

INFATUATE II

Scenario R222



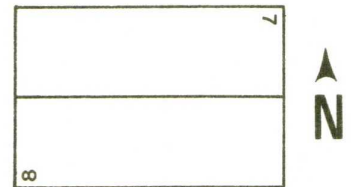
WESTKAPELLE, WALCHEREN ISLAND, HOLLAND, November 1, 1944: The last German stronghold on the Scheldt Estuary was the island of Walcheren. Linked by a narrow causeway to South Beveland, its batteries were still a threat to Allied transports. Agile minesweepers were already plying their trade in the estuary, but no freighter would dare the passage till the guns of Walcheren were silent. The only land bridge to Walcheren was 1200 meters long and 40 meters wide and "as straight as a gun barrel". In spite of the most heroic exertions of the Glasgow Highlanders (of the British 52nd Infantry Division) and the 5th Canadian Bde (made up of the Black Watch of Canada, the Calgary Highlanders, and Le Regiment de Maisonneuve), the causeway could not be forced. Thus, on an overcast November 1st, the Walcheren amphibious invasion was launched.

British heavy bombers had breached the island's dyke, flooding much of the interior (along with many of the defensive batteries), but leaving a dry rim of towns and coastal guns. The town of Westkapelle, and its nearby battery W15, formed the westernmost German guardian to the Scheldt. The 4th Commando Bde, supported by specialized armored equipment of the British 79th Armored Division, and guided by the famous Westkapelle lighthouse, would sail into the face of the waiting guns in order to destroy them.

VICTORY CONDITIONS

For the British to win there must be no unbroken German squads or crews and no undestroyed German ordnance at game's end. The Germans win by avoiding the British victory conditions.

Board Configuration



TURN RECORD CHART

+	German sets up first.	1	2	3	4	5	6	7	8	9	10	END
⊙	British moves first.											

Elements of the 70th Infantry Division set up west of hex rows D and DD exclusive on Boards 7 and 8 respectively in the board center. Units may not set up on islands nor on land masses which border the north and south edges.



8-1	8-0	7-0	6+1	1-8-8 ³	1-8-8 ²	1-8-8 ¹	4-6-7	4-3-6	2-4-7	LMG 2-8 B12	HMG 6-16 B12	44a 3
							3	3	6	2		2
	(British)	(British)	(British)									
?	AA 76L B11+	AA 94L V	Inf 94*	Trench								
8	2	2	2	2								

Units of the 4th Special Service Brigade with AVRE of 79th Armored Division set up east of hex rows D and DD exclusive on Boards 7 and 8 respectively in the board center. Units may not set up on islands nor on land masses which border the north and south edges.



10-3	9-2	9-1	6-3-8	2-3-8	LMG 2-7 B11+	30 X12	MTR #1-8 51 SB 2PP	AVRE 9 +2 +1 X10 290* 4/-
			11	2	4		3	

SPECIAL RULES

- R222.1** All German captured 76mm weapons must start & stay in trenches.
- R222.2** There is a German 2-5-7 bunker facing SW in 7P1. There are German 1-5-7 bunkers facing SW in hexes 7Q1, 7O1, 7S1.
- R222.3** All German captured 94mm weapons must start in bunkers and they may all fire from their bunkered positions at onboard targets.
- R222.4** British 6-3-8 units are Commandos and may make no smoke but may use Demo Charges.
- R222.5** All bldgs are wooden and normal height (57.1) except hex (not bldg) 8C3 which is stone and third level.
- R222.6** Half orchard hexes are considered full orchard hexes.
- R222.7** Units may not fire into a bunker against its covered arc modifier unless within the arc a bunker mounted weapon could fire out at it.

R222.8 The land on the southern edge of the board represents the northern edge of the Breskins pocket and is in reality far from the Westkapelle region.

R222.9 British 2-3-8s are halvesquads.

R222.10 All water is deep.

AFTERMATH: The overcast weather prevented Allied airborne spotting for artillery and markedly diminished the effectiveness of the British shore bombardment. In contrast, the German coastal batteries were very successful against the oncoming assault fleet. In all, 17 of 25 close support ships involved in Infatuate II were sunk or damaged and only 3 tanks, 2 AVRE, and one dozer could be landed. Once ashore though, the Commando units were almost immune to the seaward pointing guns. The initial British attack was repulsed by long range machine gun and sniper fire but the tough Special Service troops quickly rallied and routed the garrison. As the casemated guns were silenced, the final fight to open the Scheldt Estuary was over.