

TAC NEWS

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This is a Micro Armour scenario from the Canada inWorld War II supplement.

The Netherlands Campaign: Wouwsche Plantage–October 25, 1944

Supply problems presented the initial use of the 4th Canadian Armoured Division in the campaign to clear the Scheldt Estuary in the autumn of 1944. On October 16, increasingly impatient to open Antwerp to Allied shipping, Montgomery gave clearing the Scheldt top priority for the 21st Army Group. The Canadians were reinforced (including the American 104th Infantry Division, the first US formation to come under the command of the First Canadian Army) and allowed a surge of additional supplies.

The 4th Armoured Division began its drive to capture Bergen op Zoom on October 20, moving to take the town of Esschen. With the occupation of this town on Oct. 23, the 2nd infantry Division was free of the threat to its eastern flank and finally able to begin its advance down the length of the Beveland Peninsula.

Quite aware of the strength of the Canadian attack, the German LXVII. Armeekorps began to fall back to the river Maas. A delaying force under Oberstleutnant Georg Dreyer was built by combining the weakened Grenadier-Regiment 1018, I/Fallschirm-Ersatz-und-Ausbildungs-Regiment "Hermann Göring", I/Fallschirmjäger-Regiment 2, and II/Fallschirmjäger Regiment 6. This eclectic formation was deployed in the town of Wouwse Plantage, and among the tree plantations southeast of Bergen.

The initial Canadian attack on Wouwse Plantage ran into determined German resistance that bloodied the 21st Armoured Regt. (Governor General's Foot Guard), the Argyll and Sutherland Highlanders and the Lake Superior Regiment. In response, a two-pronged advance was planned for October 25. The eastern force, commanded by

Brigadier Robert Moncel, was built around units already in place on this front, with the Lincoln and Welland Regiment replacing the exhausted Argylls. Several miles to the south, a battlegroup under Brigadier Jim Jefferson, consisting of the Algonquin and the South Alberta regiments prepared to move on Wouwse Plantage through the thickly wooded pine plantations. A Squadron of the XII Manitoba Dragoons was assigned the task of covering the gap between these two forces.

The attack by the eastern force started in the early morning under the cover of fog. By the time the fog lifted the Canadian infantry was within the village of Wouwse Plantage. The II/Fallschirmjäger-Regiment 6 (II./FJR.6) fought as long as they could but were forced to abandon the village at nightfall. The southern force ran into equally strong opposition. German troops made the most of the limited maneuver space in the pine woods. The Canadian advance along the Plantagebaan was subject to repeated ambushes; and while the Algonquins were soon in front of the Fabriek on the south side of Wouwse Plantage, threats to their rear forced the diversion of both infantry and tanks to the woods around Plantage Centrum.

The determined resistance of Kampfgruppe Dreyer was paramount to the German defense, as a whole. It caused the fighting in the vicinity of Wouwse Plantage to drag out for far longer than it should have done. By noon Oct. 26, the factory was secured, but the fighting in the vicinity of Centrum continued throughout the day. On October 27, two squadrons of the South Albertas finally pushed on into Bergen op Zoom. The German defenders, however, had successfully withdrawn from the city and taken up new positions to the north.

CANADIAN FORCES

4th Armoured Division

Cohesion Level: 15

4th Armoured Brigade: 1 x Sherman (GHQ) (+2) (FO)

Lake Superior Regt., Motorized: 1 x HQ (FO)/ Halftrack

A Company: 3 x Infantry/Halftrack, 1 x Recce Carrier,
1 x 3" Mortar(1)/Carrier

C Company: 2 x Infantry/Halftrack, 1 x Recce Carrier,
1 x 3" Mortar(1)/Carrier

Support Company: 2 x Infantry Support/Carrier,
2 x 6 pdr. AT Gun/Carrier,
1 x Wasp Flamethrower

3rd Troop/A Company/22nd Dragoons: 1 x Crab Flail

Lincoln and Welland Regt.: 1 x HQ (FO)/Recce Stuart V

A Company: 2 x Infantry

B Company: 3 x Infantry

Support Company: 1 x 3" Mortar(3)/Carrier,
1 x Wasp Flamethrower

4th Platoon/10th Independent MG Company:
1 x Infantry Support/ Carrier

21st Armoured Regt. (GGFG) 1 x Sherman (HQ),
1 x Stuart VI [R]

No. 2 Squadron: 2 x Sherman, 2 x Firefly

No. 3 Squadron: 1 x Sherman, 1 x Firefly

3rd Platoon/10th Ind. MG Coy: 1 x Infantry/Carrier

23rd Field Regiment (SP), RCA

31st Battery: 2 x 25 pdr. Sexton(2), Off-map

36th Battery: 2 x 25 pdr. Sexton(2), Off-map

83rd Battery: 2 x 25 pdr. Sexton(2), Off-map

10th Infantry Brigade: 1 x GHQ (+2) (FO)/Halftrack

Algonquin Regiment: 1 x HQ (FO)/Halftrack

A Coy: 2 x Infantry

B Coy: 3 x Infantry

C Coy: 2 x Infantry

D Coy: 2 x Infantry

Support Coy: 1 x 3" Mortar/Carrier,
1 x Wasp Flamethrower

4th Pl/10th Ind. MG Coy: 1 x Infantry Support/ Carrier

5th Pl/10th Ind. MG Coy: 1 x Wasp Flamethrower

2nd Troop/A Sqd/22nd Dragoons: 1 x Crab Flail

29th Armoured Recce Regt.(South Alberta Regt.)

1 x Sherman (HQ), 1 x Crusader AA(20mm)

A Squadron: 2 x Sherman, 2 x Firefly

B Squadron: 2 x Sherman, 2 x Firefly

A Sqd./18th Arm'd Car Regt.(12th Manitoba Dragoons) [R]:

3 x Staghound I AC, 2 x Lynx Scout Car,

1 x Infantry/C15TA Truck

15th Field Regiment, RCA

17th, 95th, 110th Batteries, each with:

2 x 25 pdr. Gun-Howitzer(2), Off-map

GERMAN FORCES

Kampfgruppe Dreyer

Cohesion Level 16

Kampfgruppe Dreyer: 1 x GHQ (+1)(FO)/Light Truck

II/Fallschirmjäger Regiment: 1 x HQ (FO)/Light Truck

1. Kampfgruppe: 2 x Infantry, 1 x 80mm Mortar(1)

2. Kampfgruppe: 3 x Infantry, 1 x 80mm Mortar(1)

3. Kampfgruppe: 2 x Infantry, 1 x 80mm Mortar(1)

4. Kampfgruppe: 1 x Infantry Support,
1 x 80mm Mortar(3)

1./ Kampfgruppe/

StuG Brigade 280: 2 x StuG IIIG, 1 x StuH III,
1 x Infantry/Medium Truck,
1 x SdKfz 7/Flak 37(Quad)

I/Fallschirmjäger-Ersatz-und-Ausbildungs

Hermann Göring Regiment: 1 x HQ (FO)/Light Truck

1. Kampfgruppe: 2 x Infantry

2. Kampfgruppe: 2 x Infantry

3. Kampfgruppe: 3 x infantry

4. (IG) Kampfgruppe: 1 x 75mm IG/Light Truck,
1 x 150mm sIG/Med.Truck

5. (Flak) Kampfgruppe: 1 x SdJfz 10/20mm

I/Grenadier Regiment 1018: 1 x HQ (FO)/Light Truck

1. Kampfgruppe: 3 x Infantry, 1 x 80mm Mortar(1)

2. Kampfgruppe: 2 x Infantry, 1 x 80mm Mortar(1)

3. Kampfgruppe: 2 x Infantry, 1 x 80mm Mortar(1)

4. Kampfgruppe: 1 x Infantry Support,
1 x 80mm Mortar(3)

I/Fallschirmjäger Regiment 2: 1 x HQ (FO)

1. Kampfgruppe: 2 x infantry, 1 x 80mm Mortar(1)

2. Kampfgruppe: 3 x Infantry, 1 x 80mm Mortar(1)

3. Kampfgruppe: 2 x infantry, 1 x 80mm Mortar(1)

4. Kampfgruppe: 1 x Infantry Support,
1 x 80mm Mortar(3)

Artillery

14 Kampfgruppe/Fallschirm-Ersatz-und-Ausbildungs-
Regiment Hermann Göring: 1 x 105mm Howitzer(2),
Off-map

II/Artillery Regiment 170

4. Battery: 1 x 105mm Howitzer(2), Off-map

5. Battery: 1 x 105mm Howitzer(2), Off-map

6. Battery: 1 x 105mm Howitzer(2), Off-map

SCENARIO LENGTH: 30 TURNS

VICTORY CONDITIONS

- Canadians win if, by the end of turn 30, they hold **both** Wouwse Plantage and Centrum.
- Germans win if the Canadians fail to hold both locales by the end of turn 30.

INITIAL DEPLOYMENT

Canadian forces deploy first:

The constituent elements of the 4th Armoured Brigade deploy in D1 and D2, north of the Zoom. The 10th Infantry Brigade deploys anywhere in B5, C4, C5, and D5. The Manitoba Dragoons enter the map from the east edge of D2, on turn 2.

German forces deploy second:

II./Fallschirmjäger-Regiment 6 and I./StuG Brigade 280 deploy within 6 inches of Wouwse Plantage. The remaining German forces set up anywhere in A3, A4, B2, B3, B4, C2, and C3. The Germans may also deploy 6—Standard Minefields, 6—Dummy Minefields, 6—Light Improved Positions, and 4—Medium Improved Positions.

TERRAIN SUGGESTIONS

- All roads are “poor”.
- All trees are “woods”, except where indicated.
- Buildings of Fabriek are “heavy buildings”.
- All other buildings are “light buildings”.
- The Zoom River is impassable except at the bridges.
- Game turns 1–5: Conditions are foggy; maximum sighting distance of 20 inches; terrain is “mixed”.
- Starting with turn 6: Fog dissipates; maximum sighting distance reaches 40 inches; terrain is “open”.

SPECIAL RULES

- After the fog lifts, the Canadians receive 3 Typhoon airstrikes. Only one aircraft can be over the battlefield at a time.
- The Crab Flail operates as a normal Sherman tank, with the added ability to clear mines. It does so by moving on to a minefield marker, performing no other action in that turn. In subsequent turns, the Crab Flail may move through the minefield at a rate of 1 inch per turn. Each attempt to move requires a successful cohesion roll with a +1 “minefield terrain” modifier. Each inch moved will reduce the minefield type by a level (these moves do not need to happen in consecutive turns); “concentrated” reduces to “standard”, standard reduces to “dispersed”. Dispersed minefield markers must be removed from the field.
- Note that the 3rd Platoon/10th Independent Machine Gun Company (aka New Brunswick Rangers) attached to the 21st Armoured Regiment are acting as infantry.

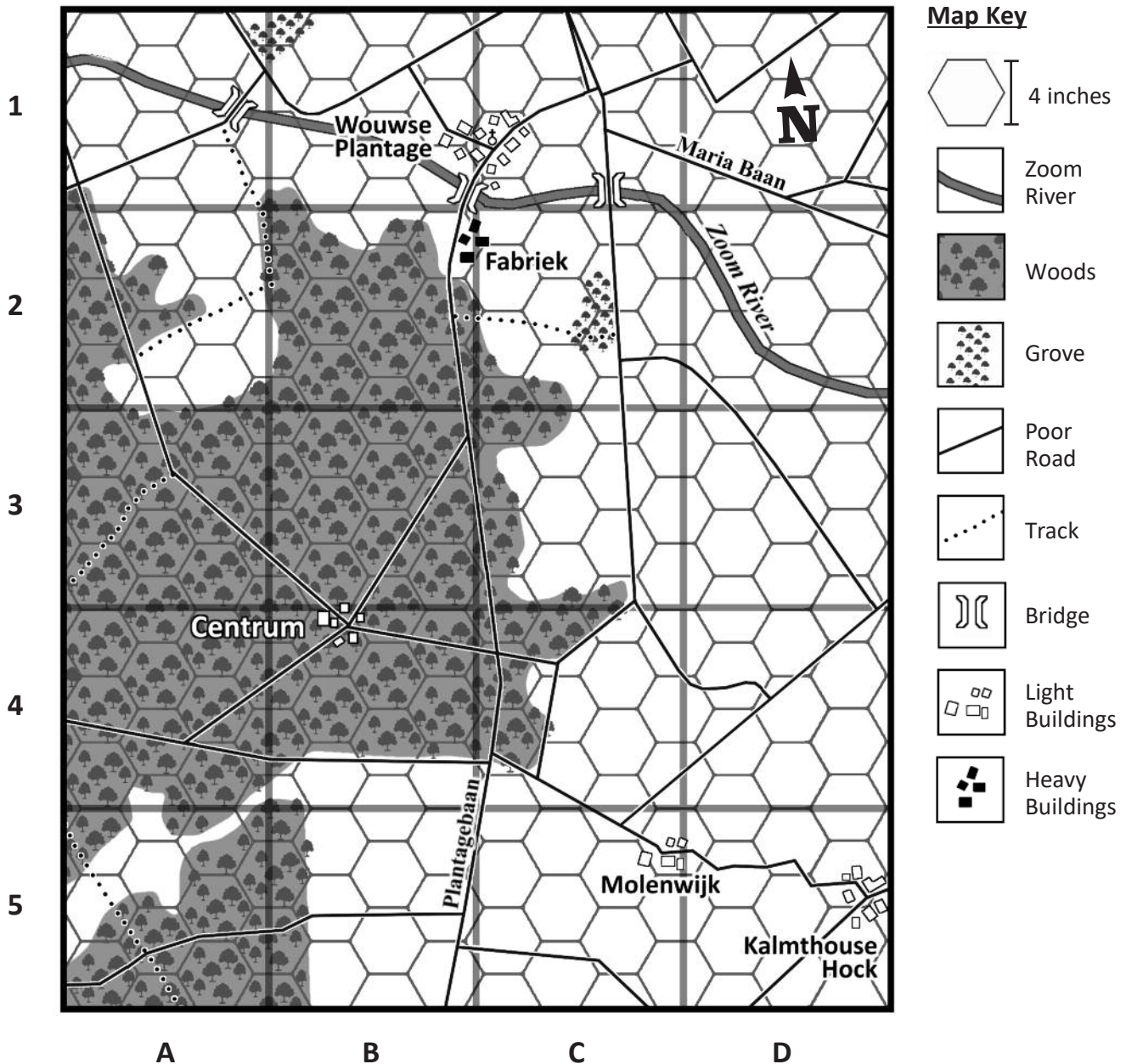


Forces of the Royal Hamilton Light Infantry, part of the 2nd Canadian Infantry Division...in C15TA trucks during the Battle of the Scheldt, October 1944. (National Archives of Canada)

WOUWSCHE PLANTAGE, October 1944

This map is about 60 inches x 48 inches.

Each hex measures 4 inches from straight edge to straight edge.



COMING SOON:

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AC144	Breda Ba.65- Italian single-seat light bomber; retired in 1942. 2/pk	\$13.99
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