

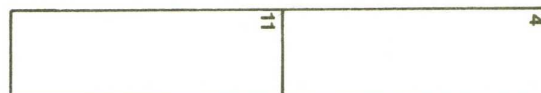
VITALITY I

Scenario R221



HOLLAND, October 24, 1944: The south shore of the Scheldt was nearly cleared. Unfortunately, guns on the north bank, though much less commanding, could still threaten the Allied shipping lanes to the port of Antwerp. The eastern portion of the north shore was a fingerlike strip of land known as South Beveland. The German defense of South Beveland, and Walcheren Island to the west, was entrusted to the 70th Infantry Division. Known as a "whitebread" unit, the 70th was composed of men suffering intestinal ailments. Armed in large part with captured ordnance, what it lacked in fighting spirit it made up for with a series of in-depth fortifications along South Beveland's narrow length. The Canadian First Army had tried earlier to break the German position with an armored thrust—and had been bloodily repulsed. Now, the Canadian 4th Bde, with assault engineers in the spearhead, would make the push.

Board Configuration



VICTORY CONDITIONS

For the Canadians to win they must have sole control of all bunkers and the German may have no functioning ordnance at the game's end. The German wins by avoiding the Canadian victory conditions.

TURN RECORD CHART

⊕ German sets up first.	1	2	3 END	4	5	6	7	8	9	10	restart on turn 11 (1)
⊙ Canadian moves first.											

Elements of the 70th Infantry Division set up anywhere west of Row K, Board 4 exclusive:

9-1	8-1	8-0	4-6-7	4-3-6	2-4-7	LMG 2-8 B12	MMG 4-12 B12	'43b 2	'44a 3	?	AT 75L
		2	7	3	5	3	2		3	6	2

(French)

Inf 65* B11+	2+3+5 ↓	1+3+5 ↓	Trench
	2		5

Elements of the 4th Brigade of Canadian 2nd Infantry Division set up east of Row K Board 4 inclusive:

10-2	9-2	8-1	8-0	6-3-8	4-5-8	4-5-7	30 X12	7 △ B12	20△ -1 2	LMG 2-7 B11+	MMG 4-11 B12
		2		3	3	9	2			3	

X11+ FT24 75 -7/-2	7 +3 +2	18 +1 -1	X11+ 75
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British start with one Module of 100 mm Mtr. with S9.

SPECIAL RULES

- R221.1** All buildings are wooden and Level One.
- R221.2** Red terrain on Board 11 is all ground level mud from German flooding. Other terrain, including roads, exist normally in the mud hexes. Mud cannot be bypassed and doubles infantry movement costs. All vehicles which move offroad in a mud hex will bog on a die roll of 6. No bunkers, entrenchments, or trenches may be placed or dug in mud hexes.
- R221.3** German player may not utilize Hidden Initial Placement but the Canadian player may not inspect the contents of any bunker, trench, or entrenchment until the units therein have fired.
- R221.4** Weather is BOTH Gusty Winds and Rain/Heavy Overcast, roll separately for both every turn. Environmental conditions are "wet".
- R221.5** There is an A27 wreck facing south in 11J9, another facing SE in hex 11F7. There is a Kangaroo wreck in 11C6 facing south and another in 11D8 facing SW.

- R221.6** Canadian 6-3-8 units are Engineers with unlimited smoke making capabilities.
- R221.7** Wheatfields are in effect.
- R221.8** Units may not fire into a bunker against its covered arc modifier unless within the arc a bunker mounted weapon could fire out at them.

AFTERMATH: Soon after the assault began the battlefield was closed in by rain. In a series of isolated short engagements the Canadians were able to advance, but far too slowly. The situation was relieved with the landing of two battalions of the British 52nd Infantry Division behind the German fortified positions. Once isolated, and with good flying weather for the next few days, all of South Beveland was finally secured. However, the units of the German 70th Infantry Division had managed to buy another few precious days.