

ADVANCE TO CONTACT

OAF Scenario 27.2

110528



Qualberg, Germany, February 12, 1945 - After the fall of the fortified city of Cleve, the second phase of Operation Veritable began. This called for a one day "lightning strike" from Cleve through the disorganized Germans to Wesel and the Rhine a distance of 25 miles. After getting off to a poor start due to mined roads and flooded terrain the advance resumed but almost immediately ran into trouble. At Qualberg, a small village two miles east of Cleve, remnants of the 84th Infantry Division and a lone assault gun were astride the main road, determined to make one last stand...

BOARD CONFIGURATION:



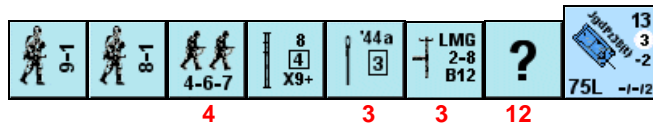
Only the hexes A through P on board 6 and R through GG on board 3 are playable.

VICTORY CONDITIONS: To win the British must clear the paved road (see special rule 6) and any adjacent hex of unbroken German squads or functioning AFV by the end of the game. The German wins by preventing the victory conditions.

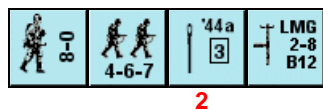
TURN RECORD CHART:

| | | | | | | | |
|----------------------|---|---|----------------|---|---|---|-----|
| German Sets up First | 1 | 2 | 3 ⁺ | 4 | 5 | 6 | END |
| British Moves First | | | | | | | |

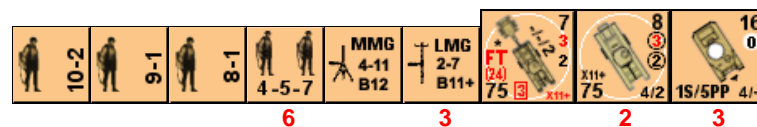
Elements of the 84th Infantry Division - set up anywhere within the playing area east of row 2 on board 6 inclusive:



Turn 3: Enter anywhere along the east edge:



Elements of the 46th Highland Brigade Group of the 15th Scottish Division - enter on hex 6B6 and/or 6I10:



SPECIAL SCENARIO RULES:

- SSR 27.2.1:** Buildings 6N4 and 6J8 are wooden and level one.
- SSR 27.2.2:** Hills 498 and 522 are considered ground level. Woods hexes in these areas still exist, but at ground level.
- SSR 27.2.3:** The Germans flooded much of the Reichswald forest by opening the Schwammenauel dam. Mud rules (102.8, .81, .82, .85 and 111.71) are in effect.
- SSR 27.2.4:** All wheatfield hexes are submerged by flood waters and are treated as ground level pond. No units are allowed in a pond hex.
- SSR 27.2.5:** Only the road 6I10-6C6-6C5-6G3-3Y2-3Y3-3Z5-3Z6-3Y10 is paved. All other roads are unpaved and are treated as open ground because of the mud.
- SSR 27.2.6:** Entrenchments are not allowed.
- SSR 27.2.7:** Note that 102.85 applies to infantry movement costs as well as vehicles. The Kangaroo, however, is a low ground pressure vehicle.
- SSR 27.2.8:** The armor listings should be consulted before commencing play. British: notes Z end FF, pg. 102, German: note AA, pg. 64.

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WARGAME ACADEMY

RESOURCE FOR HISTORICAL BOARDGAME SIMULATION

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