

V22 UNHORSED TODFORCE

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HISTORICAL ACCOUNT

LOCATION: East of the Dortmund-Ems Canal

DATE: 1 April 1945

COMMENTARY: In the Comet tank, 11th Armoured Division at last had a worthy mount to oppose the enemy, but by this time German armour was rarely encountered. The greater danger was from hand-held hollow charge weapons, at a time when the infantry to oppose these was in short supply.

From Christmas 1944 the 75th Anti Tank Regiment was unhorsed to meet the new threat. The towed 17 pounder batteries became lorried infantry. The self propelled batteries changed ammunition loads in keeping with an assault gun role, and troop commanders received American Locust light tanks in place of their vulnerable Bren carriers. The unit soon became known as "Todforce", after Lt. Col. Fred Tod.

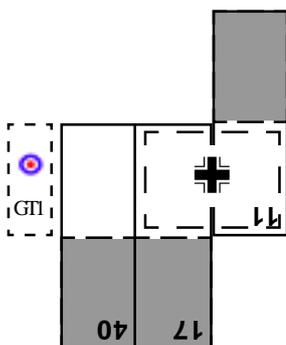
On Easter Sunday 1945, as elements of the division crossed the Dortmund-Ems Canal near Birgte, the Inns of Court with their lumbering Staghounds ranged forward to locate the enemy. Todforce followed, ready to deal with anything from conscript infantry and anti-aircraft guns to the occasional armoured vehicle.



TURN RECORD CHART

⚔ GERMANS Sets Up First	1	2	3	4	5	6	7	END
🎯 BRITISH Moves First								

THE BATTLEFIELD AND CONDITIONS



Only hexrows B-P on mapboard 11 and hexrows R-FF on mapboards 17 and 40 are playable.
The river representing the Dortmund-Ems Canal is deep with no current. A one-lane pontoon bridge (B6.42) exists from hex 40W1 to the road depiction in 40W3.
EC are Moderate with no Wind at start.

VICTORY CONDITIONS

The British must exit ≥ 26 VP from hexes 11H10 to 11J10 inclusive by game end, provided they have lost ≤ 26 CVP.

SCENARIO SPECIFIC RULES:

- 1 Any Staghound armoured car(s) remaining on the map at the end of the British turn 1 AFPh are removed from play immediately (giving the Germans CVP) unless there is at least 1 unconcealed German infantry or vehicle unit in play at that point.
- 2 Due to their changed role from tank destroyers to assault guns, the M10 Achilles have an AP Depletion Number of 10 and unlimited HE.
- 3 Reminder: OB-given "?" counters may be set up as 5/8" counters even if a player's OB only shows 1/2" counters (A12.11 and 12.2)
- 4 Reminder: the SdKfz 251/10 has a PSK which may be Removed (D6.631) by the crew or Passengers.

⚔ Mixed elements of home defence Volkssturm and anti-aircraft troops with regular units in transit set up anywhere on mapboards 17 and 11, with no more than 1 MMC per hex. Up to two squad-equivalents (and any SW they possess and accompanying SMC) may set up HIP. Before play the German player secretly selects one of the four OB options to supplement the basic force. BALANCE: Three squad-equivalents may set up HIP.

ELR: 4
SAN: 4

OB Option 1

OB Option 2

OB Option 3

OB Option 4

🎯 Elements of 11th Armoured Division enter as directed on hex 40W1. BALANCE: The Germans may only set up one squad-equivalent HIP.

ELR: 4
SAN: 2

Elements of HQ Troop, Inns of Court Armoured Car Regiment enter on turn 1 (see SSR1).

Elements of 119 Battery, 75th Anti Tank Regiment enter on any British player turn after ≥ 1 unconcealed German infantry or vehicle unit has been in play.

Elements of 118 Battery, 75th Anti Tank Regiment enter on turn two.

OB Option 1

OB Option 2