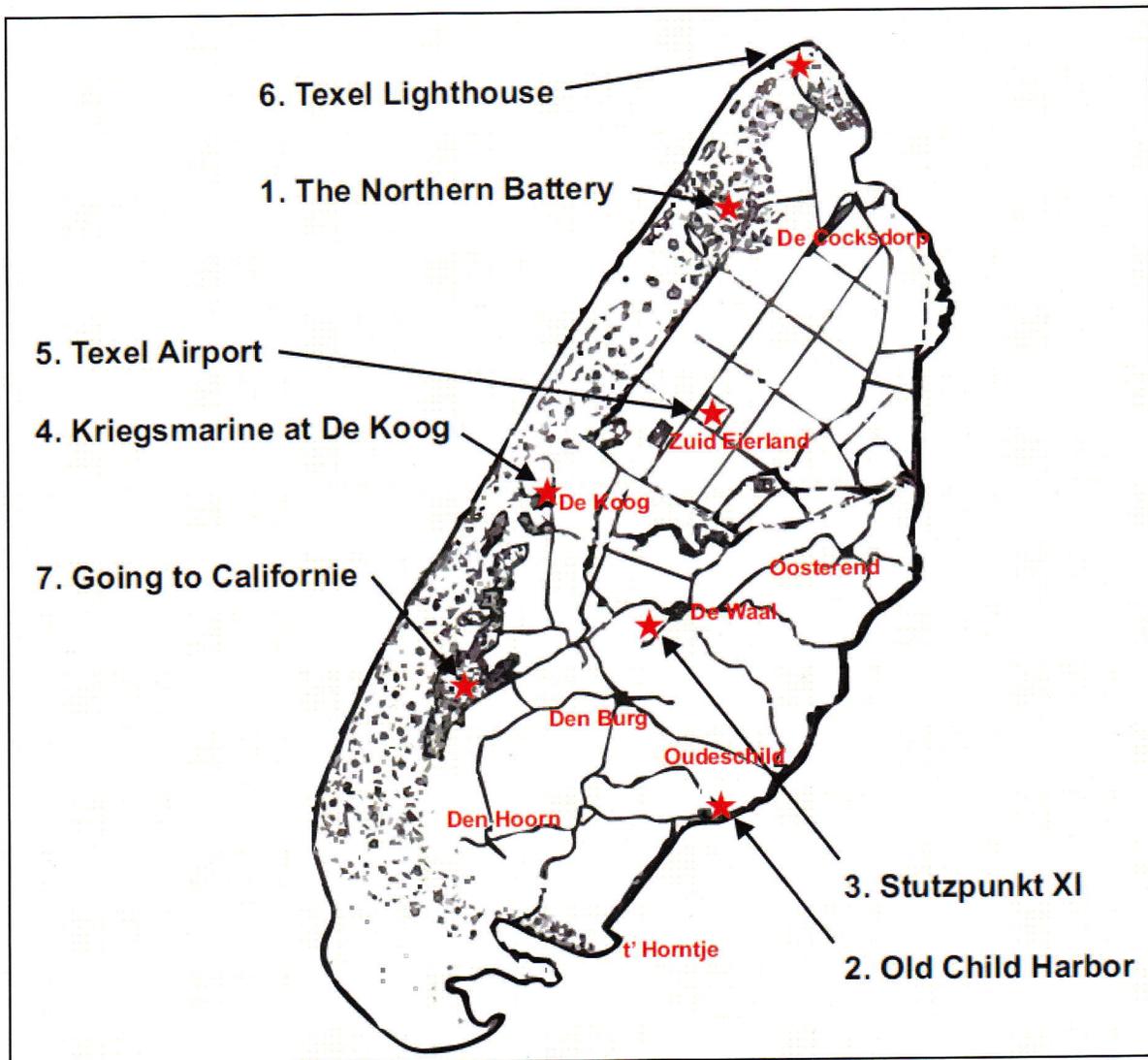


# ASL March Madness Texel Pack

March Madness  
18-20 March 2011



Produced by the Kansas City Irregular ASL Club  
[www.kansascityasl.com](http://www.kansascityasl.com)

# March Madness 2011

## Texel Pack



### **MM08 The Northern Battery**

**De Slufter, Netherlands, 6 April 1945.** On the first day of the rebellion, the Georgians attempt to silence the heavy German Naval artillery batteries on Texel Island.



### **MM09 Old Child Harbor**

**Oudeschild, Netherlands, 6 April 1945.** The Georgians move to secure the primary harbor on Texel Island in order to inhibit the arrival of German reinforcements.



### **MM10 Stutzpunkt XI**

**De Waal, Netherlands, 6 April 1945.** In the first day's last major engagement, the Georgians counterattack to recapture a strong point that has changed hands several times within the previous 24 hours.



### **MM11 Kriegsmarine at de Koog**

**De Koog, Netherlands, 8 April 1945.** German naval infantry reinforcements attack the Georgian-held fortified town of de Koog.



### **MM12 Texel Airport**

**Vlijt Airport, Netherlands, 14 April 1945.** The Georgians frantically cling to their positions around the airport in the hope that Allied troops will arrive. To forestall any such opportunity, the Germans attack with infantry and newly-arrived assault guns.



### **MM13 Texel Lighthouse**

**De Cocksdorp, Netherlands, 22 April 1945.** A determined German assault attempts to neutralize the last remaining Georgian-held strongpoint on the island.



### **MM14 Going to Californie**

**Californie, Netherlands, 25 April 1945.** The active engagements of the rebellion have drawn to a close. The Germans have successfully recaptured all Texel Island strongpoints and execute a series of sweeps through the island's heavily wooded sections.

# *March Madness 2011 Texel Pack*

## *Designer Notes and Credits*

### **Designer Notes**

Welcome to the March Madness 2011 scenario pack! This year our pack centers on a single battle at the end of WWII in Europe. The Rebellion of the Georgian 822nd Battalion against the German Army on the island of Texel in Holland. There are seven scenarios that tell the life of the rebellion.

The pack was again a development led by Dan Best. He designed six scenarios and co-designed the seventh. The pack is really a primer on fortifications in ASL. Texel Island was part of the Atlantic Wall and had numerous fortified strong points. The key battles fought during the rebellion involved fighting for control of these strong points. The seven scenarios use just about every form of fortification in ASL. In researching the pack, Dan came across some great web sites on the fortifications; just google "Texel Fortifications" and you can get details on the 1300+ fortification structures that had been built on the island.

We would like to thank our dedicated band of playtesters, that worked on this year's pack. The list includes many new members of the Kansas City ASL club. As usual Paul, kept us straight with the many fortification rules and captured the SSRs that made play testing unique.

Some hints for the pack: remember to use panzerfausts (both sides get them); remember fortified buildings may be exchanged for tunnels; and use the "trenches connect" rule. Tom worked on this year's cover and shirt design using a picture of Texel island showing where each scenario took place.

In the future, as we get close to the 100 year mark of the start of World War I, we hope to have a pack of ASL scenarios featuring WWI actions. We have started designs on scenarios, rules development, and new (we now have a counter die!) counters for the Great War. If you have a chance, stop and see the National WWI Memorial here in Kansas City and visit the museum – it is outstanding. If you can lend a hand in our project we are always looking for help! Talk with Paul, Dan, or Tom.

As always we hope you enjoy our tournament and the little pack of ASL goodies we bring to the event.

Have fun and roll low!

### **Credits**

**March Madness Development Team:** Dan Best, Tom Meier, and Paul Works

**Special Research Assistance (in Holland):** Hennie Van Der Salm

**Scenario Card Design:** Paul Works

**T-Shirt and Logo Design:** Tom Meier and Rick Reinisch

**Playtest Coordinator:** Dan Best

**Playtesters:** Dan Best, Paul Works, Tom Meier, Mike Bistodeau, Kevin Adams, Nathan Wegener, Isley Unruh, Francis Biss, Paul Works, Mark Fisher, Sean White, and John Brogan

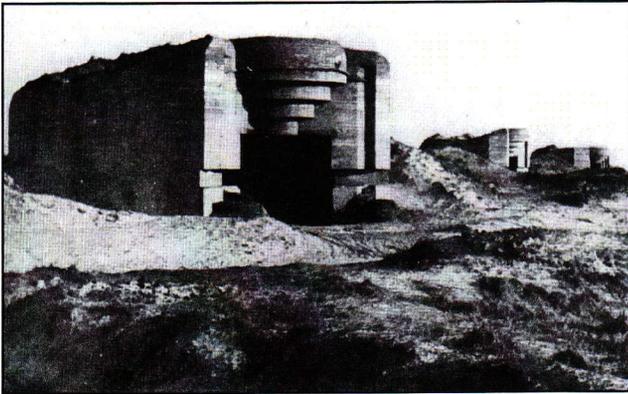
**Director of Production and Editing:** Tom Meier

**Proofreader:** Tom Meier

# MM08

# The Northern Battery

Scenario Design: Daniel Best



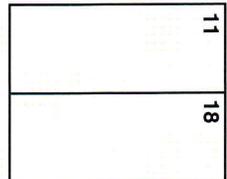
**VICTORY CONDITIONS.** The Georgians win immediately if they eliminate any Armored Cupola.

**De Slufter, Netherlands, 6 April 1945.** Two of the strongest fortifications on Texel Island were the Kriegsmarine batteries. Located on each end of Texel, the batteries covered the inlets between the island and the mainland. The batteries were manned by the Kriegsmarine and the Georgians had never been allowed to enter the fortifications. After the rebellion started and the Georgians had eliminated the German members within the battalion, they formed up in five companies, each assigned a specific fortification to capture or eliminate. The company sent after the northern battery arrived in attack position just before sunrise.

**BALANCE:**

-  Add one 4-4-7 squad to the Georgian OB.
-  Add a second MMG to the German OB.

**BOARD CONFIGURATION:**



<b>German Sets Up First</b>		1	2	3	4	5	6	7	8
<b>Georgian Moves First</b>									



**Elements of Kriegsmarine 312 Marine Sea Battalion [ELR: 2]** set up on board 11; may set up on board 11 half-hexes shared with board 18 (see SSRs 2, 3, and 5): {SAN: 2}

4-4-7	4-3-6	8-1	8-0	7-0	LMG	MMG	Armored Cupola (SSR 3)	1+5+7 Pillbox	Fortified Building Locations	Trench
7	3				3		4	2	6	8

Wire	AP Mines
20	60 factors



**Elements of the Georgian 822nd Battalion [ELR:3]** enter Turn 1 along south edge (see SSRs 4 and 5): {SAN: 3}

5-3-7	4-4-7	2-2-7	8-1	8-0	7-0	LMG	LMG(g)	MMG	DC	PSK
2	12					2	2	2	3	

**SPECIAL RULES:**

1. EC are Moist with no wind at start. There is a LV Hindrance (E1.7) in effect for Game Turns 1 and 2.
2. No Fortification may set up hidden/HIP. Trenches are considered to "connect" (as per B30.8 and SSR RB6) to (but not through) all ADJACENT buildings.
3. Each Armored Cupola (D9.5) has the following statistics; AF: 5, Target Size: Normal, Ordnance: 105 Gun (no ROF) MA and three FP CMG in a ST.
4. Use Axis Minors to represent Georgian infantry/SW; treat as July 1944 Romanians (A25.8), including the use of PF, etc. The Georgians may use PSK without Capture Use Penalties; a Georgian crew receives a -1 DRM to any To Hit attempt with a PSK. The Georgian 5-3-7 squads (and their HS) are Assault Engineers (H1.22) and Sappers (H1.23).
5. No Quarter (A20.3) is in effect for both sides.

**AFTERMATH:** The Germans at the two batteries had been alerted to the rebellion shortly after it had started; they were ready for the attacks and responded with intense machinegun and direct fire from the turreted 105mm gun batteries. The Georgian assault was driven off. Later in the day Luftwaffe troops who had escaped the airport reinforced the northern battery. The attack on the southern battery was identified and engaged long before it was in position to attack the guns. The inability to suppress these positions allowed the Germans to use them to good effect throughout the remainder of the battle for the island.

# MM09

# OLD CHILD HARBOR

Scenario Design: Daniel Best

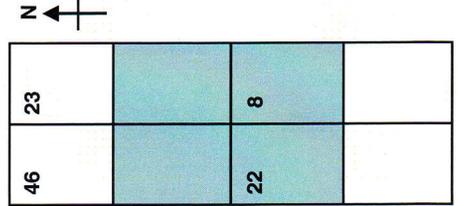


**Oudeschild, Netherlands, 6 April 1945.** Oudeschild was the main port for Texel Island. The port was protected by fortifications manned by the German Navy. The Georgians mutinied during the early morning of 6 April and put out the call for all local Dutch males of military age to join in the uprising. Reinforced by the first 50 locals to volunteer, a Georgian assault group moved into the town with the mission to capture the port and prevent the Germans from landing additional reinforcements.

### BALANCE:

- Add one 5-3-7 Assault Engineer/Sapper to the Georgian OB.
- Add one 4-4-7 to the At Start (FlaK Bn 808) OB.

### BOARD CONFIGURATION:



(Only hexrows R-GG on boards 23 and 46 and hexrows A-P on boards 8 and 22 are in play)

German Sets Up First	1	2	3	4	5	6	7
Georgian/Partisan Moves First							

**Elements of Marine FlaK Battalion 808 [ELR: 1]** set up on boards 8, 22, and 23 (see SSRs 2-4, and 7): {SAN: 3}

4-4-7	4-3-6	2-3-7	2-3-6	2-2-8 crew	8-1	7-0	MMG	?	Armored Cupola	37L AA Gun FlaK 36	1+5+7 Pillbox
2	2			2				5		2	2

**Mixed Kampfgruppe of Luftwaffe and Kriegsmarine personnel** enter Turn 4 along the west edge of board 22):

4-4-7	4-3-6	8-1	8-0	7-0	LMG	MMG
7	9				3	2

Trench	Wire	Fortified Building
3	4	5

**Assault Group of the 822nd Georgian Battalion [ELR:3]** set up on board 46 (see SSRs 5 and 7): {SAN: 2}

5-3-7	4-4-7	9-1	8-1	8-0	LMG	LMG(g)	MMG	DC	50* MTR(g) leGrW 36
2	12				2	2	2	3	

**Partisans [ELR:5]** set up on board 46 (see SSR 6):

3-3-7	7-0	6+1	ATR Russian
5			2

### SPECIAL RULES:

1. EC are Moist with no wind at start. The stream, river, and canal are Deep (B20.43 and B21.122). All hill hexes are considered ground level; all other terrain features depicted remain as printed. A Ford (B20.8) exists in hex 22O6. A wooden Footbridge (B6.44) exists on hex 23T5; entry hexes are S5 and U6.
2. No Fortification may set up hidden/HIP. Trenches are considered to "connect" (as per B30.8 and SSR RB6) to (but not through) all ADJACENT buildings.
3. The Armored Cupola (D9.5) has the following statistics; AF: 2, Target Size: Very Small, Ordnance: 37L Gun (3 ROF, B11) MA and eight FP CMG in a Fast Traverse Turret (T). The Armored Cupola must set up on Board 8, adjacent to a water hex, and with a LOS to hex 23EE5. One AA Gun must set up on board 22, the other must set up on Board 23; the AA Guns may not set up in a building or a Fortification (although they may set up Emplaced and use HIP, as normally allowed).
4. The Germans receive one module of 120mm OBA (HE only) directed by an Offboard Observer (C1.63) at Level 2 in a hex along the playing area's west edge (the exact hex is secretly recorded during the German

4. (cont.) player's setup). The OBA may not attempt Battery Access until Turn 4.
5. Use Axis Minors to represent Georgian infantry/SW; treat as July 1944 Romanians (A25.8), including the use of PF, etc. The Georgian 5-3-7 squads (and their HS) are Assault Engineers (H1.22) and Sappers (H1.23).
6. Partisans may not Deploy or form multi-hex Fire Groups.
7. No Quarter (A20.3) is in effect for both sides.

**AFTERMATH:** The port was fortified and protected by 37mm AA and anti-boat guns. The Georgian and Partisan attack destroyed both AA guns and was moving to attack the anti-boat gun with a panzerfaust. The Germans reacted quickly to the rebellion. Alerted by telephone connection between North and South Kriegsmarine Batteries, the Southern Battery formed a Kampfgruppe with Luftwaffe personnel and immediately counterattacked to secure the port. The Kampfgruppe arrived in time, and was able to drive off the attacking Georgians and Partisans to save what was left of the port defenders, including the anti-boat gun. The failure of the Georgians to capture the port would give the Germans an advantage in recapturing Texel Island.

# MM10

# STUTZPUNKT XI

Scenario Design: Daniel Best



**De Waal, Netherlands, 6 April 1945.** The rebellion had begun at 0100 and it had been a long day. The Georgians had captured the Stutzpunkt XI (Army Infantry Battery Onering) fortifications at De Waal early in the morning, then abandoned them during a bombardment from the Southern Battery. Before they left the Georgians destroyed the six 105mm Artillery guns in the strongpoint. The Germans reoccupied the strongpoint and gun emplacements. The strongpoint was important to defending the north end of Texel Island and had good observation of the surrounding farmland. Therefore Loladze, the commander of the Georgians, ordered it recaptured. The Georgians attacked the strongpoint again late in the day.

**VICTORY CONDITIONS:** The Georgians win at game end if they control five Level 1 building locations or control all six Sangars.

**BALANCE:**

🛡️ Add one 5-3-7 to the Georgian OB.

⚔️ Add one 4-4-7 to the German OB.

**BOARD CONFIGURATION:**



	17
	43

<b>German Sets Up First</b>	1	2	3	4	5	6	7	8
<b>Georgian Moves First</b>								

**Elements of mixed Luftwaffe and Kriegsmarine Kamfgruppe [ELR: 2] set up within 7 hexes of 17P2 (see SSRs 2 and 4): {SAN: 2}**

4-4-7	4-3-6	2-4-7	1-2-7 crew	8-1	8-0	7-0	LMG	MMG	?	20LL AA Gun Flak 38	Sangar
4	4						2		6		6

Trench	Fortified Building	Wire	AP Mines	Dummy Minefield
8	9	6	12 factors	4

**Elements of the Rebellng Georgian 822 Battalion [ELR: 2] enter Turn 1 along north edge (see SSRs 3 and 4): {SAN: 2}**

5-3-7	4-4-7	9-2	8-1	7-0	LMG	MMG	DC	50* MTR(g) leGrW 36
2	11				4	2	2	

**SPECIAL RULES:**

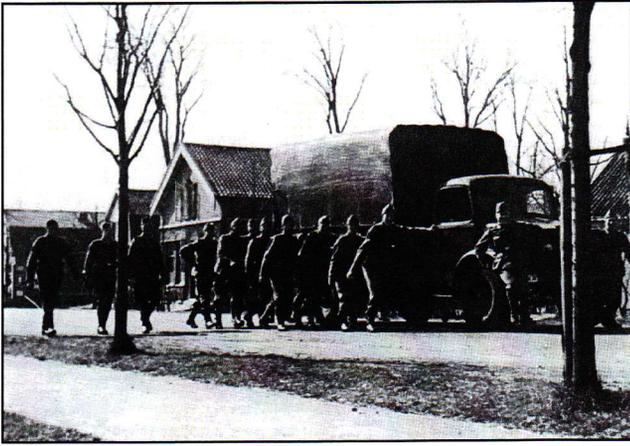
1. EC are Moist with no wind at start. Each multi-hex building has RB Cellars (O6). A LV Hindrance (E1.7) is in effect during Turns 7 and 8.
2. No Fortification may set up hidden/HIP. Trenches are considered to "connect" (as per B30.8 and SSR RB6) to (but not through) all ADJACENT single-hex buildings, RB Cellars, and Sangars. Trenches and Sangars must set up in a continuous "string" of locations; this string may include Fortified Building and/or RB Cellar Locations.
3. Use Axis Minors to represent Georgian infantry/SW; treat as July 1944 Romanians (A25.8), including the use of PF, etc. The Georgian 5-3-7 squads (and their HS) are Assault Engineers (H1.22) and Sappers (H1.23).
4. No Quarter (A20.3) is in effect for both sides.

**AFTERMATH:** The Georgian assault was able to capture the fortified farm buildings within the strongpoint. The German troops abandoned the position rather than keep fighting into the night. The "Day of Birth" ended quietly with no further attacks. The day ended in a draw with about 800 Germans remaining on the island against 800 Georgians. The battle lines cut the island in half with the Germans controlling most of the southern half and the Georgians most of the north.

# MM11

# KRIEGSMARINE AT DE KOOG

Scenario Design: Daniel Best



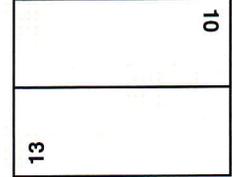
**De Koog, Netherlands, 8 April 1945.** On the mainland, the British Army was sweeping across northern Holland. However, the British had bypassed Fortress Holland (Texel Island forming the north-western point) including the defending German units; responding to German threats to demolish the dyke system and flood large areas. As the battle lines on the mainland stabilized the Germans were able to send reinforcements to put down the Georgian uprising on the island. As the first elements of the 163rd Naval Infantry Regiment landed on the island they immediately attacked the fortified town of De Koog.

**BALANCE:**

✚ Extend the game to 8.5 Turns.

🛡 Add one 4-4-7 to the Georgian OB.

**BOARD CONFIGURATION:**



**VICTORY CONDITIONS:** The Germans win immediately when they capture building 10Z6.

Georgian Sets Up First	✚	1	2	3	4	5	6	7	8
German Moves First									

**Elements of the Rebellious 822nd Georgian Battalion [ELR: 3] set up ≤ 7 hexes from 10Y5 (see SSRs 2-5): {SAN: 4}**

4-4-7	9-1	8-0	LMG	LMG(g)	MMG	?	Armored Cupola	1+5+7	Fortified Building	Wire	Roadblock
8			2			10	2		4	6	2

Trench	AP Mines	Dummy Minefield
4	48 factors	4

**Assault Group of the 163rd Naval Infantry Regiment [ELR:2] enter Turn 1 along south edge of board 13 (see SSR 5): {SAN: 2}**

5-4-8	9-1	8-0	7-0	LMG	MMG	DC	PSK
12				4	2	2	2

**SPECIAL RULES:**

1. EC are Moist with no wind at start. The stream is Flooded (B20.44).
2. No Fortification may set up hidden/HIP. Trenches are considered to "connect" (as per B30.8 and SSR RB6) to (but not through) all ADJACENT buildings.
3. Each Armored Cupola has the following statistics; AF: 8, Target Size: Very Small, Ordnance: 50L Gun (2 ROF) MA and five FP CMG in a Fast Traverse Turret (T).
4. Use Axis Minors to represent Georgian infantry/SW; treat as July 1944 Romanians (A25.8), including the use of PF, etc.
5. No Quarter (A20.3) is in effect for both sides.

**AFTERMATH:** The 163rd Naval Infantry Regiment had been formed in February 1945 with Kriegsmarine personnel. Although well equipped and with high morale the naval infantry had little ground combat training or experience and tended to take high casualties. Despite inflicting high casualties, the Georgians were driven out of De Koog and had to hide in the nearby woods and sand dunes. The Georgians began moving the many minefields to keep the Kriegsmarine infantry at bay.

## MM11. TEXEL ISLAND.

A brief history of the Texel Island Rebellion.

The German Army made use of many of the 5.5 million Soviet prisoners of war by augmenting the POWs into German Army units. In some cases the Germans raised complete units made up of Soviet POWs. Usually these "Ost" Battalions were organized nationally. Such was the case for the 13 battalions of Georgians (the Georgian Legion) raised by the German Army to fight for Georgia independence from the USSR. Each battalion was raised independently and attached to a larger German division.

The 822nd Georgian Battalion was formed in April 1943 and made up of about 800 Georgian nationals and 400 German Army troops. It was to be used in mainly anti-partisan operations on the east front and was formed and trained in Kruszyna, Poland. However, in 1944 the 822nd Battalion was sent to France and later to Holland to serve on the Atlantic Wall. In January 1945 the Battalion was transferred to Texel Island to relieve another Ost Battalion. Texel island is one of the largest islands off the north coast of Holland; it is approximately 30 kilometers long by 10 kilometers wide.



Georgian troops (still in Russian uniforms) when they first formed into the battalions.

During 1944 a communist resistance group formed within the battalion's Georgian members. As the war progressed and the Allied front neared the island, the resistance group plotted a rebellion to keep from having to fight the allies and to take revenge on the Germans. Most of the Georgian members of the Battalion were brought into the plot.



Georgian Legion and German Army troops having completed their training.

In early April 1945, the Georgians got their chance. German Army command ordered the 822nd Battalion to send two of its five companies to the mainland to fight the British. Instead, the Georgians launched their rebellion, code named "Day of Birth" by the Georgians, at 0100 hours on 6 April 1945. The first task for the Georgians was to eliminate the 400 German members of

the battalion. Many Germans were killed in their sleep in the barracks by Georgians using knives and bayonets to maintain tactical surprise; others were killed while on sentry duty. Only a dozen German members of the Battalion survived to see the dawn on 6 April. The Georgians then divided into five attack companies and launched assaults on the Luftwaffe and Kriegsmarine units on the island. The Georgians focused strong attacks against four key positions: the North and South Naval Gun batteries, the main harbor, and the airport. As the first day drew to a close, the Georgians had only secured one of these critical positions - the airport, although a number of other, less critical fortified positions were captured. Although the first day of the rebellion ended with a "draw" in the number of soldiers on each side remaining on the island, the Georgian failure to capture or destroy the other key positions would weigh heavily against them throughout the rest of the battle for Texel.

The Germans immediately launched counterattacks. They utilized the harbor to rapidly bring in reinforcements in the form of the 163rd Naval Infantry Regiment. The Naval Infantry lacked ground combat experience and training, but were well-equipped with assault guns, machine guns, and a high morale. The 2000 additional 163<sup>rd</sup> Naval Infantry troops significantly altered the balance of forces on the island; over a period of two weeks, the Germans attacked each fortified position the Georgians had previously captured. Fighting was especially heavy at the airport and at the last Georgian stronghold near the lighthouse on the extreme north end of the island. On orders from Hitler himself, all captured Georgians were to be executed and no quarter was given by either side.

After the lighthouse was captured the Germans conducted a sweep of the island, searching for all remaining Georgians. They found the Georgian commander hiding with a squad of his men in a farm house and set fire to the farm house to flush the Georgians out; the Georgian commander escaped that trap, but was killed the next day while resting near a dyke. A number of Georgians survived by hiding with civilians, but many held out in the woods on the island. The Georgians would hide by day and move about at night. The Georgian presence forced the Germans to move about only in groups; Georgian snipers and small groups were still operating when the war ended; the Germans on the island continued fighting the Georgians after the official end of the war because they did not recognize the Georgians as Allied soldiers.

All hostilities on Texel ended on 20 May 1945 when the Canadians liberated the island and accepted the German surrender. Two-hundred twenty-eight Georgians eventually emerged from hiding to surrender to the Canadians. In June 1945, in accordance with the Yalta Accords, the Canadians turned the Georgians over to the Soviets. The survivors of the 822nd Battalion were sentenced to the Gulag for being captured by the Germans; it was not until 1953 that the remaining members were able to return to Georgia.

Sources:

"The Georgian Rebellion on Texel," Dick van Reeuwijk 1981.

"The Hunger Winter," Henri A. van der Zee, 1982.



# MM13

# TEXEL LIGHTHOUSE

Scenario Design: Daniel Best and Mike Bistodeau



**De Cocksdorp, Netherlands, 22 April 1945.** The last remaining strongpoint controlled by the Georgian rebels was WN 15 surrounding the lighthouse at the north end of the island. The Germans surrounded the strongpoint, but any attempt to approach drew heavy fire from the Georgians. On the morning of 22 April, reinforced with a Luftwaffe Pioneer platoon, the Germans attacked once again.

**VICTORY CONDITIONS:** The Germans win immediately if they control building 33R8.

### BALANCE:

- ✚ Add one 8-3-8 Assault Engineer/Sapper to the Luftwaffe Pioneer Platoon OB.
- 🛡️ Exchange one MMG for one HMG in the Georgian OB.

### BOARD CONFIGURATION:



	7
	33

Georgian Sets Up First	✚	1	2	3	4	5	6	7	8
German Moves First									

**Elements of the Georgian 822 Battalion [ELR: 3]** set up ≤ 6 hexes from 33R8 (see SSRs 1-4): {SAN: 4}

4-4-7	2-2-7 crew	9-1	8-1	8-0	LMG	LMG(g)	MMG	50* MTR(g) <i>leGrW 36</i>	?	37L AA Gun <i>Flak 36</i>	1+5+7 Pillbox
12					2		2		8		

Fortified Building Location	Trench	Wire	AP Mines	Dummy Minefields
3	5	9	36 factors	3

**Assault Group of the 163rd Marine Infantry Regiment [ELR: 2]** enter Turn 1 along south edge (see SSRs 4 and 5): {SAN: 2}

5-4-8	8-1	8-0	LMG	MMG	PSK
10		2			

**Luftwaffe Pioneer Platoon [ELR: 5]** enter Turn 1 from any non-water board edge hex (see SSR 6):

8-3-8	3-3-8	9-1	FT	DC	Goliath
2					

### SPECIAL RULES:

1. EC are Moist with no wind at start. All grain fields are Level 1 hills, with the crest line conforming to the outline of the grain. The river on board 7 represents the ocean. The islands and the northern bank do not exist, treat as deep ocean. Any ocean hex adjacent to land is Shallow Ocean (G13.4). All Marsh is Beach (G13.2) with a slight slope. Building 33R8 is a Level 3 building, all Locations are Fortified and it has a RB Cellar (O6) Location. The per-Location stacking limit within building 33R8 is one squad-equivalent, one SMC, and one SW (overstacking is allowed). No mines or Wire may set up in or adjacent to hex 33R8.
2. No Fortification may set up hidden/HIP. Trenches are considered to "connect" (as per B30.8 and SSR RB6) to (but not through) all ADJACENT buildings.
3. Use Axis Minors to represent Georgian infantry/SW; treat as July 1944 Romanians (A25.8), including the use of PF, etc. The Georgians may use HIP for ≤ two squad-equivalents (and any SMC/SW that set up with them). All Georgian units in building 33R8 are Fanatic (A10.8).

4. The Germans receive one module of 105mm OBA (HE only) directed by an Offboard Observer (C1.63) at Level 2 in a hex along the playing area's south edge.
5. The 8-3-8 and 3-3-8 HS are Assault Engineers (H1.22) and Sappers (H1.23).
6. No Quarter (A20.3) is in effect for both sides.

**AFTERMATH:** With the marine infantry providing covering fire, the pioneer platoon was able to detonate explosives at the base of the lighthouse. The explosion did not destroy the lighthouse as hoped, but was enough to break the Georgians' resistance. The Georgians were mopped up, with several jumping from the lighthouse rather than being captured. The Germans did take approximately 50 prisoners and all were executed for having mutinied. This marked the end of Georgian fighting for fixed and fortified positions. The Georgians broke into small groups and lived by fighting as partisans with hit and run tactics.

# MM14

# GOING TO CALIFORNIE

Scenario Design: Daniel Best



**Californie, Netherlands, 25 April 1945.** By 25 April, the Georgians had lost all fortified positions and the survivors were in hiding. The Germans conducted a sweep of the island using 2,000 troops. The Germans found and killed the Georgian Commander and many others rebels in the sweep. The Germans found individuals and groups of Georgians on farms and in the sand dunes. On 25 April, the sweep entered the pine woods south of De Koog, near a small village called Californie.

### BALANCE:

✚ Reduce both known and unknown/hidden AP mine factors in the Georgian OB to 36 each.

🛡 Remove one 5-4-8 and one LMG from the German OB.

### BOARD CONFIGURATION:



52
42

**VICTORY CONDITIONS:** The Germans win if, at game end, they have inflicted  $\geq 6$  CVP more on the Georgians than they lose.

Georgian Sets Up First	✚	1	2	3	4	5	6
German Moves First							

**Elements of the Georgian 822nd Battalion [ELR: 2] set up onboard in any Concealment Terrain (see SSRs 1-3): {SAN: 4}**

2-4-7	3-4-7	1-3-7	8-1	8-0	LMG(g)	?	1+3+5 Pillbox	1S Foxhole	Wire
	4	3				12		5	10

AP Mine Known (see SSR 2)	AP Mine Unknown (see SSR 2)	Dummy Minefield
48 factors	48 factors	8

**Assault Group of the 163rd Marine Infantry Regiment [ELR: 2] enter Turn 1 along the south edge (see SSR 2): {SAN: 2}**

5-4-8	4-4-7	9-1	8-1	8-0	LMG	MMG	PSK
6	9		2	4	2		

### SPECIAL RULES:

1. EC are Moist with no wind at start. All roads on board 52 are paths (B13.6).
2. All Dummy Minefields and half the AP Mine factors (i.e., 48 AP factors) must set up onboard revealed (not hidden/HIP). All other Fortifications (including the other 48 AP mine factors) may set up hidden/HIP.
3. Use Axis Minors to represent Georgian infantry/SW; treat as July 1944 Romanians (A25.8), including the use of PF, etc. Two Georgian MMC (and any leaders/SW that set up with them) may set up using HIP. In addition, any Georgian unit(s) that set up in a Fortification(s) may set up HIP.
4. No Quarter (A20.3) is in effect for both sides.

**AFTERMATH:** The Georgians were able to dig up and move mines from across the island. They were also able to re-string wire entanglements. In this way they were able to keep the Germans from effectively searching the pine woods. The same was true north of De Koog in the woods near De Slufter. Other Georgians were able to hide in civilian homes and farms. Civilians supported the Georgians with food and supplies and many wounded Georgians recovered in Dutch homes. The Germans would search by day and the Georgians would move about by night. This game of cat and mouse continued until 20 May 1945 when the Canadian 1st Army landed on the island and accepted the German surrender. The German commander asked for and was granted permission to disarm his troops only after they had evacuated the island. After the Germans left, 228 Georgians emerged from hiding, survivors of the original 800 in the battalion. In accordance with the Yalta agreement, these survivors would be repatriated to the USSR. There the Georgians faced Soviet justice and the Gulag.