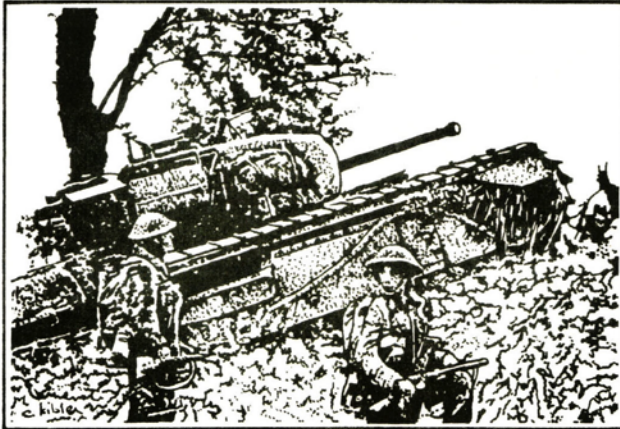



# SCHELDT FORTRESS SOUTH

## Scenario R219



**HOLLAND, October 25, 1944:** Backed against the Scheldt Estuary, the weakened German 64th Infantry Division faced the entire Canadian First Army. It was the guns of the 64th which barred shipping from Antwerp. Every day that the 64th held out meant another day of short supplies for the Allies. The Canadian 7th Bde had, at substantial cost, opened a bridgehead across the Leopold Canal. Now the British 52nd Lowland Division, which had just completed more than two years of special training, was brought forward to clear the coastline. The issue was never in doubt, only the time it would take and the price the Germans would exact.

**Board Configuration** 

		7
8		9
10	6	5
	4	11
2	3	

### VICTORY CONDITIONS

The British win by solely occupying all true second level hexes (including bldgs) at game end. The Germans win by avoiding the British victory conditions.

### TURN RECORD CHART

◆ German set up first.	1	2	3	◆ 4	5	◆ 6	7	8	9	10	restart on turn 11 (1)
◎ British move first.								END			



**1038th Grenadier Rgt & 164 Artillery Rgt of the 64th Infantry Division** set up on ANY board north of any hex numbered 3 on Boards 4 & 11 exclusive:

												?
3	2	2	18	5	9	2	3	6	6	3	16	
2	2		2		2		4	8				

Germans start with one Module of 100 mm Art.

**Turn 4:** One module 200mm artillery, scarce ammo

**Walcheren reinforcements from the 70th Infantry Division** subordinated to the 64th Division enter on Turn 6 or later on any north edge hex or hexes:

2	3	4	3		7



**Elements of the 155th Bde of British 52nd Lowland Division and elements 4th Armoured Division** set up south of any hex numbered 3 on Boards 4 & 11 exclusive:

2	2	2	2	2	20	8	3	5	3	3	2	2
2	4		2	2	4							

British start with one Module 88 mm Art. (plentiful ammo) and one Module 100 mm Mtr. (with S9)

**Elements 9th Bde of the Canadian 3rd Infantry Division** enter mounted on Terrapins (219.13).

			12		3	6

# SCHELDT FORTRESS SOUTH

## Scenario 219

### SPECIAL RULES

**R219.1** Scenario rules R218.2, .3, .4, .5, .6, .8, .9, .10, .11, .12 all apply to this scenario except as herein modified.

**R219.2** Waterway on Boards 7 & 8 is Scheldt Estuary. ALL hexes north of south shore are water (including islands). It is deep & flow is moderate to the East.

**R219.3** No entrenchments or trenches may be dug or placed on any Level 2 hexes EXCEPT for the special trench in 8X4.

**R219.4** There is a special trench in 8X4, in addition to the one in the free setup, which adds its benefit to any adjacent wall, without obstructing fire

**R219.5** All terrain elevations on Board 8 represent TRUE elevations.

**R219.6** The stone wall around 8X5, 8X4, and 8W5 has a special +3 modifier.

**R219.7** Bldg. 8X7 doesn't exist. Bldg. 8V6 & 8W6 is stone and gives special +4 modifier. All hexes of bldg 6N4 are wooden and second level. All other buildings are wooden and Level 1 except as per R218.11 & .12.

**R219.8** Both German ART must start in trenches (not entrenchments).

**R219.9** German AA, AT, MTR, and their immediate crews must set up hidden. Facing determined at time exposed.

**R219.10** All German ART and AA pieces must be sited so that each weapon has a clear LOS to at least one Scheldt Estuary hex.

**R219.11** All vehicles moving offroad in a mud hex will BOG on a die roll of 6.

**R219.12** Terrapins in water are hullo down. Even though a truck, rules 128.42, .54, .6, .71, .72, .742 apply. If the Terrapin fails its morale check it sinks.

**R219.13** Terrapins enter on any hex or adjacent hexes TWO turns after British player notes turn and hexes of entry. Earliest entry is turn 3. No changes in turn or hex(es) permitted. May enter six abreast. Must all enter same turn. If hex is occupied by German unit must wait offboard till entry hex is vacant and then enter.

**R219.14** German 8-3-8s are Engineer units with unlimited smoke.

**AFTERMATH:** The British 52nd Division was a well trained, aggressive unit. Unfortunately, the special training they had just finished was for use as mountain troops in Norway. Nonetheless, with support from the 4th Armoured Division, they cut sharply across the flat, below-sea-level terrain towards Fort Frederick-Hendrick. A surprise amphibious landing by units of the Canadian 9th Bde pulled away the last of the German reserves. Overcast weather allowed General Eberding to desperately ferry Wehrmacht engineer & infantry reinforcements across the Scheldt from Walcheren Island. Additionally, German coastal guns from Walcheren salvoed across the Scheldt in a vain attempt to slow the Allied attack. One by one, the south coast positions fell until on November 1st General Eberding surrendered.

## ROGUE SCENARIOS

### Credits

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**NOTE:** The Rogue Series 200 Scenarios are so named because they use sub-standard *SQUAD LEADER* boards 9, 10, and 11 which are not an integral part of any *SQUAD LEADER* gamette and are available only by mail order direct from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Send a stamped, self-addressed envelope for a current price quotation. The Series 200 portion of the title indicates that these scenarios have been playtested for balance using all rules up to and including those published in *CRESCENDO OF DOOM*. Series 100 scenarios use only those rules published up to and including *CROSS OF IRON*. Series 300 scenarios use only those rules published up to and including *G.I.*