

CLEARING THE BRESKINS POCKET

Scenario R220



HOLLAND, October 6, 1944: Players should read scenarios 218 & 219 for units involved and historical background.

Board Configuration

| | | | | | | | |
|---|----|---|----|---|----|---|---|
| 7 | 6 | 5 | 11 | | 9 | 8 | 6 |
| | | | | 3 | | | |
| | | 9 | 4 | | | | 4 |
| 8 | 10 | | | 2 | 10 | 7 | |

← N

TURN RECORD CHART

| | | | | | | |
|------------------------|---|---|---|---|----|------------------------|
| + German sets up first | | | 1 | 2 | 3 | 4 |
| ⊙ British moves first | | | | | | |
| 5 | 6 | 7 | 8 | 9 | 10 | restart on turn 11 (1) |
| | | | END | | | |
| A | B | C | Game length: See Scenario Rules 220.8-220.11. | | | |

VICTORY CONDITIONS

The Allies must destroy all German AA, ART, AT guns and be sole occupant at game's end of all true second level hexes (including buildings) on the board to have a chance of winning. If neither the 7th Canadian Bde nor the 52nd British Lowland unit has dropped its morale at any time in the game and the Allied player accomplishes the above goals it is an Allied Brilliant Victory. If either of the above mentioned units drops its morale and the Allied player accomplishes his goals it is an Allied Costly Victory. If the Allies accomplish their goals but both of the units drop their morale it is a German Tactical Victory. If the German player is able to prevent the Allied player from accomplishing his goals it is a German Strategic Victory, regardless of German losses (and may, in light of Allied supply usage during the upcoming Battle of the Bulge, prolong the war by months).



Available Turn 1A: All starting forces of Scenario 218 and 219 located as mandated in those scenarios ignoring artillery modules.
Turn 6C: Walchern Island reinforcements enter any north edge hex or hexes as per Scenario 219.
Artillery support: Turn 1A-17A: none.
Turn 1B-17B: One Art Module of 100mm with scarce ammo.
Turn 1C-17C: One Art Module of 100mm.
Turn 4C-17C: One Art Module of 200mm with scarce ammo.



Available Turn 1A: Canadian 7th Bde. located as per Scenario 218.
Available Turn 1B: British 52nd Lowland units enter any south edge hex.
Available Turn 7B: Units 4th Armoured Division enter any south edge hex.
Available Turn 3C: Elements Canadian 9th Bde enter on Terrapins as per Scenario 219.
Artillery Support: Disregard modules noted in scenarios.
Turn 1A-17A: Two Artillery 88mm Modules.
Turn 1B-17B: One Mortar 100mm Module (with S9) + One Artillery 88mm module with plentiful ammo.
Turn 1C-17C: One Mortar 100mm Module (with S9) + Two 88mm Artillery Modules.
 Air support available only turns 1A-17A as per Scenario rule 218.13.

SPECIAL RULES

- R220.1** Scenario Rules 218.1 through .15 inclusive all apply to this scenario as modified below.
R220.2 Scenario Rules 219.2 through .14 inclusive all apply to this scenario as modified below.
R220.3 Scenario Rule 218.1 applies to the southern waterway on the gameboard and when there is any conflict all Scenario 218 rules are intended to apply to the southern half of the board.
R220.4 Scenario Rule 219.2 applies to the northern waterway on the gameboard and when there is any conflict all Scenario 219 rules are intended to apply to the northern half of the board.
R220.5 Unit Integrity rules ARE in effect.
R220.6 Any Bde that drops its morale TWO levels is instantly withdrawn from the game with all its support weapons. (The Germans are considered to have surrendered and the Allies to have been pulled out.) All AFVs, AT, AA, ART, MTR and their crews PLUS the detachment of the Canadian 9th Bde are exempt from ALL the morale effects of the Unit Integrity Rule including withdrawal. Any units locked in close combat at the time of withdrawal as well as all broken units are simply removed. If a support weapon for the unit was destroyed or permanently disabled it need not be replaced, for withdrawal, by a weapon from another unit.
R220.7 Supplemental Rule F is in effect.
R220.8 Between the three 17 turn portions of combat there are two BREAKS. During each BREAK any German unit except immobilized vehicles may move one hex due north and any Allied unit may move one hex due south, if the hex is not occupied by an enemy unit and terrain permitting. Allies move their units

- first. All combat activity ceases during a break. All berserk units revert to normal status. Units in Close Combat must move one hex north and south (depending on side) or be eliminated.
R220.9 During each BREAK a player MAY roll one die for each permanently or temporarily disabled weapon. For the German a die roll of 1 through 4 inclusive returns the weapon to full function while a roll of 5 or 6 destroys the weapon. For the Allies a roll of 1-5 inclusive returns the weapon to full function while a roll of 6 destroys it. A player is not forced to roll. Any destroyed weapon or vehicle cannot be recovered. All Allied AFV smoke dischargers are automatically reloaded. Immobilized vehicles are repaired.
R220.10 During a BREAK units may not gain or lose '?'
R220.11 During each BREAK ALL broken units must take a normal morale check (leader modifiers may be applied) after choosing if they wish to move one hex north or south (depending on side). Even if no leader is present the unit rallies if it passes its morale check. However, if there is no leader with the unit and it fails its morale check the unit is eliminated. If the unit fails its morale check and a leader is present the unit simply fails to rally. DM does not apply.
R220.12 Leaders from another Bde on same side are treated as per Rule 74.
R220.13 Allies may build Bailey Bridges. These are steel bridges with a maximum span of one hex. To emplace one requires a crew on both sides of the hex to be bridged for SIX full turns—unmoving, unbroken, not firing. The turns must be consecutive and unbroken by a BREAK. Treat Bailey Bridge as one lane stone with rails and girders. Only two may be erected and once erected may not be moved or replaced if destroyed. Bailey Bridges need no transport and appear automatically when two crews have fulfilled emplacement conditions and the Allied player wishes them emplaced.