 1 with all Personnel as passengers/riders: {SAN: 3}

Elements of Fort Garry Horse: (make four rolls for possible Armor Leader Generation)

- Sherman IIC (a) × 2 (one with AAMG)
- Sherman III(a) × 6 (two with AAMG)
- Sherman VC(a) × 2 (one with AAMG)
- Sherman V(a) × 6 (two with AAMG)

RHLI Headquarters: (make one roll on the Company Leader Table)

- 4-5-8 × 2 Radio × 2

Elements of A and B Company, RHLI: (make two rolls on the Company Leader Table)

- 4-5-8 × 10 PIAT × 4 LMG × 6
- 4-5-7 × 10 51mm MTR × 2

Elements of 1st Canadian Armoured Carrier Regiment:

- RAM Kangaroo × 20 (four with AAMG)

Elements of RHLI Carrier Platoon:

- Wasp × 3 (one with AAMG) Carrier A × 2
- Carrier C × 1

Elements of C, D, and Support Companies, Royal Hamilton Light Infantry, and Toronto Scottish Regiment enter along the north board edge on/after Turn 2: (make two rolls on the Company Leader Table)

- 4-5-8 × 10 4-4-7 × 4 PIAT × 4
- 4-5-7 × 9 51mm MTR × 2 LMG × 6

Elements of Assault Engineer Platoon, Support Company, RHLI: (make one roll on the Platoon Leader Table)

- 4-5-8 × 3 DC × 3

Machine Gun Platoon, Toronto Scottish Regiment:

- 2-2-8 × 4 MMG × 4

INITIAL SCENARIO SPECIAL RULES:

The following SSR apply during the Initial Scenario:

- I.1 EC are Overcast, with no wind at start.
- I.2 The Canadians receive three 100+mm Creeping Barrages (E12.7) which begin on Turn 1. The Pre-Registered hexes for the three creeping barrages must be at least 9 hexes apart. Any creeping barrage still active will automatically lift at the beginning of Turn 6.
- I.3 The Canadians receive one module of 100+mm OBA (HE and SMOKE) and one module of 70+mm Battalion Mortar OBA (HE and SMOKE). The Germans receive one module of 80+mm battalion mortar OBA (HE and Smoke) and may take a fieldphone in lieu of a radio.
- I.4 The 4-5-8s/2-4-8s of the RHLI Assault Engineer Platoon are Assault Engineers (A11.5; H1.22).
- I.5 SW must initially set up possessed by Personnel of the group to which they are assigned.
- I.6 No Good Order German unit may exit before Turn 5.

2.5 REFIT PHASE: The following steps (2.501-2.523) are performed simultaneously by each side during the RePh, which occurs after each CG Scenario. Each step (and sub-step) must be carried out in the numbered/lettered order given; those not applicable to the current situation may be omitted (e.g., if there are no Flames/Blazes on the map, skip RePh step 2.509). Those steps listed below preceded by an “††” are the only steps to be completed before setting up to play a CG Initial Scenario. Those preceded by a “†” are the only steps necessary to achieve CG-Scenario End after the last Player-Turn CCPH. Those preceded by a “*” are performed in repeated sequence until a new CG scenario is generated in RePh step 2.522.

RePh Sequence

- † 2.501 Conclusion of Melee
- † 2.502 Marker Removal
- *† 2.503 Rally, Unloading, CG Scenario End, and CG-LVP Totals
- 2.504 Encirclement, Minefields, Shock, and Bog
- 2.505 Setup Area Determination
- 2.506 Escape
- 2.507 Equipment Possession and Hidden Fortifications



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2.505

- 2.508 Prisoners
- 2.509 Extinguishing Flames and Blazes
- 2.510 Wounded Leaders
- 2.511 Recombining and Battle Hardening
- * 2.512 New CG Date and SAN Adjustment
- * 2.513 Shift
- * 2.514 Equipment Repair and Replenishment
- * 2.515 Fortification, Wreck, and Immobile Vehicle Removal
- * 2.516 CPP Replenishment
- * 2.517 Weather Determination
- *†† 2.518 Purchasing Reinforcement Groups
- *†† 2.519 RG Strength, Weapons, and Leaders
- *†† 2.520 Purchasing Fortifications
- * 2.521 Purchasing Reconnaissance
- * 2.522 Initiative Determination
- 2.523 Scenario Commencement



2.501 CONCLUSION OF MELEE: All opposing units in the same locations are now assumed to be in Melee [EXC: *HiH-Melee if so marked*]. Units in such locations must undergo an unlimited number of Melee rounds until no more CC attacks can be made. Such units are free to perform any/all normal CCPh activities associated with Melee (i.e., Attack, Capture, Withdrawal, etc.). The side that moved first that scenario is considered the ATTACKER. Following the conclusion of the first round of RePh Melee in a Location, each still-hidden/concealed unit in the Location is revealed, each pinned unit in the Location becomes unpinned, all CX counters are removed from the Location, and each Stun counter therein is flipped to its "+1" side (the vehicle may still be Recalled, if applicable, and may be marked CE if so desired).

2.5011 ORDER OF RESOLUTION: Resolve all Melees in alphanumeric order (e.g., hex A1, then A2, then D12, then EE4, etc.).

2.502 MARKER REMOVAL: All markers/counters listed below are removed from the map at this time (Right of Inspection does not apply to revealed stacks):

- a) SR, FFE, and Barrage counters;
- b) SMOKE counters;
- c) Acquired counters;
- d) DM, Disrupted, Fanatic, Berserk, Wall Advantage and HD markers, Dummy Stacks, Dummy Cloaking Counters, and "?";
- e) CX, Motion, CE, BU, and Labor markers;
- f) all hidden/Cloaked units, entrenchments and Equipment are placed on-map in their present Location (other still-hidden Fortifications need not be revealed at this time);
- g) Sniper counters;
- i) FB counters (see SSR CG 21; 2.3).

2.503 RALLY, UNLOADING, CG-SCENARIO END, AND CG-LVP TOTALS: When RePh step 2.503 has been completed, CG-Scenario End has occurred.

2.5031 RALLY & UNLOADING: All currently broken units of both

sides automatically rally, even if Disrupted. No DR are made. All Passenger/Rider Personnel and Equipment are then unloaded into their vehicle's Location (a unit unloading into an A-P minefield is not immediately attacked, but 2.5042 will apply). All Guns hooked up and in tow remain so (for now—see SSR CG20); if its vehicle is Eliminated in the RePh, so is the Gun that is being towed.

2.5032 CG-SCENARIO END: Final hex/building Control and Current-LVP totals are now determined. On its CG Roster the Canadian side records its Current-LVP Total in the upper half of the "LVP" column.

2.5033 NEW CG-LVP TOTALS: The Canadian player now calculates his new CG-LVP Total by adding his Current-LVP Total to his preceding CG Date's CG-LVP Total, and records this number below his Current-LVP Total on his CG Roster.

2.504 ENCIRCLEMENT, MINEFIELDS, SHOCK AND BOG:



2.5041 ENCIRCLEMENT: Each encircled unit [EXC: *Prisoner*] must take a separate 1TC (leadership DRM may apply if present and at owner's choice). If it passes its 1TC it remains in its present Location (Encircled markers are not removed until 2.5062). Failing the 1TC results in the unit's immediate Elimination [EXC: *Encircled PRC of an Immobile vehicle are Eliminated, leaving the vehicle Abandoned*]. Each prisoner that an Eliminated Encircled unit was Guarding must, if possible, be claimed by another unit in that Location friendly to the eliminated unit. If the prisoner is not claimed, it is considered re-armed (A20.551) and may automatically possess any Equipment dropped by its Eliminated Guard. Otherwise, any Equipment that an Eliminated Encircled unit possessed is left unpossessed in the Location.



2.5042 MINEFIELDS: Each Mobile vehicle (and its Vulnerable Inherent crew, if required; B28.43) in any type of minefield undergoes the appropriate type(s) of mine attack(s), fully resolved in the normal manner, as if it is attempting to exit the minefield Location [EXC: *if the crew breaks, it is unloaded in Good Order into the minefield's Location*]. Each Infantry unit in an A-P minefield hex (including the crew that just unloaded due to a minefield attack) must take a NTC (leader's DRM can apply); failure of the TC causes Casualty Reduction [EXC to both: *A unit theoretically able to exit the minefield hex without being attacked by the mines and without having to enter a minefield/enemy-Controlled Location need not take the NTC.*] In all cases, each surviving unit must remain in its respective Location in that minefield hex until its Setup Area is determined in 2.505-506.



2.5043 SHOCK/UK: Each Shocked/UK AFV must undergo ≥ one recuperation attempt (C7.42) until either the marker is removed or the AFV is Eliminated.



2.5044 BOG: Each non-Abandoned, bogged/Mired vehicle must undergo ≥ one Bog Removal attempt (D8.3) until it is either unbogged or Immobilized (MP expenditure is immaterial).

2.505 SETUP AREA DETERMINATION: Each side now determines its Setup Area(s) (2.2) for the next CG scenario.

Each side may, at any time during/after a CG scenario, place a friendly Location Control marker in a Strategic Location that it currently Controls, especially if that Location's Control might become disputed at some later point. A Control marker must be removed (or flipped) if the Controlling side loses Control of that Location. A non-Strategic Location may still be Controlled (as per A26.11-.12) but does not receive a Control Marker.

A Setup Area may currently contain no units, but can still have friendly units Shifted into it unless it is Isolated.



2.5051

2.5051 NO-MAN'S LAND: As each side determines its Setup Area(s), there will be portions of the map where two opposing Setup Areas overlap. A non-Strategic Location within two hexes of both friendly-and enemy-Controlled Strategic Locations is a No-Man's Land hex. A No-Man's Land hex can never be part of a Setup Area. A Strategic Location can never be No-Man's Land (though it can be Isolated). Each manned, Immobile vehicle without functioning MA in No-Man's Land becomes Abandoned, and its crew (if any) must attempt Escape per 2.506. See also 2.5056 and 2.5072.

2.5052 ISOLATED UNIT: An Isolated unit/Weapon is one in a friendly Setup Area Location from which that unit (or, for a Weapon only, a hypothetical Infantry MMC) would be unable to trace a path of contiguous, Enterable, Uncontrolled-Territory/friendly-Setup-Area Locations to an Eligible Entry Area. See 2.506 for Escape requirements, 2.52321 for Setup restrictions and penalties. See also 2.5056.

2.5053 UNCONTROLLED TERRITORY: Uncontrolled Territory refers collectively to all hexes that are neither No-Man's Land nor part of either side's Setup Area. Each Personnel/Mobile-vehicle unit, and its portaged/possessed/towed Equipment, in an Uncontrolled Territory hex at Scenario end, is Retained into the nearest friendly Setup Area, even if Isolated [EXC: ignore any Isolated Setup Area which would result in overstacking], or into the nearest Eligible Entry Area. 'Nearest' is defined as along the shortest path of contiguous, Enterable, Uncontrolled Territory hexes, unit owner's choice of Area if equidistant. Each Personnel/Mobile-vehicle unit unable to trace such a path is required to attempt Escape (2.506). Each Immobile vehicle without functioning MA becomes Abandoned, and its crew (if any) is then either Retained (if it can trace such a path) or required to attempt Escape. See also 2.5056.

2.5054 SURROUNDED HEXES: Each Uncontrolled Territory hex, and each unoccupied Strategic Location that is currently completely enclosed within a Setup Area of only one side becomes part of that Setup Area [EXC: a Location vacated later due to the Escape of an enemy unit; 2.5131].

2.5055 IN FRIENDLY SETUP AREA: Each unit/Equipment currently in a friendly Setup Area is Retained therein [EXC: Canadian tanks at night (CG4 and 2.51428) and Panzer Lehr units (CG5)].

2.5056 NOT IN FRIENDLY SETUP AREA: Use the chart (below) to determine what happens to on-map units/Equipment that do not end a CG scenario non-Isolated inside a friendly Setup Area. Note that the actions listed are to be carried out in order according to the RePh sequence.

Personnel/Mobile Vehicle:

in enemy Setup Area	must attempt Escape (2.506)
in No Man's Land	must attempt Escape (2.506)
in Uncontrolled Territory	is Retained into the nearest friendly Setup Area/Eligible Entry Area or must attempt Escape (2.506)

Abandoned but otherwise Mobile Vehicle or Unpossessed Non-Vehicle Equipment other than Functioning Gun:

in enemy Setup Area	is Captured or Eliminated (enemy's choice; 2.5071)*
in No Man's Land	is left in place unpossessed (2.5072)
in Uncontrolled Territory	is left in place unpossessed (2.5072)
if Isolated	is Retained by the Controlling side (2.5071)

Crewed, Immobile Vehicle without Functioning MA:

in enemy Setup Area	is Captured or Eliminated (enemy's choice; 2.5071)*
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in No Man's Land	is Abandoned; the crew (if any) must attempt Escape (2.506)†
in Uncontrolled Territory	is Abandoned (2.5053); the crew (if any) is Retained into the nearest friendly Setup/Eligible Entry Area or must attempt Escape (2.506)†
if Isolated	is Retained by the Controlling side (2.5071)

Crewed, Immobile Vehicle with Functioning MA—or Manned Functioning Gun

in enemy-controlled Strategic Location hex	is Captured or Eliminated (enemy's choice; 2.5071)*
in any other Location	becomes a Strategic Location [EXC: Panzer Lehr vehicles; CG5]

* Capturing/Eliminating side may attempt to scrounge allowed Weapon(s) and/or turn vehicle into (Burnt-Out) wreck.

† Abandoning crew may turn vehicle into (Burnt-Out) wreck.

2.506 ESCAPE: Each Personnel/Mobile-vehicle unit ending a scenario in No-Man's Land, or in an enemy Setup Area, or in Uncontrolled Territory from which it is required to attempt Escape (2.5053) must attempt Escape. Each Personnel/Mobile-vehicle unit ending a scenario Isolated may attempt Escape [EXC: overstacked units must attempt Escape or be moved to another non-overstacked Location in the same Isolated Setup Area]. If > one Personnel unit in the same Location wishes to Escape, they may combine into one or more stacks; each stack then makes its own DR on the Escape Table. When attempting to Escape, each MMC may portage ≤ five PP and each SMC may portage ≤ two PP [EXC: a wounded SMC can portage nothing]. Each squad stacked with a leader may freely Deploy. Prior to its possessor's Escape attempt, each SW/Gun may (must if the unit exceeds its allowed portage limit) be dropped or freely Eliminated/Transferred/dismantled-if-otherwise-possible. A nondm Gun can never Escape. See CG5 for Panzer Lehr units.

ESCAPE TABLE

Final DR	Infantry	Mobile Vehicle
≤ 8	Escapes ¹	Escapes
9	Escapes; Replaced ^{2,3}	Abandoned; ^{4,5} crew (if any) Escapes
10	Escapes; Casualty Reduced ³	Eliminated; ⁶ crew (if any) Escapes
11	Escapes; Replaced, then Casualty Reduced ^{2,3}	Abandoned; ⁵ crew (if any) is Eliminated
≥ 12	All units and Equipment Eliminated	Eliminated; crew (if any) is Eliminated

¹ An Original 2 DR results in Escape and Heat of Battle for an eligible unit (A15); use Random Selection to determine the unit(s) affected in a stack. [EXC: Any result other than Hero-Creation/Battle Hardening results in Elimination of the unit(s).]

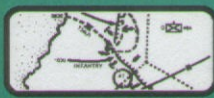
² A crew, or unit that would become Disrupted, is Eliminated instead.

³ Use Random Selection for a stack.

⁴ The surviving crew (if any) may turn the vehicle into a (Burnt-Out) Wreck.

⁵ In current hex and VCA; the surviving crew (if any) may attempt to Scrounge the vehicle/wreck.

⁶ The surviving crew (if any) may attempt to Scrounge the vehicle prior to its Elimination.



Z

DRM:

- 1 if lone, unwounded SMC
 - 1 if CT AFV
 - 1 if current CG Date is Night*
 - 2 if adjacent to (-1 if two hexes away from) a non-ignorable Friendly Setup Area
 - +x (Armor-)Leader/Hero DRM (NA to Personnel Leader/Hero if alone)
 - +1 if in enemy Setup Area, or if it must trace a path through \geq one enemy Setup Area to intended Area of Retention
 - +1 per HS-equivalent $>$ one HS using the same Escape DR*
 - +1 per PP $>$ IPC being carried (unit with most excess PP determines this DRM for a stack; a stacked Leader may combine to increase a MMC's IPC)*
 - +1 if unarmed or Wounded
 - +1 if a Captured vehicle
 - +1 if stunned
 - +2 if Encircled*
 - +2 if Isolated
- *NA to vehicle Escape attempt.

2.5061 ESCAPE RESULTS: If a unit survives the Escape attempt, it and all Equipment it took with it are Retained into a friendly Setup Area or off-map at an Eligible Entry Area—which ever is nearest in a path of contiguous, Enterable, Uncontrolled-Territory/No-Man's-Land/enemy-Setup-Area Locations (Escapee's choice if \geq two such Areas are equidistant, but always using as few enemy Setup Area Locations as possible) [EXC: ignore any Isolated Setup Area which would result in overstacking].

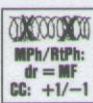
If a unit is Eliminated by the Escape attempt, all Equipment it took with it is Eliminated on a subsequent dr of \geq 4; on a dr of \leq 3 the Equipment is left in the Eliminated unit's last occupied Location. See also 2.5131.

2.5062 ENCIRCLED MARKER REMOVAL: All Encircled markers are now removed.

2.507 EQUIPMENT POSSESSION AND HIDDEN FORTIFICATIONS

2.5071 IN SETUP AREA: Each piece of Equipment in a Setup Area is Retained (as Captured, if applicable) therein by the side Controlling that Setup Area. At its (new) owner's option, each such non-vehicle piece may be Eliminated by any Personnel (even an Abandoning crew) Retained in that Setup Area, and each such vehicle may be Abandoned, etc. exactly as per 2.51423. The Inherent crew of each now-Captured Immobile vehicle with no functioning MA is also Captured. Each unpossessed/Abandoned Equipment piece in a Setup Area may remain unpossessed/Abandoned (in which case it retains its current CA) or may automatically be repossessed/remanned and operated (as per A21.11-.13, A21.21-.22, D5.42 or D6.631) by Personnel Retained in that Setup Area. Each Immobile vehicle must remain in its present Location and VCA until such time as it becomes Mobile.

2.5072 NOT IN SETUP AREA: All unpossessed/Abandoned Equipment in No Man's Land or Uncontrolled Territory must remain in its present Location (and vehicle/Gun CA) until Eliminated or repossessed/remanned in (or after; 2.5071) a subsequent scenario. Each Immobile vehicle must remain in its present location and VCA until such time as it becomes Mobile.



2.5073 HIDDEN FORTIFICATIONS: Each still-hidden Fortification within a Setup Area of the purchaser's opponent is placed on-map. Each on-map Fortification (i.e., from a previous scenario) is controlled by the side (if any) controlling its Location.



2.508 PRISONERS: Each prisoner guarded by a non-Isolated unit is Eliminated. An Isolated Guard may retain possession of his prisoner(s), freely transfer them to another friendly unit (capable of being a Guard) in the same Isolated Area, or free them. If freed, a prisoner is automatically Retained (by the side friendly to it) into the nearest (in shortest path of contiguous Enterable Locations) friendly Setup/Eligible Entry Area (of the Unarmed unit side's choice if \geq 2 such Areas are equidistant) [EXC: Ignore any Isolated Setup Area which would result in overstacking]. An unarmed German MMC is Replaced by a Conscript MMC and an unarmed Canadian MMC is replaced by a Green MMC of the same size; a freed SMC is Replaced by the original SMC type.



2.509 EXTINGUISHING FLAMES AND BLAZES: Players must remove each Flame/Blaze counter and make the appropriate counter changes and Eliminations when performing the following sub-steps:



2.5091 BURNING WRECK: Each Burning Wreck has its Blaze marker removed [EXC: if that Wreck is in a building/rubble hex, move the Blaze marker to the building/rubble so that it is now a terrain Blaze]. Replace the wreck with a Burnt-Out Wreck.



2.5092 WOODEN RUBBLE: Remove both the Rubble and Flame/Blaze marker, and place a Shellhole counter in the Location. All other previous terrain in the Location is eliminated (each vehicle/wreck in the Location becomes/remains a Burnt-Out Wreck).



2.5093 STONE RUBBLE: Remove the Flame/Blaze marker. The stone rubble still exists (each vehicle/wreck in the Location becomes/remains a Burnt-Out Wreck), and the Location may catch fire again in a later scenario.

2.5094 BUILDING: Place the correct Rubble counter in all ground-level Locations of each building that has at least one Flame/Blaze in any of its Locations, removing each Flame/Blaze marker. Such rubble may catch Fire again in a later scenario.

2.5095 ELIMINATIONS: All Fortifications/Equipment in what were (as per 2.5092-.5094) building/rubble Flame/Blaze Locations (including all building Locations just rubbled as per 2.5094) are Eliminated. All (Burnt-Out) Wrecks in buildings just rubbled as per 2.5094 are Eliminated. All Isolated units/Equipment that would have been confined to setting up in Locations (rubbled-buildings; 2.5094) from which a terrain Flame/Blaze has just been removed are Eliminated.

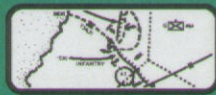


2.510 WOUNDED LEADERS: Each side makes a dr on the following table for each currently wounded Retained Leader:

Final dr	Result
\leq 1	Retained unwounded
2-4	Retained wounded
\geq 5	Eliminated (evacuated)
drm:	
+1 if Isolated	
-1 if Heroic	

2.511 RECOMBINING AND BATTLE HARDENING

2.5111 RECOMBINING: All Retained same-type HS within the same Setup/Entry Area must now Recombine (A1.32) so that no more than one of each HS type is Retained in that Area [EXC: each side may retain one HS per SW MTR Retained even if that SW is currently malfunctioned].



2.5112



2.5112 HEROES & MMC: On each side, each Retained Hero [EXC: Heroic Leader; 2.5113] is Eliminated; however, each such Elimination enables that side to Battle Harden one non-crew MMC of the owner's choice within the same Setup/Entry Area as that hero [EXC: if no MMC are available to Battle Harden, the hero is Retained in that Setup/Entry Area]. Elite MMC that Battle Harden become Fanatic for the duration of the next CG Scenario (only, even if it is an Idle Date). No MMC may Battle Harden more than once per RePh.



2.5113 LEADERS: On each side, each Retained Heroic leader Battle Hardens and loses his heroic status [EXC: a heroic 10-3 loses his heroic status with no additional effect].

2.512 NEW CG DATE AND SAN ADJUSTMENT

2.5121 NEW CG DATE: Each passage of this RePh step represents the start of a new CG Date.



2.5122 SAN ADJUSTMENT: Each side must determine if the SAN of their side must be reduced for the current CG Date. A side whose SAN is currently < 2 has it automatically raised to 2 (no CPP expenditure is necessary). If a SAN is ≥ 5, a SAN adjustment dr must be made with a +drm equal to the current SAN minus 4. A Final dr ≥ 5 immediately reduces that side's SAN by two.

2.513 SHIFT: A Personnel/Mobile-vehicle unit (or group of such) Retained in a Setup Area may attempt to Shift to another friendly Setup Area or Eligible Entry Area. A Personnel unit (or group of such) Retained in an Entry Area may attempt to Shift to a non-Isolated friendly Setup Area. A unit/group that wishes to Shift from a Setup Area must be able to trace a path (of any length) of contiguous, Enterable (by all units of the Shifting group), Uncontrolled-Territory/friendly Setup Area/Eligible Entry Area hexes from any friendly Controlled hex of that Setup Area to any hex of the Area to which it is attempting to Shift.

Each MMC may portage ≤ 5PP and each SMC may portage ≤ 2 PP [EXC: a wounded SMC can portage nothing]. Prior to its possessor's Shift (attempt), each SW may (must if the unit exceeds its allowed portage limit) be dropped or freely Eliminated/Transferred/dismantled-if possible. A non-dm Gun cannot be Shifted. Each squad possessing > 5PP and stacked with a leader may freely Deploy when attempting to shift.

Make a separate Secret DR on the following table for each unit/group attempting to Shift [EXC: no DR is required if a unit/group Retained in a Setup Area wishes to Shift to an Eligible Entry Area that is part of/adjacent to that Setup Area (it is automatically successful in this case)]. Only one Shift attempt may be made per unit/group per CG Date, and all units attempting to Shift from the same, and to the same new, Entry or Setup Area must do so as a single group.

SHIFT TABLE:

Table with 2 columns: Final DR, Result. Rows include: ≤ 8 Shifted safely; 9-10 No Shift*; 11 Shifted with Casualties†; ≥ 12 All units, Inherent Crews and Equipment Eliminated

DRM:

- 1 if that entire path can be traced on road/path/open-ground hexes
+1 per every five Uncontrolled-Territory hexes along that path between the current Setup/Entry Area and the desired new Setup/Entry Area

* Unit/group cannot Shift—it may not attempt to Shift again until the next CG date, and must remain in its current Entry Area (if Retained off-map) or Setup

Area (if Retained on-map), though it may otherwise participate normally in the next CG Scenario.

† Each Personnel unit suffers Casualty Reduction on a subsequent dr ≥ 4. Each vehicle is Eliminated on a subsequent dr ≥ 4; if it is Eliminated, make a CS DR for its Inherent crew (if any; Casualty Reduction is NA). Roll separately for each unit.

2.5131 VACATED SETUP AREA: If the last unit in a friendly Setup Area is Eliminated or successfully Escapes/Shifts elsewhere, each Location of that Setup Area remains Controlled by the last Controlling (i.e., by the vacating) side.

2.514 EQUIPMENT REPAIR AND REPLENISHMENT

2.5141 VEHICLES: Each side performs the applicable step(s) below for each vehicle in a friendly Setup/Eligible Entry Area.



a) ABANDONED: Each Abandoned vehicle may remain Abandoned, or may be remanned and operated (per A22.22 or D5.42/D6.631) by Personnel Retained within the same Setup Area.



b) IMMOBILIZATION REPAIR: Each non-Captured, non-Abandoned, Immobilized vehicle (even Panzer Lehr vehicles retained off map; CG5) must make a dr on the following table to determine if the immobilization is repaired:

IMMOBILIZATION REPAIR TABLE

Table with 2 columns: Final dr, Result. Rows include: ≤ 2 Becomes Mobile*; ≥ 3 No change

drm:

- +1 if Isolated
+1 if only Non-Qualified Use (A21.13) possible
+1 if in a Front Line hex

*And is Retained in its current Setup Area.



c) AFV RECALL: Each Mobile, non-Isolated Retained AFV under Recall [EXC: Disabled FT MA; 2.5142] is Eliminated. If Mobile, under Recall, and Isolated, such an AFV begins the next scenario under Recall (as well as suffering from Ammunition Shortage; A19.131).



d) STUNNED: A side Retaining a vehicle suffering the results of a stun (Small Stun, D5.34) must make a dr on the following table to determine if the vehicle recovers from the stun result:

VEHICLE STUN RECOVER TABLE

Table with 2 columns: Final dr, Result. Rows include: ≤ 2 Recover, remove Stun; 3-5 Retain Stun; ≥ 6 Eliminated

drm:

- +1 if Isolated
+1 if Captured

2.5142 WEAPON REPAIR: Each side now makes a separate dr on the table below for each malfunctioned, non-Captured, Retained Weapon (or disabled FT MA¹⁵) in each friendly Setup/Entry Area that contains Personnel (or, for a vehicular Weapon, an Inherent crew in that vehicle):



Z

WEAPON REPAIR TABLE

Final dr	Effect
≤ 1	Repaired
≥ 2	Eliminated*

drm:

- 1 if vehicular-mounted
- 1 if FT MA
- x (Weapon Repair Number)
- +1 if only Non-Qualified Use (A21.13) possible
- +1 if Isolated

* If vehicular-mounted, the Weapon is Disabled; if MA, the AFV is immediately Recalled (2.5141c applies) [EXC: if 2.51421 is invoked].

2.51421 VEHICULAR MG EXCHANGE: A Disabled, non-Captured, vehicular MG may be automatically repaired (even if Disabled in step 2.5142) by Eliminating a friendly SW LMG. In all cases, the MG to be Eliminated must be Retained within the same Setup/Entry Area as the AFV.

2.51422 CAPTURED EQUIPMENT: Each side makes a separate dr for each functioning, Captured, Retained Weapon in each friendly Setup/Entry area that contains Personnel; if ≥ 4 it is Eliminated (Disabled if vehicular). Each already malfunctioned Captured Weapon is Eliminated (Disabled if vehicular). Disablement of MA by either means does not cause Recall. At its captor's option, a Captured vehicle may remain in play if it has any functioning weapon (even if MA is Disabled); otherwise it is turned into a (Burnt-Out) wreck as per 2.51423.

2.51423 ABANDONING, SCROUNGING & REMOVAL: At the Controlling player's option ≥ one non-Recalled-vehicle/non-Burnt-Out-Wreck in each friendly Setup Area may be Abandoned and/or turned into a (Burnt-Out) wreck. Likewise, he may attempt to Scrounge ≥ one non-Recalled-vehicle/non-Burnt-Out-wreck in each friendly Setup Area [EXC to all: described actions are NA unless there are Retained Personnel unit(s) in that Setup Area, including an Abandoning crew.]

2.51424 SPECIAL AMMO: Each non-Captured, non-Isolated weapon which has some form of depleted ammunition type is automatically replenished.

2.51425 LOW-AMMO REMOVAL: Each Low Ammo marker on each non-captured, non-Isolated unit/Weapon is removed.

2.51426 AMMUNITION-SHORTAGE REMOVAL: Each non-captured, non-Isolated Infantry-unit/Weapon currently suffering from Ammunition Shortage now has that penalty lifted.

2.51427 SW/GUN DM/ELIMINATION: At the Controlling player's option, ≥ one SW/Gun in each friendly Setup/Entry Area that contains Retained Personnel may be Eliminated/dismantled/assembled.

2.51428 CANADIAN TANKS AT NIGHT: If this is a Night CG Date, all remaining mobile non-Isolated Canadian tanks are retained in the Canadian Entry Area (see CG4); all mobile Isolated Canadian Tanks must now Escape (2.506).

2.515 FORTIFICATION, WRECK & IMMOBILE-VEHICLE REMOVAL: Attempts may be made to Eliminate (Burnt-Out) wrecks, Immobile non-Isolated vehicles, and Known minefields in friendly-Controlled Locations. Vs minefields, the number of removal attempts cannot exceed the number of squad-equivalents Retained within that Setup Area; vs (Burnt-Out-)wrecks/Immobile-vehicles, the number of removal attempts cannot exceed the number of Mobile tracked vehicles of ≥ 30 tons Retained within that Setup Area.

Only one removal attempt dr may be made per completion of this RePh step (and does not create a Labor marker). If a Location contains > one of the above-mentioned items (all mines in the same Location are considered one minefield for this purpose), the side may roll once for each (if so al-

2.517

lowed as per the preceding paragraph), but must announce which item it is currently rolling for [EXC: a Location must be devoid of mines before a removal dr may be made vs a (Burnt-Out) wreck, or Immobile vehicle; if in Bypass along a hexside, both ground-level Locations sharing that hexside must be devoid of mines before its removal may be attempted].

FORTIFICATION/WRECK/

IMMOBILE-VEHICLE REMOVAL TABLE

Final dr	Result
≤ 3	Eliminated*
≥ 4 **	No Effect

drm:

- +2 Minefield/(Burnt-Out-)wreck/Immobile-vehicle is in a Front-Line Hex.
- +1 Minefield/(Burnt-Out-)wreck/Immobile-vehicle is ADJACENT to, but not in, a Front-Line Hex.
- 1 Per Assault Engineer HS-equivalent Retained in that Setup Area (vs. minefield only)

* Vs a Known minefield, this result Eliminates all mines (A-P and A-T) in the Location.

** An Original dr of 6 results in Casualty Reduction of a non-Isolated Elite MMC within that item's Setup Area (Assault Engineer if possible, otherwise owner's choice; if no Elite MMC is available, Reduce a First-Line MMC, etc.).

2.516 CPP REPLENISHMENT: CPP are replenished according to the following formula: the CPP Base Number (see below) minus a secret DR equals the final amount of CPP replenished [EXC: no DR is made for 19AM]. This amount should be kept secret.

2.5161 CPP BASE NUMBER: Each side's CPP Base Number is given below for the current CG Date:

CG Date	Canadian Base #	German Base #
19 AM	0	0
19 PM	40	80
19 Night	25	80
20 AM	40	60
20 PM	40	75
20 Night	25	75
21 AM	40	40
21 PM	40	40
21 Night	25	40
Interlude AM	40	40
Interlude PM	40	40
Interlude Night	50	40
26 AM	25	50

2.517 WEATHER DETERMINATION: Consult the following chart for RR weather:

CG Date	EC	Weather	Moon Phase/ Cloud Cover
19 AM	Wet/Soft Ground	Overcast	—
19 PM	Wet/Soft Ground	Overcast	—
19 Night	Wet/Soft Ground	Overcast	Overcast
20 AM	Wet	Overcast/	—

V. Heavy Mist*



GERMAN REINFORCEMENT GROUP CHART



ID	Group Type	Full/Depl	Unit Type	CPP Cost	CG Date Max	CG Max
I1	Para Inf Coy	10 / 7	5-4-8 ^{deLo}	28	2	4
I2	PzGr Coy (Lehr)	10; 4 / 7; 2	4-6-8; SPW 251/1 ^{deL}	27	2	4
I3	PzGr Coy	10; 3 / 7; 2	4-6-7; SPW 251/1 ^{deLo}	25	1	3
I4	Eng Pltn	3 / 2	8-3-8 ^{adeLo}	14	1	1
V1	Pz IV Pltn (Lehr)	3 / 2	Pz IVH/J ^{cdgl}	12	3	6
V2	Pz IV Pltn	3 / 2	Pz IVH/J ^{cdglo}	14	1	2
V3	Pz V Pltn (Lehr)	3 / 2	Pz VG ^{dl}	21	3	8
V4	Pz V Pltn	3 / 2	Pz VG ^{dlo}	25	1	1
V5	JgdPz V Sect (Lehr)	2 / 1	JgdPz V ^{dl}	11	2	6
V6	SPAA Sect (Lehr)	2 / 1	FlakPz IV/20 ^d	8	2	2
G1	AT Sect 1	2 / 1	75L AT PaK 40 ^{bd}	8	1	2
G2	AT Sect 2	2 / 1	88LL AT PaK 43 ^{bd}	13	1	2 ^f
G3	AT Sect 3	2 / 1	88LL AT PaK 43/41 ^{bd}	11	1	2 ^f
HW1	MG Pltn	2 ; 2	HMG ; MMG ^{bdlo}	12	1	3
O1	Btln Mtr		80+mm OBA (HE, Smoke, IR) ^{mp}	5	1	6
O2	Heavy Mtr		120+mm OBA (HE and Smoke) ^P	8	1	3
O3	Medium Arty		100+mm OBA (HE and Smoke) ^P	7	1	3
O4	Heavy Arty		150+mm OBA (HE and Smoke) ^P	9	1	3
M1	Fortifications		15 FPP	1	3	16
M2	Sniper		SAN Increase +1	2	1	8
M3	Recon ^r			3	1	8
M4	Activate A20 Entry ¹⁶		only available after 19PM	2	1	6

20 PM	Moist	Overcast	—
20 Night	Moist	Overcast	Overcast
21 AM	Moist	Clear	—
21 PM	Moist	Clear	—
21 Night	Moist	Clear	Half-Moon/No Cloud
Interlude AM	Moist	Clear	—
Interlude PM	Moist	Clear	—
Interlude Night	Moist	Clear	Half-Moon/No Cloud
26 AM	Moist	Clear	—

* A LOS Hindrance exists at all levels at a range ≤ 2 hexes for all fire attacks and LOS. There is an additional +1 Hindrance DRM for each multiple of 2 hexes (FRU) beyond the initial 2 hex range. Unless *all* fire originates in-hex, *all* such Hindrance DRM are considered to be caused solely by conditions outside the target hex (A8.26). **ERRATA:** This last sentence applies to the footnote to the *Kampfgruppe Peiper* SSR KGP3 Chart. This Hindrance does not apply as a DRM to Fire Lane attacks. No Separate Mist LV exists.

2.518 PURCHASING REINFORCEMENT GROUPS: The players now secretly allot CPP for the purchase of RG. All CPP expended are subtracted from the player's current CPP total. The CPP expended, those remaining, and the RG(s) purchased may all be kept secret. The players consult their RG chart for the different types of RG historically available, the CPP cost of each, the number of each that may be purchased during the course of the CG, and any applicable notes. As each RG is selected, record its ID (and the CPP expended to purchase it) in the "RG Purchased" column on the line for the current CG Date on the CG Roster. After all the RG are selected, write the total CPP expended in the "Spent" column of the CG Roster for the current CG Date; then write the number of CPP remaining, even if zero, in the "Left" column for the cur-

NOTES:

- ^a Assault Engineers (A11.5; H1.22).
- ^b Each MG is accompanied by a 2-2-8 crew; each Gun by a 2-2-8 crew.
- ^c The German player may freely select Pz IV H or J, but each such Section must be of the same model.
- ^d Subject to depletion.
- ^e SW are determined on the Infantry-Type SW Charts.
- ^f Maximum of 2 RG combined total for CG from G2 and G3.
- ^g Each Full Strength PzKpfw IVH RG contains one vehicle with optional AAMG.
- ^l Generate leaders on the company leader table.
- ¹ Generate leader on the platoon leader table.
- ^{mm} Receives the battalion mortar radio maintenance drm.
- ^o Increase CPP Cost by 3 for on-map setup in Friendly non-Isolated Setup Area (increase by 8 for "I"-type companies) (2.5184).
- ^p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with the module (no module may have > two Pre-Reg. hexes). Each Pre-Reg. Hex is Retained as long as the module it is assigned to is Retained. Barrage (E12.) is NA.
- ^r May spend extra CPP (2.521).

rent CG Date. Any CPP remaining may be used to purchase further RG in any subsequent RePh step 2.518.

The RG chart contains the following columns:

2.5181 ID: Alphanumeric identification for each RG.

2.5182 GROUP TYPE: Lists the name of the RG. This name and its ID are secretly recorded on the player's RG Purchase Record (2.5188).

2.5183 (FULL/DEPL) UNIT TYPE: Lists the numbers and type(s) of units that each RG contains.

2.5184 CPP COST: Lists the CPP cost of the RG (regardless of its later determined strength). This is the number of CPP that must be subtracted from the player's current CPP total in order to receive that RG. Unless otherwise prohibited, each RG whose ID begins with "I", "V", or "HW" may be set up on-map in a friendly, non-Isolated Setup Area in a scenario played on the same CG Date that is purchased if it has its listed CPP cost increased by three [EXC: *eight for an Infantry company*]. Each RG whose ID begins with "G", "O", or "M" and Canadian RG I2 may use Standard on-map setup with no additional cost. Panzer Lehr units and Canadian RG V4 may not set up on board.

2.5185 CG DATE MAX: Lists the maximum number of RG of this type that may be purchased this CG Date.

2.5186 CG MAXIMUM: Lists the maximum number of RG of this type that may be purchased during the course of the CG. Both players must keep a written record of each RG purchased during the CG in order to know if additional RG of that type are still available for purchase. RG given during the CG Initial Scenario do not count against these maximums.



CANADIAN REINFORCEMENT GROUP CHART						
ID	Group Type	Full/Depl	Unit Type	CPP Cost	CG Date Max	CG Max
I1	Inf Coy ¹⁷	5; 5/3; 4	4-5-8; 4-5-7 ^{deLo}	20	2	4
I2	Inf Pltn (replacements) ¹⁸	3	4-5-7	5	1	2
I3	Assault Eng Pltn	3 / 2	4-5-8 ^{adelo}	10	1	1
V1	Tank Troop I	1 / 1 3 / 2	Sherman IIC(a) Sherman III(a) ^{d1o}	14	1	1
V2	Tank Troop II	1 / 1 3 / 2	Sherman VC(a) Sherman V(a) ^{d1o}	13	1	1
V3	Carriers Sect	3 / 2 2 / 1 1 / 1	Wasp Carrier A Carrier C ^{do}	15	1	2
V4	Transport Sect	10 / 7	Ram Kangaroo ^{dh}	4	2	2
G1	AT Sect I	2 / 1	57L 6-pdr AT ^{bd}	6	3	6
G2	AT Sect II	2 / 1	76LL 17-pdr AT ^{bd}	10	2	4
HW1	MG Pltn	4	MMG ^{bdo}	10	1	3
O1	Btl Mtr ¹⁹		70+mm Btl Mtr OBA (HE, SMOKE, IR) ^{mp}	3	1	8
O2	Hvy Mtr		100+mm OBA (HE & SMOKE) ^p	6	1	5
O3	Med Arty		100+mm OBA (HE only) ^p	5	1	5
M1	Fortifications		15 FPP	1	5	18
M2	Sniper		SAN Increase +1	2	1	8
M3	Recon ^r			3	1	8
F1	Typhoon	1 - 3	FB 44	2	1	5

NOTES:

- ^a Assault Engineers (A11.5; H1.22).
- ^b Each MG is accompanied by a 2-2-8 crew; each Gun by a 2-2-8 crew.
- ^d Subject to depletion.
- ^e SW are determined on the Infantry-Type SW Charts.
- ^h Each Full Strength RG will contain two Kangaroos with optional AAMG; each Depleted RG will contain one such vehicle.
- ^L Generate leaders on the company leader table.
- ¹ Generate leader on the platoon leader table.
- ^m Receives the battalion mortar radio maintenance drm.
- ^o Increase CPP Cost by 3 for on-map setup in Friendly non-Isolated Setup Area (increase by 8 for "T"-type companies) (2.5184).
- ^p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with the module (no module may have > two Pre-Reg. hexes). Each Pre-Reg. Hex is Retained as long as the module it is assigned to is Retained. Barrage (E12.) is NA.
- ^r May spend extra CPP (2.521).

2.5187 ENTRY AREA: Canadian RG may enter anywhere along the north edge. German RG may enter anywhere along the south edge, or within 4 hexes of TT19, or within 4 hexes of A20 if this area has been activated for the current scenario.

2.5188 RG PURCHASE RECORD: After all RG for the current CG Date have been selected and CPP expended for them, the RG Purchase Record must be updated. One line of this sheet must be filled out for each RG purchased in order to keep track of the number purchased thus far in the CG. If preparing for a CG Initial Scenario, one line is also filled out for each RG given in the Initial Scenario OB (but these latter do not apply towards CG maximums). The following listing explains how each column of the RG Purchase Record is used.

CG Date: The CG scenario the RG is purchased (EX: "19PM").

RG ID: The RG's alphanumeric ID (EX: I1 for Para Inf Coy).

Group Type: The RG's name (EX: "Para Inf Coy").

Leaders Received: The type of each leader received.

#P (Number purchased): The total number of friendly RG of this Group Type purchased thus far during the CG.

#R (Number Remaining): The number of this RG Group Type still available for subsequent purchase in the CG. This number is derived by subtracting the number in that RG's #P column from the number listed in the "Maximum" column (for that RG) in the purchasing side's RG Chart.

Str: The RG's strength, as determined in RePh step 2.5191. Record "F" for a Full or "D" for a Depleted RG.

Units: The number of units received in that RG of the Unit Type listed in the respective RG Chart (EX: 3 for a Full Strength Pz IV platoon) and the unit type.

SW Received: As each SW for that RG is determined (RePh step 2.5192), record the number of each Weapon type received.

Setup Area/Entry ID: On its CG Date of purchase, each RG [EXC: O-, F- and M-type RG] must have a friendly, non-Isolated Setup Area or Eligible Entry Area recorded for it.

2.519 RG STRENGTH, WEAPONS, & LEADERS

2.5191 RG STRENGTH: Each "T", "V", "G", and "HW" RG is eligible for Depletion [EXC: Canadian RG I2]. For each such RG the player has just purchased he must make one DR on the RG Strength Table to determine whether it is received at Full or Depleted Strength. A Full-Strength RG receives the number of specified units to the left of the "F", a Depleted RG receives the number of specified units to the right of the "P". See 2.5192 for HW RG.

RG STRENGTH TABLE

Final DR	Result
≤ 8	Full
≥ 9	Depleted
-1 DRM if Canadian	

2.5192 SUPPORT WEAPON ALLOTMENT: Determine the number of SW listed in the SW portion of the appropriate RG Chart received by each "T" or "HW" type RG. A Full-Strength RG automatically receives all SW listed. A Depleted RG must make a dr ≤ 4 to receive each SW. [EXC: At least two SW must be received with a HW RG; if the RG's final total is < 2 SW, ignore this result; roll again for each SW in the RG until a final total ≥ 2 are received after rolling for each.] Record each SW received in



2.5192

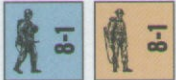
its appropriate column on the RG Purchase Record on that RG's line. Each SW received must set-up/enter stacked with (and possessed by) a unit of its respective RG (and such unit may only possess such a SW) during the first CG scenario in which its RG participates [EXC: if it is Retained off-map for an entire scenario].

GERMAN SW ALLOCATION

Unit Type	LMG	PSK	DC
Para Inf Coy	3	1	—
PzGr Coy	3	—	—
Eng Pltn	—	—	3

CANADIAN SW ALLOCATION

Unit Type	LMG	PIAT	51mm MTR	DC
Inf Coy	3	2	1	—
Inf Pltn	—	—	—	—
Assault Eng Pltn	—	—	—	3



2.5193 LEADER ALLOTMENT:

COMPANY LEADER ALLOTMENT TABLE (RG Note L)

Final DR	Leader Received
≤ 1	10-3, 9-1, 8-1
2	10-2, 8-1, 8-0
3	9-2, 9-1, 8-0
4	9-2, 8-1, 7-0
5	9-1, 8-1, 8-0
6	9-1, 8-1, 7-0
7	8-1, 8-0, 7-0
8	9-1, 8-0
9	8-1, 8-0
10	8-1, 7-0
11	8-0, 7-0
12	8-0, 6+1
≥ 13	7-0, 6+1

+2 DRM if Depleted; -2 DRM if Headquarters Pltn (2.42)

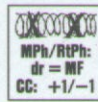
PLATOON LEADER ALLOTMENT TABLE (RG Note I)

Final DR	Infantry Leader Received	Armor Leader Received
2	10-2	10-2
3	9-2	9-2
4	9-2	9-1
5	9-1	8-1
6-7	8-1	—
8	8-0	—
9	7-0	—
10	6+1	—
≥ 11	—	—

+1 DRM if Depleted

Z

All such RG Strength, Weapon, and Leader DR/dr are secret and need not be revealed until CG end.



2.520 PURCHASING FORTIFICATIONS:

Fortifications that are obtained by expending FPP may be purchased on each CG Date if the player has the requisite FPP (either given as a reinforcement or purchased). All FPP unspent upon completion of this step are forfeit. As Fortifications are selected, the specific type must be recorded in the "Fortifications" section of the CG Roster.

FORTIFICATION PURCHASE TABLE

Fortification Type	FPP Cost
Trench ^{Gi}	7
Foxhole ¹	3 / 2 / 1
A-P Mine Factor ^{Gi}	1.5
A-T Mine Factor ^{Gi}	4
Wire ^{Gi}	15
Fortified Building Location	10
"?"	1
HIP ²	3 / 2 / 1 / 1

¹: For 3-, 2-, and 1-squad capacity, respectively.

²: Squad/HS/crew/SMC cost respectively. No greater than 10% (FRU) of a side's Infantry squad equivalents (plus all SW/SMC set up with them in the same Location) may use purchased HIP in a daytime scenario [or as a nighttime ATTACKER. No greater than 35% (FRU) may use HIP as a nighttime DEFENDER.]

^{Gi}: Only available for German purchase.

¹: Only available for purchase during the Initial Campaign Game scenario.

2.521 PURCHASING RECONNAISSANCE: Each side may now make a Recon dr, provided it first expends the required CPP for this purpose and the players are not preparing to play the Initial Scenario. If Recon can be purchased, that side deducts 3 CPP (plus additional CPP for a beneficial drm on its Recon dr) from its current CPP total in the CG Roster's "Left" Column, and records the new total in the "Start" column of the next CG Date. If a side cannot or opts not to use Recon, its current CPP total is simply copied in the "Start" column of the next CG Date.

A Recon Final dr is the number of Locations in which the opponent will have to reveal units and Fortifications, if he has in fact set up in them; see 2.524. The Recon dr is modified by the following cumulative drm:

+x Spent x CPP extra (x ≤ 3)

-1 Attacked in the previous CG Scenario

The number of Locations that may be reconnoitered is recorded on the CG Roster in the "Recon" column of the current CG Date line.

2.522 INITIATIVE DETERMINATION: Each side selects its Initiative for the current CG Date, either to "Attack" or stand "Idle", representing its desired tactical plans.

2.5221 ATTACK CHIT LIMITS: The Canadians are limited to 2 Attack Chits and the Germans are limited to 6 Attack Chits. For purposes of this rule, neither side is considered to have selected an Attack Chit for an Initial Scenario.

2.5222 PROCEDURE: Each side takes its respective Initiative Chit and secretly places it on the playing area, hidden from the opponent's view, with the chit's face-up side displaying the side's Initiative selection ("Attack" or "Idle") for the next CG Scenario. The counters are then revealed simultaneously and cross-indexed on the following matrix to determine if a new CG Scenario is generated and if so, what type it will be.



Z

Chit Selected	CDN ATTACK	CDN IDLE
GER ATTACK	Dual Attack	German Assault
GER IDLE	Canadian Assault	Idle Date

2.5223 SCENARIO TYPES:

- a) DUAL ATTACK: Represents a CG Date when both sides have planned offensive action. The Canadian player makes a dr to determine which side sets up first: if ≤ 3 the Canadian does; otherwise the German does. The side moving first, however, is not determined until after all setup is complete (step 2.525).
- b) NIGHT DUAL ATTACK: If both sides choose Attack for a Night CG Date, both are considered Scenario Attackers. Both sides may use Cloaking per SSR CG4. Neither side is restricted by the use of No Move counters (E1.21), and neither side receives the benefits/penalties of a Scenario Defender (E1.2; E1.22). The side moving first is still determined in step 1.525. See also SSR CG4.
- c) GERMAN ASSAULT: On this CG Date the German is attacking. The Canadian sets up first, and the German moves first.
- d) CANADIAN ASSAULT: On this CG Date the Canadian is attacking. The German sets up first, and the Canadian moves first.

2.523 SCENARIO COMMENCEMENT: Players are now ready to begin the CG scenario.

2.5231 CG SCENARIO VICTORY CONDITIONS: In RR, individual Scenarios do not have Victory Conditions. The CG Scenarios serve instead to position the players for the overall CG Victory Conditions. Neither side "wins" or "loses" a CG scenario, only the CG itself.

2.5232 UNIT SETUP

2.52321 ISOLATED UNIT SETUP: The side that sets up first (2.5223) in a given CG Scenario now sets up all of its Retained units, Equipment and new Fortifications which will go into an Isolated Location, after which the other side does likewise. Each Isolated unit/Equipment piece may be set up only in its current Setup Area [EXC: in its current Location and VCA if an immobile vehicle; 2.5071]. Each unit/Equipment piece set up in an Isolated Location is affected by Ammunition Shortage (A19.131).

2.523211 AMMUNITION SHORTAGE REMOVAL: When a Good Order Isolated Infantry unit suffering from Ammunition Shortage begins a Friendly Player Turn in the same Location as a Friendly Good Order armed Infantry MMC (that is itself not suffering from Ammunition Shortage) whose US# is \geq that of the Isolated unit's, its Ammunition Shortage ceases to exist at the end of that Player Turn provided both units become TI and remain in Good Order throughout that Player Turn. A MG's Ammunition shortage is removed whenever it is possessed by a Good Order, armed MMC not suffering from Ammunition Shortage. All other units/Equipment suffering from Ammunition Shortage lose that status only by ending a CG Scenario in a non-Isolated Location.

2.52322 NON-ISOLATED SETUP: The side which sets up first now sets up the remainder of its Retained units, Equipment, and new Fortifications in eligible Locations of the Setup Area that each is Retained in [EXC: each Immobile vehicle must remain in its current Location and VCA]. Record the hex coordinates of new Fortification Setup Locations on the CG Roster. See also SSR CG4-5 and CG16-17. Once the side setting up first has completed its setup, the other side follows the same procedure.

2.524 RECON INSPECTION: After all setup is complete, but prior to Bombardment (if any), each side may declare the Location(s) they wish to Reconnoiter (presuming they made the appropriate CPP expenditure). Each

such Location must be within 6 hexes of a friendly Setup/Eligible Entry Area hex. The sides take turns declaring one Location at a time, with the German player declaring first. Each hidden unit/Equipment in a reconned Location is placed on-map concealed. All concealed (including Cloaked) units/Equipment in a reconned hex lose their "?" (thus eliminating dummies) and the opponent receives Right of Inspection vs the Location (A12.16), regardless of LOS. All units/Equipment in Concealment Terrain in the Location then immediately regain any "?" (but not HIP) they previously had, regardless of LOS.

2.525 BEGIN PLAY: Each side announces its SAN. If this is an Assault Scenario, the side setting up second moves first. If this is a Dual Attack (day or night), the side that moves first is determined by a dr. On a dr ≥ 4 the Canadian player moves first.

GERMAN VEHICLE NOTES



37.1. Sturmtiger: This vehicle, known as the Sturmmörser (assault mortar) Sturmtiger or Tiger-Mörser, owed its existence to Hitler's requirement of August 1943 that the 38cm naval anti-submarine rocket launcher Gerät 652 be mounted on the Tiger I chassis. The idea was to create a more potent version of the Sturmpanzer IV, which had just entered service. The huge mortar required a special crane fitted on the vehicle roof for loading the rounds that weighed 726 lbs. each; only 13-14 were carried. A special shape-charged round was available for use against fortifications. Some sources indicate that as few as ten vehicles were completed, with another eight under various states of completion when the war ended. Others state that sixteen to eighteen were completed between August and December 1944. Two were used in the Warsaw Uprising during August 1944, but most entered service long after the need for siege vehicles had ended. They were formed into Panzer Sturmmörser Kompanien (PzStuMrKp) 1000, 1001, and 1002 and used for the final defense of the Reich. The first two units had about seven vehicles between them. These units went into action west of the Rhine in March 1945 against U.S. and British troops, later retreating across the river into the Ruhr area.

† The MA may use neither Bounding (First) Fire nor Motion Fire, may not use Target Acquisition (C6.5-.58), and may not fire while CE as signified by "No Bnd (F)F/ACq/CE" on the counter. Riders Bail Out when the MA fires, and the MA is not considered "functioning" for OVR (D7.11).

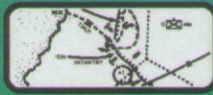
† The MA may not use Area Target Type, may not fire at a target in its own Location, and may not fire in consecutive Player Turns as signified by "No ATT/Case E/2PT" on the counter. Before placing any Prep/First/Final Fire counter, first place a "MA FIRED THIS TURN" counter. At the end of the Player Turn, flip the counter to its "LAST TURN" side and then remove it at the end of the next Player Turn.



† The MA suffers an extra +1 TH DRM to all fire at a Moving/Motion (C.8) vehicle or Dashing Infantry (C6.1). This is signified by a white dot beside the MA designation. Any Sturmtiger MA Final To Hit DR against a building Location which exceeds its Modified To Hit Number by \leq the number of vertical levels (excluding Cellars and Locations out of LOS) in that Building hex will hit a randomly selected in-LOS Location of that building hex [EXC: the only possible effect of this hit is possible rubble creation after an Original IFT DR causing a KIA (B24.11)].

† The MA is resolved on the 36+ FP column of the IFT with a -3 bonus DRM (C.7). The MA has a HE Basic TK# of 10 (armored) and 16 (unarmored) as a Near Miss (with 20 FP for Specific Collateral Attack) or, after a subsequent dr of 1-2, of 28 (armored) and 22 (unarmored) as a Direct Hit (with full FP for Specific Collateral Attack). A CH always doubles the Direct Hit TK#.

† Dates and RF for use in NWE are: 3/45-5/45 (1.6).



Footnote 1

See also German Vehicle Note K.

ERRATA To C.7 HEAVY PAYLOAD: The Original DR for rubble creation (B24.11) and pillbox elimination is determined after application of the bonus DRM [EXC: CH; 3.73].

RILEY'S ROAD FOOTNOTES

1. **RR2 MAP:** The top edge of the map is northwest, but considered north for game purposes. Likewise the bottom edge of the map is southeast, but considered south for game purposes.

2. **RR4 HAND-TO-HAND COMBAT:** Both German and Canadian accounts of the battle mention repeatedly the savage close quarter nature of close combat during this battle.

3. **RR8 KANGAROOS:** The Kangaroos of the 1st Canadian Armoured Carrier Regiment were separate from, and not subordinate to, the infantry they transported. As such they typically dropped off their passengers and quickly returned to the rear areas and so are not Retained for future use. Sometimes while under heavy fire the Kangaroos dropped the infantry off short of their objectives. Cloaking for BU Kangaroo passengers prevents the omniscient German player from concentrating against the Canadian leaders as they come in.

4. **RR9 SOFT GROUND:** Earlier actions in Operation Veritable encountered significant mud. By the time Riley's Road occurs, the ground is not nearly as muddy. There was a heavy rainstorm February 18th that made vehicular travel more difficult the next day but did not significantly affect infantry movement.

5. **RR10 PLOWED FIELDS:** Despite the time of year, the fields in the area were plowed. A heavy prolonged rain from the night of February 18th made vehicle travel slow and subject to bog the following day.

6. **RR11 RILEY'S ROAD CELLARS:** In the Canadian accounts of the battle there were many references to the cellars in the houses in the area. A few were at times full of German civilians who were hiding from the battle. On the evening of February 19th the wounded Canadian Major Kennedy used a cellar at the Schwannenhof farmhouse as his headquarters. These cellars are more similar to the "fruit" cellars of Arnhem than they are to their more famous Stalingrad counterparts, and are based on the cellars in *A BRIDGE TOO FAR*, minus the stacking limitation but limited to farmhouses.

7. **RR12 & RR13 SLOPE HEXSIDES & BARBED WIRE FENCES:** These rules are essentially reprinted from *KAMPFGRUPPE PEIPER* and *PEGASUS BRIDGE* so that neither module would be required to play on the Riley's Road mapsheet.

8. **RR14 RILEY'S ROAD FACTORIES:** The factory rules work well in simulating the large barns that were located around Riley's Road. Building Q10 was called 'The Milk Factory' but was in actuality a large cow milking facility.

9. **2.2 INTERLUDE:** Between February 21-26 there was very little fighting along the Goch-Kalkar road. To simulate the limited activity these days have been compressed into three possible CG scenario dates.

10. **2.3 CG4 NIGHT SCENARIO:** German infantry with LATW previously had inflicted significant tank losses on Canadian armor when infiltrating their front line positions at night. By the time of Riley's Road, it was standard operating procedure for the tanks to fall back to the rear areas during the night. There they would refuel and rearm in safety. Requiring Canadian tanks to enter on all AM turns is a slight exaggeration since they probably returned before some morning attacks.

11. **2.3 CG5 PANZER LEHR SETUP:** During the battle for the Goch-Kalkar road, Panzer Lehr units were used strictly for counter attacks. The German High Command had issued firm orders that the division be reserved for strictly offensive purposes.

12. **2.41 RR CAMPAIGN (ATTACK CHITS):** The Canadians attacked aggressively and took nearly all their objectives early on February 19th. They then dug in and defended their gains against numerous local counterattacks. There are only a total of 8 attack chits available for the 12 possible CG Dates after 19AM, 2 for the Canadians and 6 for the Germans; there will be idle days. Riley's Road was not one continuous battle, but rather a succession of attacks and lulls. The Germans can make several attacks to whittle away the Canadian LVP lead and still have

some attack capacity in reserve. The Canadians can counterattack once or twice to recapture victory hexes and garner LVP.

13. **2.42 GERMAN OB:** The ELR and quality of the German forces are above average for this time in the war. The 6th Fallschirmjäger Division was an intact unit that had not participated in any of the earlier devastating German losses.

14. **2.42 CANADIAN OB:** Canadian units are generally considered elite troops due in large part to the notion that all Canadian units were volunteers (A25.4). Many soldiers, however, volunteered only for "home guard" duty or for specialist assignments such as artillery or engineers. Towards the end of the war the Canadian government, reluctant to pursue unpopular conscription, ordered these "volunteers" into regular infantry units to fill manpower shortages. Units composed of these "volunteers" often had neither the training nor the experience that would qualify them as elite troops. C Company had recently received significant numbers of replacements that had not been integrated into the unit before this action started. This is reflected by the lower quality of troops in the Turn 2 reinforcements when compared to A and B Companies. "Royal Hamilton Light Infantry" is abbreviated "RHLI" (pronounced "Riley" as in "Riley's Road").

15. **2.5142 WEAPON REPAIR:** The limited fuel supply carried by flamethrowing Wasps was a problem recognized by the Canadians, who often used these vehicles in groups of six. Three were with the forward units, while the other three were in the rear areas for fueling, maintenance, and reloading the flamethrower's fuel tanks. The FT is provided an opportunity to repair to reflect this attention to logistical detail.

16. **2.518 GERMAN RG M4 (Activate A20 Entry):** This entry area is not freely available because it requires crossing territory held by the Essex Scottish on the right flank of the RHLI.

17. **2.518 CANADIAN RG II (Infantry Coy):** The RHLI did not receive infantry reinforcements during the time period of this CG, but reserve units were deployed in support of their sister battalion on their right flank, the Essex Scottish. We made these reserves available to the RHLI in lieu of introducing Walking Wounded rules that seem better suited to *PEGASUS BRIDGE* or *A BRIDGE TOO FAR*.

18. **2.518 CANADIAN RG I2 (Inf Pltn—replacements):** The Canadians would occasionally send escorts back to bring up available replacements. During these trips they would also typically round up Canadians stragglers who had been separated from their units. This reinforcement group represents the arrival of the replacements and the return of some stragglers.

19. **2.518 CANADIAN RG O1-O3 (OBA):** The Canadians made extensive use of artillery in this battle. The Canadian OBA modules are therefore relatively both numerous and inexpensive.

So far Chapter Z contains the following pages: Kakazu Ridge on pages Z1-Z2, Edson's Ridge on pages Z3-Z20, and Riley's Road on pages Z21-Z38.

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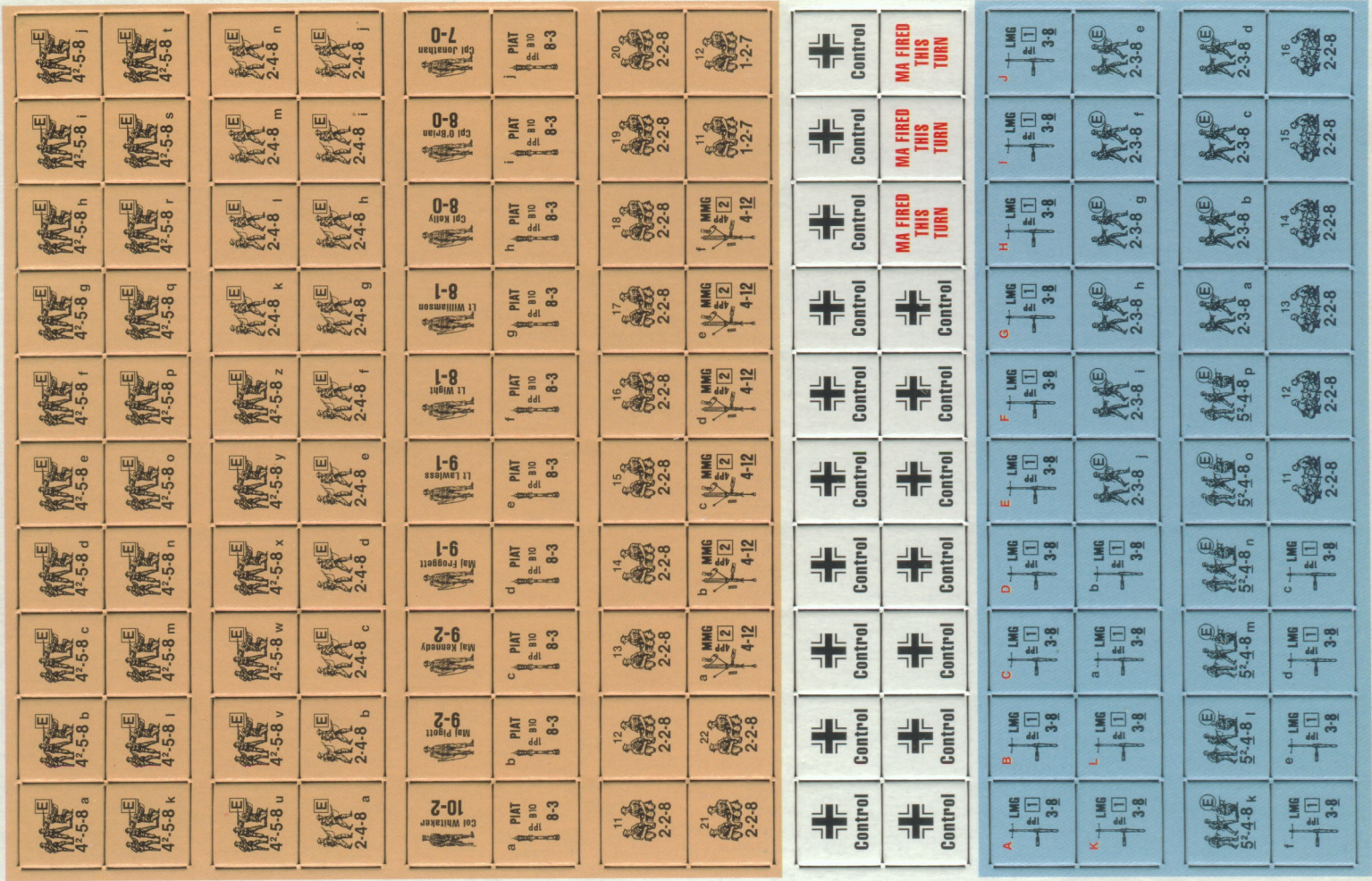
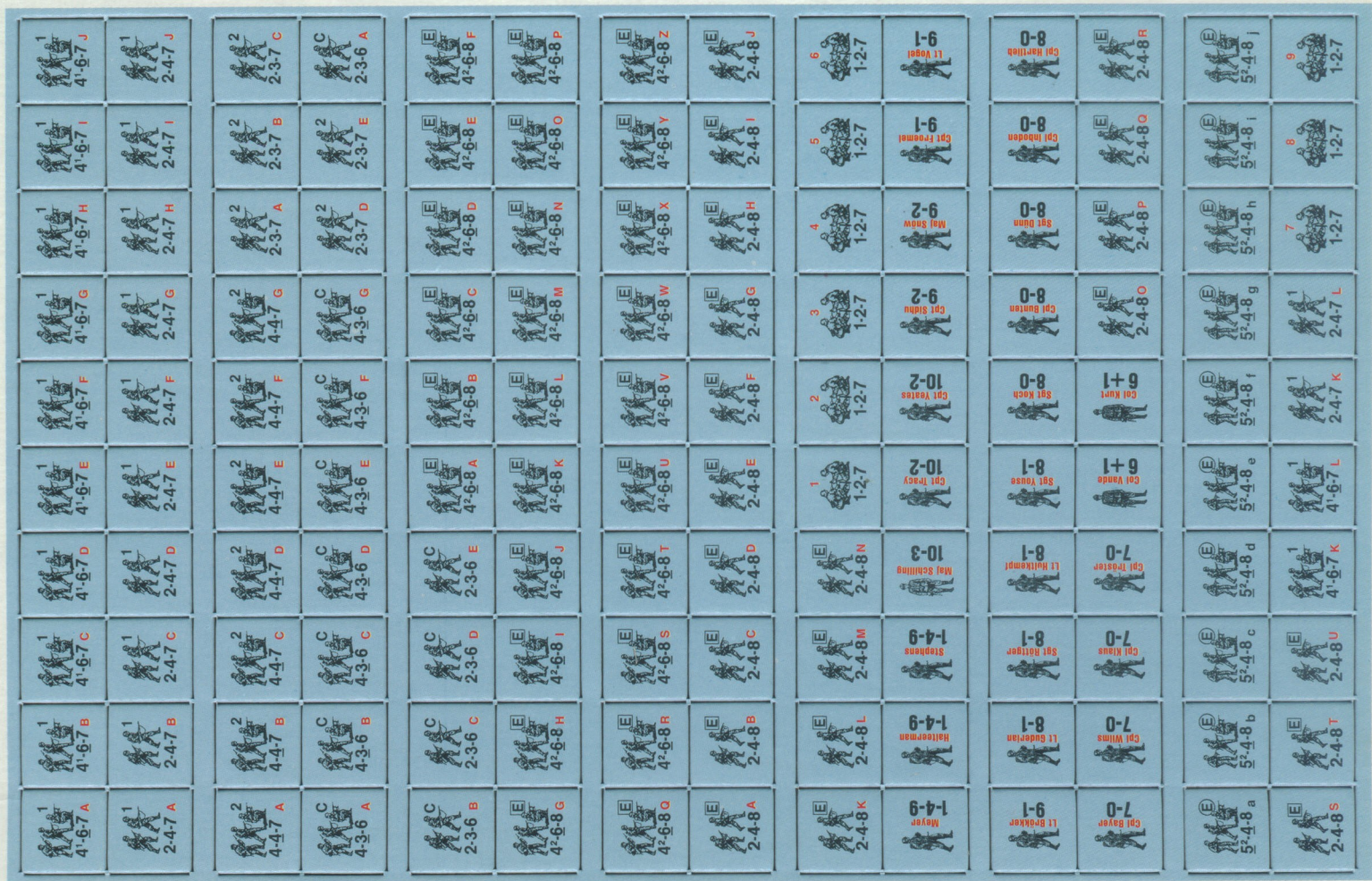
Riley's Road CG Roster

CG Date	CPP			EC / Weather	Moon Phase/ Cloud Cover	RG Purchased (RG ID; CPP cost)	S A N	CPP		Recon #Loc.	Current LVP CG	Init.
	Start	Repl.	Total					Spent	Left			
19 AM				Wet ^a / Overcast								
19 PM				Wet ^a / Overcast								
19 Night				Wet ^a / Overcast	overcast							
20 AM				Wet / Overcast ^b / Very Heavy Mist								
20 PM				Moist/ Overcast								
20 Night				Moist/ Overcast	overcast							
21 AM				Moist/ Clear								
21 PM				Moist/ Clear								
21 Night				Moist/ Clear	half/ clear							
Interlude AM				Moist/ Clear								
Interlude PM				Moist/ Clear								
Interlude Night				Moist/ Clear	half/ clear							
26 AM				Moist/ Clear								

^a Soft Ground (RR7) ^b Very Heavy Mist (2.517)

Mines		FORTIFICATIONS					
Hex	Strength and Type	Miscellaneous Fortifications			HIP Locations		
		Type	Hex	CA	Unit(s)	Hex	CA
Total # of Factors: _____							
A-P: _____							
A-T: _____							

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CS 5	CS 5	CS 5	CS 5	CS 5	CS 5	A5 ² /4 ³ /3 ⁴ s8 sD5 CS 6	A5 ² /4 ³ /3 ⁴ s8 sD5 CS 6
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CS 5	CS 5	CS 5	CS 5	A5 ² /4 ³ /3 ⁴ s8 sD5 CS 6	A5 ² /4 ³ /3 ⁴ s8 sD5 CS 6	A5 ² /4 ³ /3 ⁴ s8 sD5 CS 6	A5 ² /4 ³ /3 ⁴ s8 sD5 CS 6
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A3 ⁴ s8 sN9 Sz CS 6	A3 ⁴ s8 sN9 Sz CS 6	A3 ⁴ s8 sN9 Sz CS 6	A3 ⁴ s8 sN9 Sz CS 6	A3 ⁴ s8 sN9 Sz CS 6	A3 ⁴ s8 sN9 Sz CS 6	A3 ⁴ s8 sN9 Sz CS 6	A5 ² /4 ³ /3 ⁴ s8 sD5 CS 6
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*12: Stall sN7 ⁴ /b ⁵ CS 6	*12: Stall sN7 ⁴ /b ⁵ CS 6	*12: Stall sN7 ⁴ /b ⁵ CS 6	*12: Stall sN7 ⁴ /b ⁵ CS 6	*12: Stall sN7 ⁴ /b ⁵ CS 6	*12: Stall sN7 ⁴ /b ⁵ CS 6	*12: Stall sN7 ⁴ /b ⁵ CS 6	*12: Stall sN7 ⁴ /b ⁵ CS 6
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*4 TK DR *MA:AA CS 6	*4 TK DR *MA:AA CS 6	*12: Stall sN9 HE7 CS 6	*12: Stall sN9 HE7 CS 6	*12: Stall sN9 HE7 CS 6	*12: Stall sN9 HE7 CS 6	*12: Stall sN9 HE7 CS 6	*12: Stall sN7 ⁴ /b ⁵ CS 6
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*4 TK DR *MA:AA CS 6	*4 TK DR *MA:AA CS 6	*No Bnd(F)/ACU/CE No ATT/Case E/2PT sN9 ML:9 CS 5	*No Bnd(F)/ACU/CE No ATT/Case E/2PT sN9 ML:9 CS 5	*No Bnd(F)/ACU/CE No ATT/Case E/2PT sN9 ML:9 CS 5	Liberated M 5 s8 sD6 CS 5	Liberated M 5 s8 sD6 CS 5	Liberated AT s8 sD6 CS 5
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*(un)load x 2 CS 7	*(un)load x 2 CS 7	*(un)load x 2 CS 7	*(un)load x 2 CS 7	*(un)load x 2 CS 7	*(un)load x 2 CS 7	*(un)load x 2 CS 7	*(un)load x 2 CS 7
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*(un)load x 2 CS 7	*(un)load x 2 CS 7	*(un)load x 2 CS 7	*(un)load x 2 CS 7	*(un)load x 2 CS 7	*(un)load x 2 CS 7	*RED TH #s (Pre 44) s8 sD6 WP6 ⁴⁺ CS 5	*RED TH #s (Pre 44) s8 sD6 WP6 ⁴⁺ CS 5
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Always CE sD5* CS 3	Always CE sD5* CS 3	Always CE sD5* CS 3	Always CE sD5* CS 3	*RED TH #s (Pre 44) s8 sD6 WP6 ⁴⁺ CS 5	*RED TH #s (Pre 44) s8 sD6 WP6 ⁴⁺ CS 5	*RED TH #s (Pre 44) s8 sD6 WP6 ⁴⁺ CS 5	*RED TH #s (Pre 44) s8 sD6 WP6 ⁴⁺ CS 5
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R1 *HE7 ³ /b ⁴⁺ D6 ^{44E} /7 ⁵ QSU X6	R1 *HE7 ³ /b ⁴⁺ D6 ^{44E} /7 ⁵ QSU X6	R1 *HE7 ³ /b ⁴⁺ D6 ^{44E} /7 ⁵ QSU X6	R1 *HE7 ³ /b ⁴⁺ D6 ^{44E} /7 ⁵ QSU X6	R1 *HE7 ³ /b ⁴⁺ D6 ^{44E} /7 ⁵ QSU X6	Liberated M 6 D5 ³⁴ /b ⁵ *HE8 ⁴⁺ 17yd	Liberated M 6 D5 ³⁴ /b ⁵ *HE8 ⁴⁺ 17yd	Liberated M 6 D5 ³⁴ /b ⁵ *HE8 ⁴⁺ 17yd
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Initiative IDLE	Initiative ATTACK	Initiative IDLE	Initiative ATTACK	Burnt/Out Wreck	Burnt/Out Wreck	Burnt/Out Wreck	Burnt/Out Wreck
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TURN RECORD CHART

8	7	6	5	4	3	2	1
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⑥

⑤

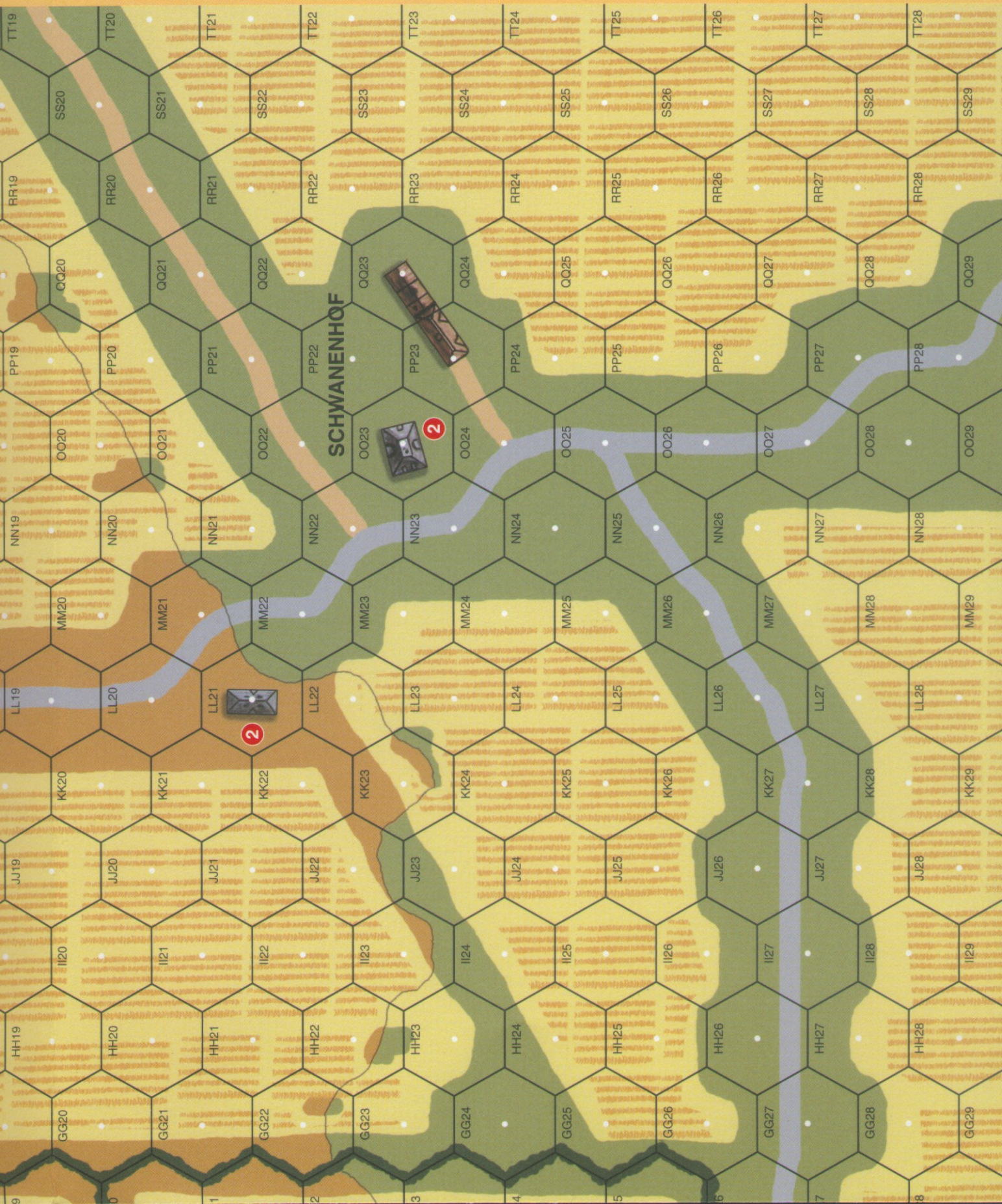
③

①



N







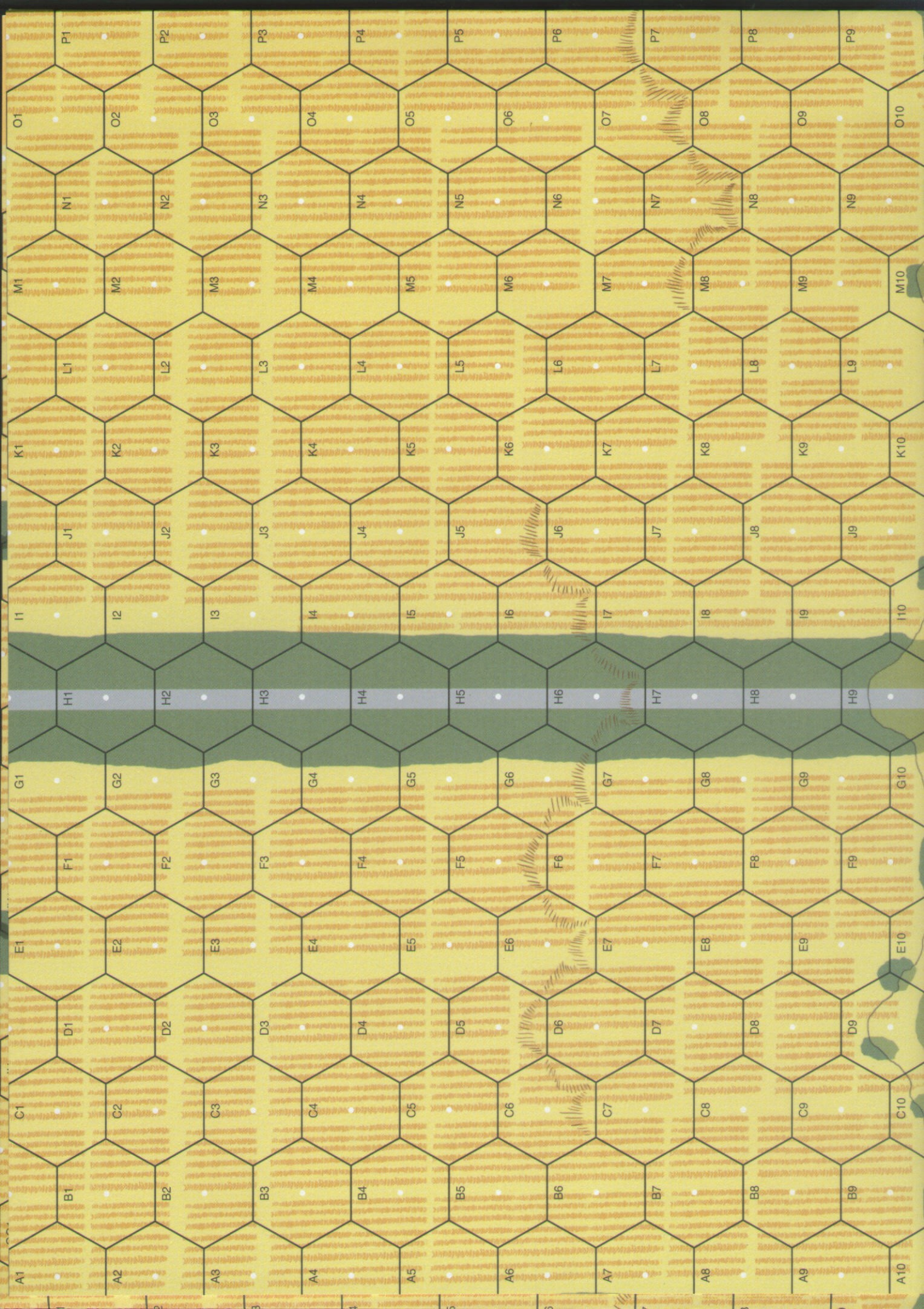


GOCH-KALKAR ROAD

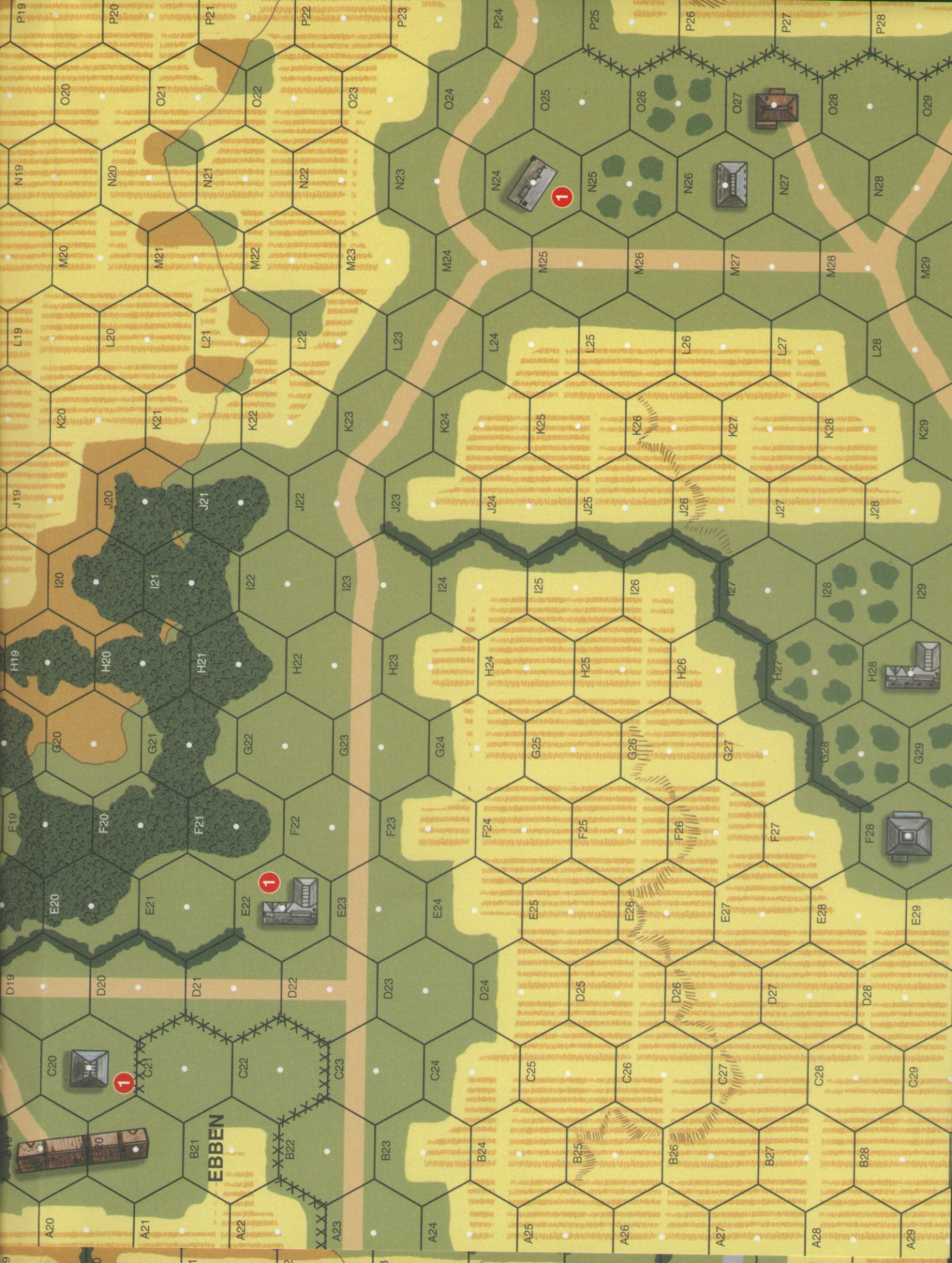
Q20 Q19 Q18 Q17 Q16 Q15 Q14 Q13 Q12 Q11
R19 R18 R17 R16 R15 R14 R13 R12 R11
S20 S19 S18 S17 S16 S15 S14 S13 S12 S11
T19 T18 T17 T16 T15 T14 T13 T12 T11
U20 U19 U18 U17 U16 U15 U14 U13 U12 U11
V19 V18 V17 V16 V15 V14 V13 V12 V11
W20 W19 W18 W17 W16 W15 W14 W13 W12 W11
X19 X18 X17 X16 X15 X14 X13 X12 X11
Y20 Y19 Y18 Y17 Y16 Y15 Y14 Y13 Y12 Y11
Z19 Z18 Z17 Z16 Z15 Z14 Z13 Z12 Z11
AA20 AA19 AA18 AA17 AA16 AA15 AA14 AA13 AA12 AA11
BB19 BB18 BB17 BB16 BB15 BB14 BB13 BB12 BB11
CC20 CC19 CC18 CC17 CC16 CC15 CC14 CC13 CC12 CC11
DD19 DD18 DD17 DD16 DD15 DD14 DD13 DD12 DD11
EE20 EE19 EE18 EE17 EE16 EE15 EE14 EE13 EE12 EE11
FF20 FF19 FF18 FF17 FF16 FF15 FF14 FF13 FF12 FF11











A20 A21 A22 A23 A24 A25 A26 A27 A28 A29
B20 B21 **EBBEN** B22 B23 B24 B25 B26 B27 B28 B29
C20 C21 C22 C23 C24 C25 C26 C27 C28 C29
D20 D21 D22 D23 D24 D25 D26 D27 D28 D29
E20 E21 E22 E23 E24 E25 E26 E27 E28 E29
F20 F21 F22 F23 F24 F25 F26 F27 F28 F29
G20 G21 G22 G23 G24 G25 G26 G27 G28 G29
H20 H21 H22 H23 H24 H25 H26 H27 H28 H29
I20 I21 I22 I23 I24 I25 I26 I27 I28 I29
J20 J21 J22 J23 J24 J25 J26 J27 J28 J29
K20 K21 K22 K23 K24 K25 K26 K27 K28 K29
L20 L21 L22 L23 L24 L25 L26 L27 L28 L29
M20 M21 M22 M23 M24 M25 M26 M27 M28 M29
N20 N21 N22 N23 N24 N25 N26 N27 N28 N29
O20 O21 O22 O23 O24 O25 O26 O27 O28 O29
P20 P21 P22 P23 P24 P25 P26 P27 P28 P29



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ADVANCED SQUAD LEADER is a highly detailed World War Two squad level game system which allows players to recreate practically any squad to battalion level engagement in World War Two. The unit scale is generally individual leaders, squads of men, individual vehicles and weapons.

History. That's why many board wargamers enjoy ASL—its ability to simulate a historical battle in great detail. Yet how can you study an entire campaign while still enjoying your favorite tactical game system? The historical study addresses that need. A historical study will touch upon all aspects of a campaign either by incorporating part of it into a mini campaign game or by presenting a representative scenario to help enlighten the player as to why particular choices were made historically. All while enjoying the world's best squad-level tactical game.

OPERATION VERITABLE is the second of ASL's Historical Studies. It examines an often overlooked offensive in World War Two, the efforts of the British and Canadian armies to reduce the Reichswald and clear German forces from west of the Rhine in early 1945. Dense woods, mud, rain, and flooded terrain were often the conditions faced by the confident Allied troops and the surprisingly still effective German defenders. **OPERATION VERITABLE** features a mix of tested scenarios, some using standard geomorphic mapboards, some fought on the enclosed historical mapsheet. The later is also used to full effect in an intense Campaign game.

OPERATION VERITABLE is not a complete game. Ownership is required of the **ASL Rulebook**, **BEYOND VALOR**, the British order of battle (previously available in **WEST OF ALAMEIN** and soon to be reissued in **FOR KING AND COUNTRY**). Eleven of the 16 scenarios require boards and/or overlays not included here: two require deluxe boards c, g, and/or h; the other nine require some combination of the boards and overlays from **CODE OF BUSHIDO** and **DOOMED BATTALIONS**, overlays from **GUNG HO!** and **CROIX DE GUERRE**, and boards 4, 5, 11, 19, 43, 46, 49 and/or 50.

WARNING • CHOKING HAZARD

Small parts included, not intended for children under 3 years.

February 9th 1945...The Germans had flooded the Rhine River plain in front of the Allies, and the towns in the area had been turned into semi-submerged strongpoints. In order for Field Marshal Montgomery to advance to the Rhine, he required the "Water Rats" of the Canadian 3rd Division to clear out these "islands" which threatened the left flank of the attack. Ferried in the amphibious vehicles of the 79th Armoured Division and using smoke barrages and searchlights bounced off low-lying clouds, the Canadians attacked on the first night of Veritable. Monty's schedule was riding on their success.

February 19th 1945...Despite heavy casualties, the men of the Royal Hamilton Light Infantry (RHLI, or "Rileys") quickly captured their objectives along the Goch-Kalkar road behind an old-fashioned creeping barrage. Numerous supporting Shermans and "Kangaroo" armored personnel carriers were lost, either bogged in the newly-plowed fields or struck down by hidden German 88s. The Canadians hastily dug in around the prominent "Milk Factory" (a dairy barn) and ordered up towed anti-tanks guns. Not a moment too soon, either, as the Panzer Lehr quickly launched an attack across the open fields. Could the Rileys hold their ground against vicious counterattacks from some of the best German forces still west of the Rhine?

March 3rd 1945...The end was in sight, but Germany was still introducing new weapons. The newest to see action was the fearsome Sturmstige featuring an assault mortar firing a 700 lb. rocket-propelled missile which could flatten any building it hit. Carrying 14 rounds a piece, these assault guns had been designed for the dense urban fighting typified by Stalingrad. As the Germans launched desperate counterattacks to keep an escape route open over the Rhine, they were counting on these beasts to help stem the tide.

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CONTENTS:

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- 2 Countersheets
- 16 ASL Scenarios
- 1 ASL Chapter Z (campaign game)
- 1 Historical Summary booklet

TIME SCALE: 2 minutes per Game Turn
MAP SCALE: 40 meters per hex
PLAYERS: 2 (suitable for team play)
UNIT SCALE: 5 to 10 men with individual leaders, vehicles, and guns

PLAYING TIME: 2 hours (or more)
COMPLEXITY: High
SOLITAIRE SUITABILITY: Medium



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