

SCHELDT ESTUARY Holland 13 October 1944:

The Allies were ready to attempt crossing the lower Rhine and finally bring the war in the West to German soil. But, first, the great port of Antwerp had to be taken. To defend the city, the Germans flooded much of the low ground along the banks of the River Scheldt. Any ground above water level became tactically vital. In this scenario, "Division Chill" a scratch German formation mixes it up with the "Governor General's Foot Guards" / 21st "Canadian" Armored Regiment.

From: U.S. Army History of WWII, "The Siegfried Line Campaign"



Germans - 1x PzV G(GHQ+0)
15x PzV G
"Panther"

Cohesion
15

This force represents the contents of one G150 Combat Command, less the non tank vehicles.



British- 1xCromwell(GHQ+0),
13x Cromwell,
6x Challenger

Cohesion
16

This force represents the contents of one UK150 Combat Command.

INITIAL DEPLOYMENT:

Both sides enter the playing surface on turn one (1), Germans from one narrow edge, British from the other.

SPECIAL RULES:

Visibility varies in this scenario due to a light, misty rain that intermittently obscures line-of-sight. At the beginning of each turn the player with the initiative should roll 2D6-2 and subtract the result from 20". This is the maximum sighting distance for the current turn.

The basic movement cost in this scenario is two points per inch due to muck-and-mire.

VICTORY CONDITIONS:

The Germans must eliminate 50% or more of the British force by the end of turn ten, keeping their own losses under 50%.

The British must destroy 50% or more of the German force by the end of turn ten (10), keeping their own losses under 50%.

SCENARIO LENGTH: 10 TURNS

TERRAIN SUGGESTIONS:

- The map should be approximately 24"x 48".
- Terrain is "Mixed": Maximum sighting distance - 20"
- 10 - 30% of the playing surface should be woods, broken up into small wood lots of four-six inches each.
- There may be up to two towns of 7 sq. inches total area.
- A "Good" road should run from the British to German board edges. "Poor Roads" or "Tracks" may be added at your discretion.
- There may be no high ground of any kind (Hills or Ridges).
- You may add other terrain as you wish. But under no circumstances may total terrain features equal more than 60% of the map.

NOTES ON PLAY BALANCE:

This scenario is already balanced and needs no further modification.

RECOMMENDED FORCES: G150&UK150

WEAPONS STATISTICS:

Weapon	Points	Firepower AP / HE	Range AP / HE	Defense	Speed W/T/F	Cargo Capacity	Transport Requirement
Pz V "Panther"	112	11 / 5	25 / 25	[10]	12T	-	-
"Cromwell"	75	7 / 5	20 / 20	[6]	15T	-	-
"Challenger"	110	11 / 5	25 / 25	[8]	10T	-	-