

The Scheldt Campaign After-Action Report

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The Scheldt Campaign is an operational game about the effort to clear the Scheldt Estuary in November 1944. The port of Antwerp, captured in September, had the potential to ease the tight supply situation of the Allied armies in Northwest Europe. However, access to the port was blocked by German artillery fortifications along the Scheldt. This campaign was intended to remove those fortifications and thus allow supply ships to unload at Antwerp. Although troops from the UK, Poland, and the USA participated in the fighting, Canadians bore the brunt of it.

The game was designed by Brian Train and published by the Microgame Design Group in 2012.¹ The mapsheet consists of two 11x17 inch sections, although only about half of that is the map itself—the rest being holding boxes and other play aids. There are 224 die-cut counters, 30 cards, and four player aid cards. Thus, it is a relatively small game.

The game has several unusual features. While the unit counters (called tactical units) represent brigades for the Allies and regiments or battalions for the Germans, most are kept off-map in holding boxes keyed to divisions. The divisional headquarters units (called Task Forces in the game) are placed on the map. The game is divided into game turns, and, within those, player turns. However, the sequence of play is based on the use of cards. During the planning phase at the end of each player turn, the player selects a hand of cards from his deck which will give him certain capabilities during the next cycle of his opponent's player turn and then his own. There is no randomness in this process—the player may select whatever cards he wants, up to a limit of 7 cards for the Allies and 4 cards for the Germans. Selecting the cards is the game's way to force the player to decide what he wants to accomplish over the next turn. Some of the card play allows the player to respond to the opponent's actions, but most allow him to accomplish certain actions in his own player turn.

The cards are named for the four sections of the military staff: G-1 (Administration), G-2 (Intelligence), G-3 (Operations), G-4 (Logistics). In game turns, this is what playing the cards can do:

- G-1: Played in a player's Preparation Phase, a G-1 card can be used to replace losses from a single combat unit (1-3 hits, depending on a die roll), bring in reinforcements, or regroup a task force. That last allows the player to attach or detach tactical units in or adjacent to the task force's hex, or to deploy a currently unused task force HQ onto the map.
- G-2: Played at the beginning of combat during a player's Operations Phase, a G-2 card can give the attackers "tactical advantage" (first fire), which would otherwise go to the defender. A defender can play a card in order to nullify the attacker's card and thus

¹ Another version of the game was published by Hollandspiele in 2016. The new version has improved counters and map, but the rules are unchanged. It also uses counters instead of cards to track the players' planning choices.

retain tactical advantage. This card may also be used to examine the opposing player's staff card hand or his off-map holding boxes.²

- G-3: Played during a player's Operations Phase. Allows tactical movement of one unit or task force, or an attack by one unit or task force.
- G-4: Played during a player's or opponent's Operations Phase. If played in combat, it allows all artillery units in range (typically 2-3 hexes) to participate, offensively or defensively. The Allies can also use one to call in air support, which acts like a 3-strength artillery unit. This card can also be used to allow one unit or task force to use strategic movement, which triples its movement allowance but prohibits being adjacent to enemy units at any time.

If you think about this list, you will see that this is a game where only a few units are going to be doing anything in a given turn. The Germans get only 4 cards, and the Allies get 7. Moving and attacking with one division takes 2 G-3 cards. If you want to support your attack with artillery or air (and you do!), it takes more cards. A single fully supported Allied attack (which is very rare) would take 5 cards: 2xG-3, G-2, 2xG-4 (for artillery and air). That doesn't leave much for other activity.

Movement is standard. Units have movement allowances, and terrain costs different amounts of movement points. While mechanized units have higher movement allowances, they are restricted in most of the terrain on the map, and so they will be sticking to roads. There is a lot of bad terrain, including canals, polders, and flooded hexes. Some hexes even have *two* canals along the same hexside!

Only one task force may occupy a hex after movement, but an unlimited number of independent tactical units may also occupy a hex. The stacks are seldom very high. A German task force may contain only 4 units, while an Allied task force may contain 7.

Combat is unusual. Instead of using a CRT, it uses a roll-to-hit procedure. You total your formation's defense or attack strength (including artillery and air support) and then roll one die for each point.³ You score a hit on a 5 and two hits on a 6. Each hit reduces the attack and defense strength of an enemy unit by 1. There are strength loss markers to track this.⁴ When a unit's defense strength is reduced to zero, it is destroyed. Combat is not simultaneous. The side with the tactical advantage fires first, and the other side has to take its losses before it fires back. Terrain reduces hits by specified amounts, and defenders get the advantage of all the terrain in a hex. Defenders with tactical advantage can convert half their hits into hexes of retreat. There is only one round of combat, but the attacker may attack again with the same formation by playing another G-3. If a hex is vacated, attackers may advance into that hex (only).

² This AAR is based on a solitaire play, and so these options were never used.

³ This can be a *lot* of dice. A well-supported Allied attack might have an attack strength of 20-30. I used a spreadsheet to generate the die rolls and count the hits. See Appendix B for details.

⁴ With most units held offmap in holding boxes, these loss markers do not lead to towering stacks of counters.

To give you an idea of the relative strengths, a German regiment is usually a 3-4-4 (attack-defense-movement). The Germans also have a number of 1- or 2-strength battalions, representing ersatz units scraped together and thrown into combat. Allied units vary, but most are 6-8-4s. Thus, the Allied units are stronger and have more staying power. This is important. Units that are depleted can be rebuilt, but eliminated units cannot be brought back. Thus, the same combat result might eliminate German units but leave Allied units available for replacements. Artillery units on both sides have only one defense strength point.

Only task forces have zones of control; independent units do not. ZoCs stop movement and retreat (unless occupied by friendly units). While there are no supply rules as such, units that are surrounded by enemy units and unoccupied ZoCs are isolated. Isolated units cannot take replacements, receive reinforcements, or provide artillery support (they can still receive it).

The game has a certain amount of chrome. The Allies have a unit that will equip an infantry regiment with “kangaroo” armoured personnel carriers. That makes the unit mechanized and allows it to disregard one hit per combat. They also have a unit of “buffalo” amphibious vehicles that lets a single infantry unit cross water hexes. Another special unit represents the British “funnies,” specialized engineering assault vehicles. This unit cancels one point of terrain benefit in an attack. There are rules for amphibious assault, paratroop landings, and blowing up the dikes. The Allies can bring in an extra division, at the cost of victory points. Both sides can ferry units across the estuary from certain points.

Victory depends on points. The faster the Allies eliminate the coastal artillery, the more points they get. Both sides get points for eliminating enemy task forces. The Germans get points for eliminating Allied tactical units, having task forces on the map at the end, and if the Allies use some of their options. There are a few towns that give points to whoever occupies them at the end of the game. The Germans get a lot of points for turns when they occupy Antwerp.

Pre-Game Preparation

Allies choose 1xG-1, 4xG-3, and 2xG-4. The G-1 is for some regrouping. The G-3s will allow two divisions to move and attack, supported by the G-4s. They may regret the lack of G-2s, but there isn't room in the hand.

Germans choose 2xG-1, 2xG-3. This will allow some recovery and maneuver. A G-4 might be useful to coordinate artillery, but that won't add more than two more die rolls anywhere on the map at present. Since the Germans are standing on the defensive, they expect to get the tactical advantage without playing a G-2.



Initial setup. Germans are gray, Canadians brown, British light tan, Poles reddish-brown, Americans (not yet on map) green. The game was played on a vertical surface using magnetic clips, which are the black bands on the counters. Note that Appendix A includes photos of the map with no counters, to help you identify geographic features.

Turn 1

Allied Preparation Phase: Expend the G-1 to add 6th Canadian Infantry to 2nd Canadian Division.

Allied Operations Phase:

2nd Canadian Division moves one hex north to attack 711th Division (2xG-3). 49th British Division provides artillery support (G-4). 711th has tactical advantage and rolls 9 dice, scoring 3 hits, which the Canadians spread among their three maneuver brigades. The Canadians roll 22 dice, scoring 16 hits, reduced to 14 by woods terrain. 711th must take 7 hits before retreating, which eliminates all three maneuver elements (731st, 744th Infantry; 711th A/T). With only its artillery remaining, the division retreats 7 hexes, to the hex just south of Steenberg.

With such an opening, the Allied decide to advance 49th British Division one hex north to attack 719th Division, with air support (2xG-3, G-4). The Germans roll 8 dice but score no hits. The British roll 29 dice and score 16 hits. 719th is completely destroyed. (The air strike was a waste of G-4, in retrospect.)

Allied Planning Phase: Allies choose 1xG-1, 4xG-3, and 2xG-4 again.



Allied player-turn 1. 2nd and 49th Divisions advancing.

German Preparation Phase: The Germans reorganize 1020th Infantry in Woensdrecht into 344th Division, providing a nucleus for later reinforcements. They use their other G-1 to remove two hits from 1018th Infantry (346th Division).

German Operations Phase:

The Germans move 712th Division one hex north to block 2nd Canadian Division from advancing down the road to Woensdrecht.

They move 64th Division to hex 0708 where it can provide artillery support to all of the independent units holding the periphery of the Breskens Pocket.

German Planning Phase: The Germans choose 1xG-1, 2xG-3, and 1xG-4.



German player turn 1. 344 Division deployed, 712th moves.



German Player turn 1. *64th Division* moves.

Turn 2

Allied Preparation Phase: The Allies use their G-1 to remove a hit from *2nd Armour* (*2nd Canadian Division*).

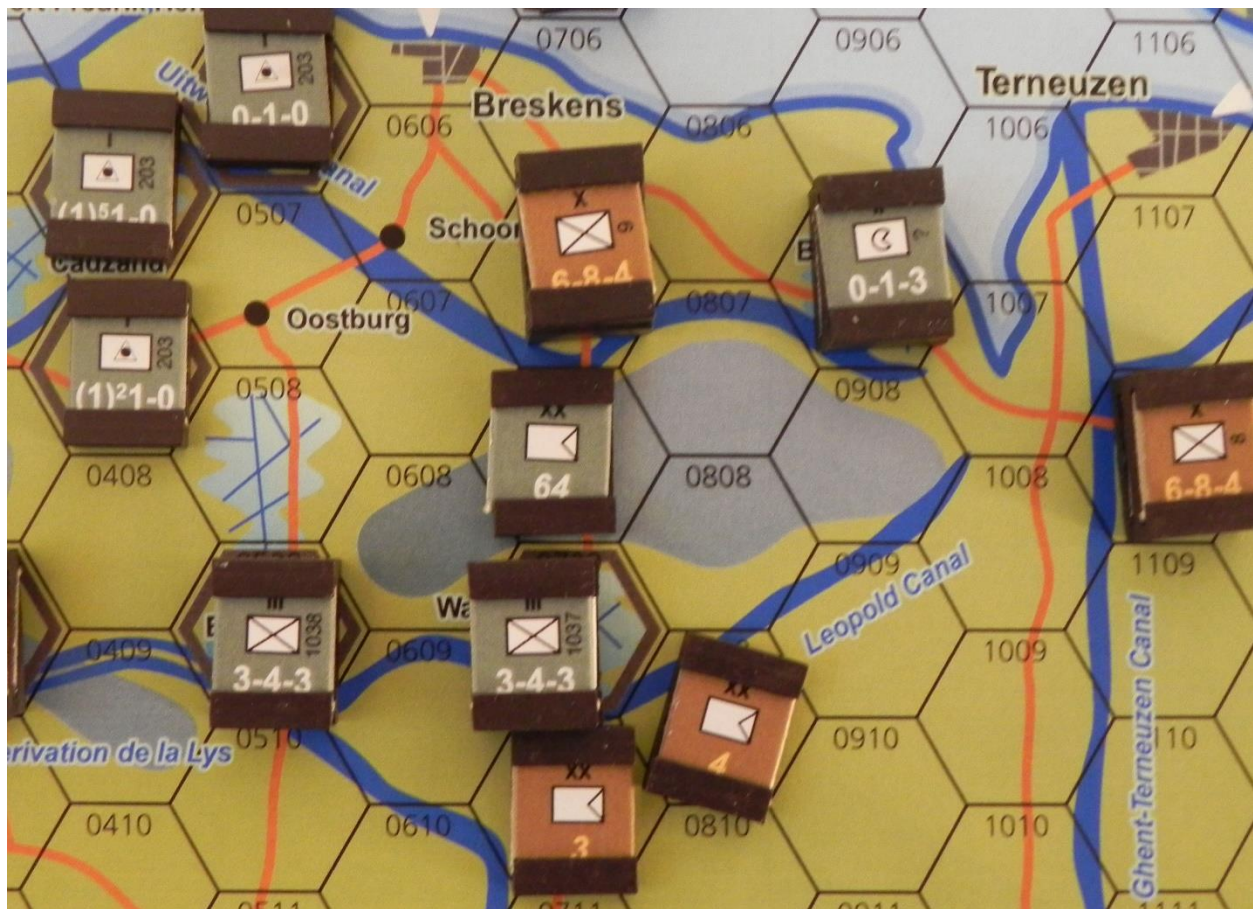
Allied Operations Phase:

3rd Canadian Division moves one hex southeast and attacks *1037th Infantry* in Watervliet, supported by *4th Canadian Armour Division*'s artillery and an air strike (2xG-3, 2xG-4). The Germans respond by providing artillery support from *64th Division*, *702nd* and *203rd Coastal Artillery* (G-4). The Germans roll 8 dice and score 4 hits, reduced by 1 for the Canadian Kangaroos. These are allocated to the Canadian armour and infantry brigades. The Canadians roll 19 dice and score 5 hits, reduced by 5 for terrain (fort, village, polder, canal), and then increased again for the presence of the British funnies (canceling one terrain advantage), for a net result of 1 hit. The Germans take their hit.

The Canadian *9th Infantry*, equipped with buffaloes, moves from Terneuzen to hex 0707, cutting *64th Division*'s retreat route across the canal (G-3).

49th British Division crosses the canal and moves northwest, to the road just south of Zundert (G-3).

Allied Planning Phase: The Allies choose 2xG-1, 3xG-3, 4xG-4.



Allied player turn 2. Unsuccessful assault on Watervliet; 9th Infantry moves by water.



Allied player turn 2. 49th Division advances.

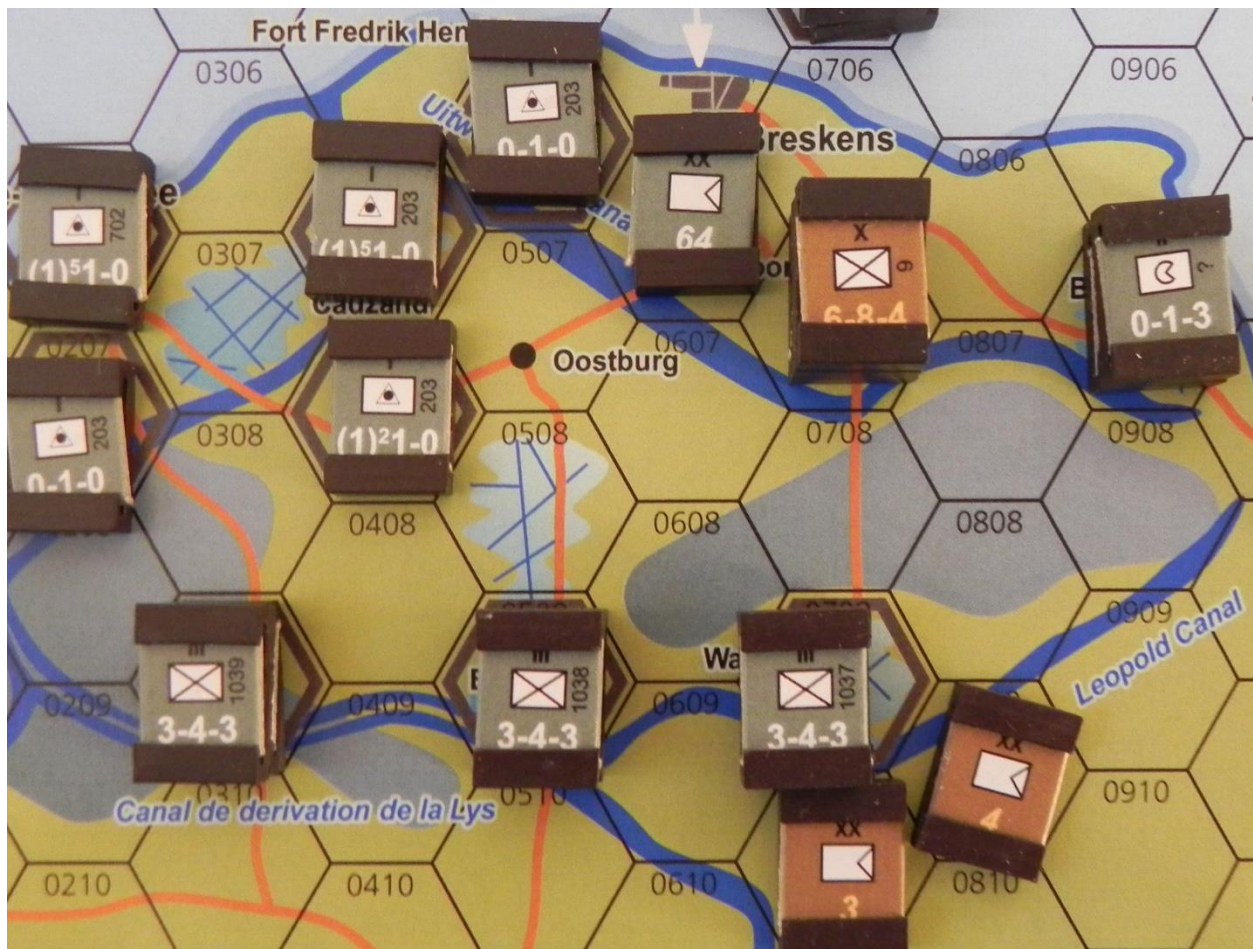
German Preparation Phase: The Germans use their G-1 to recover the hit lost by 1037th Infantry.

German Operations Phase:

64th Division pulls back to Schoondijk to protect the coastal artillery from Canadian 6th Infantry, even though that puts their artillery out of range of the forts to the south (G-3).

711th Division moves just north of Woensdrecht so that it and 344th Division can do some reorganizing next turn.

German Planning Phase: The Germans choose 2xG-1, 1xG-3, 1xG-4



Turn 2. 64th Division pulls out of the trap.



Turn 2. 711th Division links up with 344th

Turn 3

Allied Preparation Phase: The Allies reorganize 4th Canadian Armour Division, transferring 3rd Canadian's armour, funnies, and kangaroos to the 4th (G-1). They use their other G-1 to remove two hits from 5th Canadian Infantry (2nd Canadian Division).

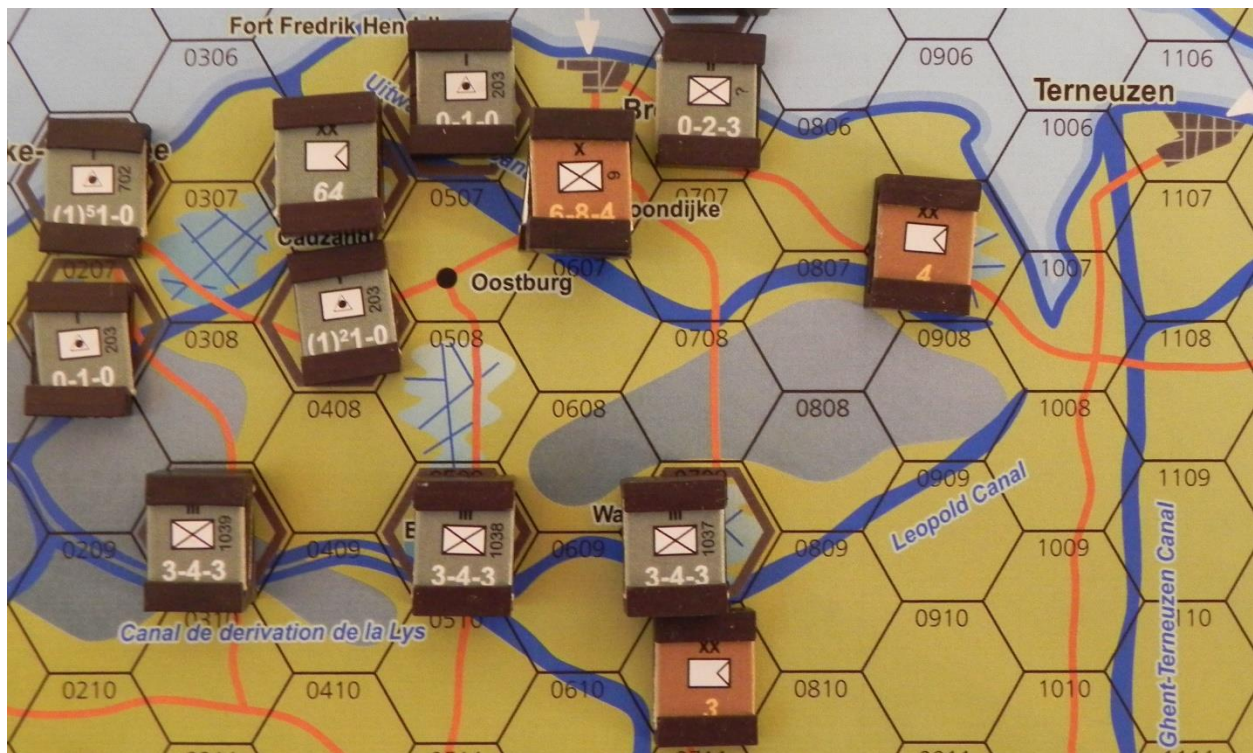
Allied Operations Phase:

The Allies move 4th Canadian Armour to attack the scratch force at Biervliet (2xG-3). The Germans roll 3 dice and score a surprising 4 hits, reduced by 1 for the kangaroos. The Allies roll 12 dice and score 5 hits, reduced by 3 for the polder and village but increased by 1 again for the

funnies, with a net of 3. The Germans eliminate the cooks and bakers battalion and then retreat the scratch infantry to 0706. The Canadians advance.

Taking a chance, Canadian 9th Infantry, supported by an air strike and 4th Canadian Armour's long-range artillery, attacks 64th Infantry Division (G-3, 2xG-4). The Germans use their G-4 to bring in artillery support from the coastal artillery and roll a whopping 10 dice—but score only 2 hits! The Canadians roll the same number of dice, scoring 4 hits, reduced by 1 for the village. The Germans eliminate an MP unit and then retreat to Cadzand. The Canadians advance into Schoondijk.

The Allies use their remaining G-4 for strategic movement, moving 8th Canadian Infantry to Biervliet.



Turn 3. Canadians push into the Breskens Pocket

Allied Planning Phase: The Allies choose 2xG-1, 4xG-3, and 1xG-4.

German Preparation Phase: The Germans use one of their G-1s to reorganize 344th Division, bringing in the artillery from 711th Division and removing the latter's task force marker from the map. They use the other one to reinforce the same division with an infantry and a naval battalion.

German Operations Phase: 64th Division moves to Fort Fredrik Hendrik to protect the coastal artillery against further advances by the Canadians.

German Preparation Phase: The Germans choose 1xG-1, 2xG-3, 1xG-4.

Turn 4

Allied Preparation Phase: The Allies reorganize 4th Canadian Armour Division to bring in 8th Infantry. They use their other G-1 to remove a hit from the armour brigade in the same division. Note that they are choosing not to bring in the optional 51st British Division this turn.

Allied Operations Phase:

49th British Division moves to 2505 and attacks 712th Division, supported by an air strike (2xG-3, G-4). The Germans get artillery support from 346th Division (G-4). The Germans roll 10 dice and score 3 hits. The Allies roll 23 dice and score 11 hits, reduced by 2 for woods terrain. The Germans absorb 4 of the hits, including the elimination of their A/T unit, and then retreat 5 hexes and then retreat to the woods just south of Bergen-op-Zoom. The British advance.



Turn 4. 49th and 2nd Divisions press forward.

2nd Canadian Division moves to attack the scratch force holding Brasschaet (2xG-3). The Germans have an infantry and naval battalion there, rolling 3 dice. They score no hits. The

Canadians roll 18 dice and score 14 hits, reduced by 2 for the town. This is still plenty to eliminate the German units.

Allied Planning Phase: The Allies choose 1xG-1, 4xG-3, 2xG-4.

German Preparation Phase: The Germans use their two G-1s to replenish the battered infantry regiments of 712th Division, adding a total of 4 steps.

German Operations Phase:

346th Division moves from its exposed position northwest of Cappellen to the village of Kalmthaut, where it can block British 49th Division and receive artillery support from 344th and 245th Divisions.



Turn 4. 346th gets in the way.

German Planning Phase: The Germans choose 2xG-1, 2xG-4.

Turn 5

Allied Preparation Phase: The Allies use their G-1 to remove another hit from 4th Canadian Armour Brigade (4th Canadian Armour Division).

Allied Operations Phase:

2nd Canadian Division moves to 2307 to attack 346th Division, supported by 49th British Division's artillery (2xG-3, G-4). The Germans respond by giving the defenders artillery support (G-4). The Germans roll 12 dice and score 7 hits. The Allies roll 18 dice but score only 4 hits, reduced by 1 for the village. The Germans take the hits and stand their ground.



Turn 5. Allies close in.

49th British Division renews the attack on 346th Division, bolstered by an air strike (G-3, G-4). The Germans again provide artillery support (G-4). The Germans roll 9 dice, scoring 8 hits. The Allies roll 18 dice and score 10 hits, reduced by 1 for the village. The Germans lose their two infantry regiments and an engineer battalion, retreating with the artillery and headquarters to Bergen-op-Zoom. The British advance and then use tactical movement to move adjacent to Woensdrecht.

Allied Planning Phase: The Allies choose 1xG-1, 1xG-2, 2xG-3, 3x-G-4.

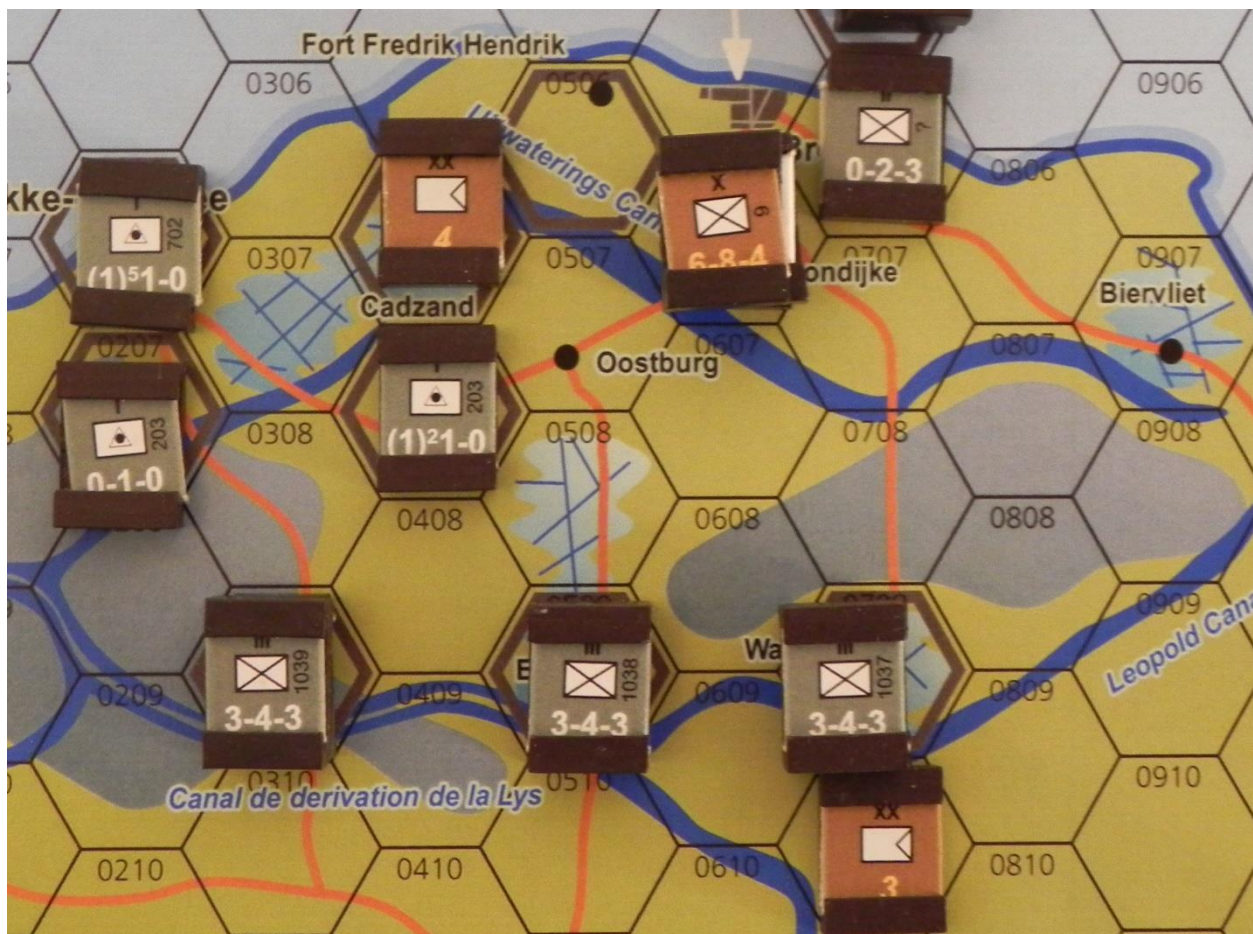
German Preparation Phase: The Germans take the *Herman Goering* and 6th *Fallschirmjager* regiments and place them in 712th Division (2xG-1).

German Operations Phase: Lacking any more cards, the Germans do nothing.

German Planning Phase: The Germans choose 2xG-3, 2xG-4.

Turn 6

Allied Preparation Phase: The Allies remove 3 hits from the British 34th Armour Brigade (49th British Division).



Turn 6. Allies make progress in the Breskens Pocket.

Allied Operations Phase:

4th Canadian Armour Division moves from Biervliet to Schoondijk and attacks 64th Division in Ford Fredrik Hendrik, using intelligence (2x-G-3, 1x-G-1). The Germans provide artillery support from the coastal batteries (G-4). The Canadians have the tactical advantage and roll 22 dice, scoring 11 hits, reduced by 2 for the village and fort, but 1 restored by the funnies, for a net result of 10. This is sufficient to eliminate the division and the fort's artillery unit, but the supporting artillery rolls 6 dice. They score no hits. The Canadians occupy the fort.

4th Canadian then pushes its luck and attacks the coastal artillery unit in the fort at Cadzand (G-3). The Germans roll 1 die and score no hits. The Canadians roll 18 dice, scoring 12 hits. These are reduced by 4 for the village, polder, and fort, with 1 restored for the funnies. That hardly matters, as it takes only one hit to eliminate the Germans. The Canadians advance again.

The Allies use strategic movement to move 1st Polish Armour Division from Merxplas to hex 2505, just northeast of Kalmthout and 4th British Infantry Brigade from Antwerp to Zundert (2xG-4).



Turn 6. Allies guard their flank

Allied Planning Phase: The Allies choose 2xG-1 3xG-3, 2xG-4.

German Preparation Phase: The Germans hold no G-1s, and so they do nothing.

German Operations Phase:

The Germans move *712th Division* to 2305 and attack *49th British Division*, with artillery support (*346th* and *245th*) (2xG-2, G-4). The Allies respond with artillery (2nd Canadian and 1st Polish Armour) and air support (2xG-4). The Allies roll 32 dice and score 14 hits, eliminating the infantry regiments and shredding the paratroopers pretty badly. The Germans roll 7 dice and score 7 hits. The British absorb 3 hits and retreat to Brasschaet. The Germans decline to advance out of the sheltering woods.

German Planning Phase: The Germans choose 2xG-1, 1xG-3, 1xG-4.

Turn 7

Allied Preparation Phase: 2nd Canadian Division removes 3 hits from its two infantry brigades (2xG-1).



Turn 7. Only one fort to go.

Allied Operations Phase:

Without any G-4s and some pretty depleted divisions in the east, the Allies continue their drive to clear the Breskens Pocket. 4th Canadian Armour Division attacks south, against the fort at Sluis (G-3). With only a one-strength artillery unit in range, the Germans decide to withhold their support and roll 1 die. The score no hits. The Canadians roll 19 dice and score 8 hits. That is plenty to destroy the coastal artillery unit, despite the terrain. The Canadians advance.

4th Canadian Armour moves one hex northwest and attacks the fortification at Knokke-zu-Zee (2xG-3). It's the same situation as the previous attack. The Germans score no hits. The Canadians score 10, destroying the German unit.

Allied Planning Phase: The Allies choose 3xG-1, 2xG-3, 2xG-4.

German Preparation Phase: The Germans use their G-1s to bring in the two assault gun reinforcements, which they add to 59th and 712th Divisions.

German Operations Phase:

Trying to at least save something from the Breskens Pocket, the Germans move 1037th Infantry from Watervliet to Breskens and the ferry it to Vlissingen (G-3, G-4).

German Planning Phase: The Germans choose 2xG-1, 2x-G-4.

Turn 8

Allied Preparation Phase: The Allies expend all their G-1s on maneuver brigades of 49th British Division, removing a total of 5 hits.

Allied Operations Phase:

Because 4th Canadian Armour Division has a mechanized unit, it cannot attack the remaining coastal artillery unit in the flooded 0206 from 0307. Thus, they must use a G-3 to move to Knokke-zu-Zee, so that they can attack via the road connection (another G-3).⁵ The Germans roll 1 die and score no hits. The Canadians roll 19 dice and score 5 hits, reduced by 4 for the flooding and fortification, with 1 restored for the funnies. The net loss of 2 is enough to destroy the coastal artillery unit. At this point, in accordance with rule 13.3.2, the rest of the infantry units in the Breskens Pocket (two infantry regiments and one battalion) surrender and are removed from the map.

⁵ They could have saved the G-3 this turn if they had advanced after combat in the previous turn.



Turn 8. The pocket is clear.



Turn 8. Germans get buffaloed.

3rd Canadian Division uses strategic movement to head towards Antwerp, ending its move in hex 1810 (G-4).

9th Canadian Infantry Brigade and the accompanying buffaloes also use strategic movement, crossing the Scheldt to the flooded area of 2004, thus coming up behind the German force at Woensdrecht (G-4).⁶

Allied Planning Phase: The Allies choose 3xG-1, 1xG-3, 3xG-4.

German Preparation Phase: The Germans use one of their G-1s to bring *1020th Infantry (344th Division)* up to full strength, removing 2 hits. They use the other to add an infantry and a naval battalion to *346th Division*.

German Operations Phase:

59th Division uses strategic movement to go from Breda to the hex just north of Woensdrecht (G-4). *85th Division* uses strategic movement to go from Tilburg to Rosendaal (G-4).

German Planning Phase: The Germans choose 1xG-1, 1xG-3, 2xG-4.



Turn 8: Germans concentrate their defense.

⁶ It seems a little odd that this can be done with strategic movement, but I don't see anything in the rules that says it can't. I later checked with the designer. He agreed with my assessment: It's cheesy but legal.

Turn 9

Allied Preparation Phase: The Allies bring in the 52nd British Division at Antwerp (G-1). They restore 2 hits to the Canadian 9th Infantry Brigade and 1 to the British 147th Infantry Brigade (2xG-1).

Allied Operations Phase:

52nd British Division moves to 2308, just south of 2nd Canadian Division (G-3).

4th Canadian Armoured Division uses strategic movement to leave the Breskens Pocket. It gets as far as 1609 (G-4).

3rd Canadian Division uses strategic movement to occupy Kalmthout (G-4).



Turn 9. Allied repositioning.

3rd Polish Motorized Brigade uses strategic movement to occupy Breda (G-4).

Allied Planning Phase: The Allies choose 1xG2, 3xG-3, 3xG-4.

German Preparation Phase: The Germans transfer an infantry regiment from 85th Division to 346th Division (2xG-1).

German Operations Phase:

59th Division moves through Woensdrecht and adjacent to Canadian 9th Infantry Brigade.



Turn 9. Holding the isthmus.

The two infantry regiments at Vlissingen move through Middelburg to block the causeway (2xG-4).

German Planning Phase: The Germans choose 1xG-2, 1xG-3, 2xG-4.



Turn 9. Holding the causeway.

Turn 10

Allied Preparations Phase: The Allies take no actions (They choose not to make the amphibious landing this turn.)

Allied Operations Phase:

49th British Division moves to 2207 (G-3).

52nd British Division moves to 2306 and attack 344th Division in Woensdrecht, using intelligence, artillery support, and an air strike (G-2, 2xG-3, 2xG-4). The Germans respond with their own intelligence and artillery support (G-2, G-4). The G-2 plays cancel each other out, leaving the Germans with tactical advantage. Including the massed artillery of the other divisions in range, the Germans roll 17 dice and score 14 hits! The infantry of 52nd Division are badly mauled. The Allies bring in their massed artillery and air strike, rolling 20 dice. They score 13 hits, reduced by 4 for the polder, village, and fortification. The Germans eliminate an infantry and a naval battalion and retreat north through Steenberghe to the Mark River. The battered 52nd advances.

4th Canadian Armour Division arrives on the scene through strategic movement, falling in behind 2nd and 3rd Canadian Divisions (G-4).



Turn 10. 52nd British Division batters its way into Woensdrecht.

Allied Planning Phase: The Allies choose 3xG-1, 2xG-3, 2xG-4

German Preparation Phase: The Germans skip this phase, as they have no G-1s.

German Operations Phase:

The Germans mount a counterattack on Woensdrecht, using 712th Division and artillery support (G-3, G-4). The Allies provide artillery support of their own (G-4). The Allies roll 27 dice and score 15 hits. This destroys 712th Division. The German rolls 7 dice for their artillery and score 2 hits, but these are negated by the polder and village.

German Planning Phase: The Germans choose 2xG-1, 1xG-3, 1xG-4

Turn 11

Allied Preparation Phase: The Allies bring in U.S. 104th Division at Antwerp (G-1). They reorganize 2nd Canadian Division, transferring the funnies, kangaroos, and 8th Infantry from 4th Canadian Armour (G-1). They remove three hits from 157th Infantry (52nd British Division) (G-1).

Allied Operations Phase:

2nd Canadian Division advances to 2305 and attacks 245th Division in Esschen, with artillery support (2xG-3, G-4). The Germans respond with their own artillery (G-4). The Germans roll 11 dice and score 5 hits, which is reduced by 1 for the kangaroos. The Allies roll 28 dice and score 10 hits, reduced by 2 for the town but 1 restored by the funnies, for a total of 9. The Germans absorb 4 hits, including eliminating their A/T battalion, and retreat to 2101. The Canadians occupy Esschen.

104th U.S. Division uses strategic movement to move just southeast of Woensdrecht (G-4).



Turn 11. Widening the corridor, bringing in the Yanks.

Allied Planning Phase: The Allies choose 2xG-1, 3x-G-3, and 2x-G-4.

German Preparation Phase: The Germans remove one hit each from *1019th* and *1037th* Infantry, the two regiments holding the causeway (2xG-1).

German Operations Phase:

The Germans move *344th* Division to Steenberg (G-3).



Turn 11. Germans trying to organize a response.

German Planning Phase: The Germans choose 2xG-1, G-3, G-4.

Turn 12

Allied Preparation Phase: The Allies remove a total of 5 steps from two brigades of *52nd* British Division (2xG-1).

Allied Operations Phase:

104th U.S. Division and *49th* British Division push forward (2xG-3).

2nd Canadian Division attacks *85th* Division in Rosendaal using artillery and air support (G-3, 2xG-4). The Germans also provide artillery support (G-4). The Germans roll 12 dice and score 7 hits, reduced by 1 for the kangaroos. The Allies roll 22 dice and score 9 hits, reduced by 2 for the town, with 1 restored for the funnies. The Germans absorb 3 hits and retreat to 2701. The Canadians advance.



Turn 12. Germans try to block Allied thrust.

Turn 13

Allied Preparation Phase: The Allies have no G-1s this turn.

Allied Operations Phase:

104th U.S. Division attacks 344th Division using intelligence and artillery support (G-2, G-3, G-4). The Germans add artillery support (G-4). The Americans have tactical advantage and roll 32 dice, scoring 11 hits, reduced by 2 for the woods terrain. The Germans have to absorb all the hits, since they don't have tactical advantage. This eliminates all of the units in the division, although the headquarters survives (taken off map). The German artillery inflicts 3 hits. The Americans advance.

49th British Division moves one hex northwest to 2305 (G-3).

4th Canadian Armoured Division moves to 2306 (G-3).



Turn 13. Americans go into combat.

104th U.S. Division renews its attacks, this time against 346th Division in Bergen op Zoom, supported by artillery (G-3, G-4). The Germans roll 7 dice and inflict 6 hits. The Allies roll 27 dice, scoring 11 hits, reduced by 2 for the town. The Germans absorb 4 hits, including the elimination of an infantry and naval battalion. They then retreat to 2601. The Americans occupy the town.

Allied Planning Phase: The Allies choose 2xG-1, 3xG-3, 2xG-4.

German Preparation Phase: The Germans add two units to 711th Division, getting engineers and collaborators. (G-1)

German Operations Phase: 85th and 346th Divisions cross over the Mark River, to 2602 and 2502 respectively.

German Planning Phase: The Germans choose one each of G-1, G-2, G-3, G-4.



Turn 13. Germans regroup.

Turn 14

Allied Preparation Phase: The Allies remove a total of 5 hits from units of 2nd Canadian Division (2xG-1).

Allied Operations Phase:

52nd British Division in Woensdrecht attacks 59th Division blocking the isthmus, using artillery support (G-3, G-4). The Germans, with no supporting artillery in range, roll 9 dice and cause 7 hits. The British roll 29 dice, scoring 11 hits. With no retreat route, the Germans must absorb all the hits, which are enough to eliminate the division.

3rd Canadian Division moves to Esschen and 4th Canadian Armour Division move to the hex just south of that, in anticipation of some serious reorganization next turn (2xG-3).

52nd British Division uses strategic movement to go up the isthmus to occupy the polder southeast of the causeway (G-4).

Allied Planning Phase: The Allies choose 3xG-1, 2xG-3, 2xG-4.



Turn 14. The road to Walcheren is open



Turn 14. British move down the isthmus.

German Preparation Phase: The Germans restore one of the regiments in 85th Division to full strength (G-1).

German Operations Phase:

346th Division moves to Steenberg (G-3)

59th Division uses strategic movement to move to the polder northeast of Steenberg (G-4). (This is overkill, but it is the only way to move this unit to more defensible terrain.)

German Planning Phase: The Germans choose G-1, G-2, G-3, G-4. This is a difficult decision. They need the G-1 for some planned regrouping. They have to preserve a G-2 and a G-4 to blunt anticipated Allied attacks. That leaves room for only one G-3.

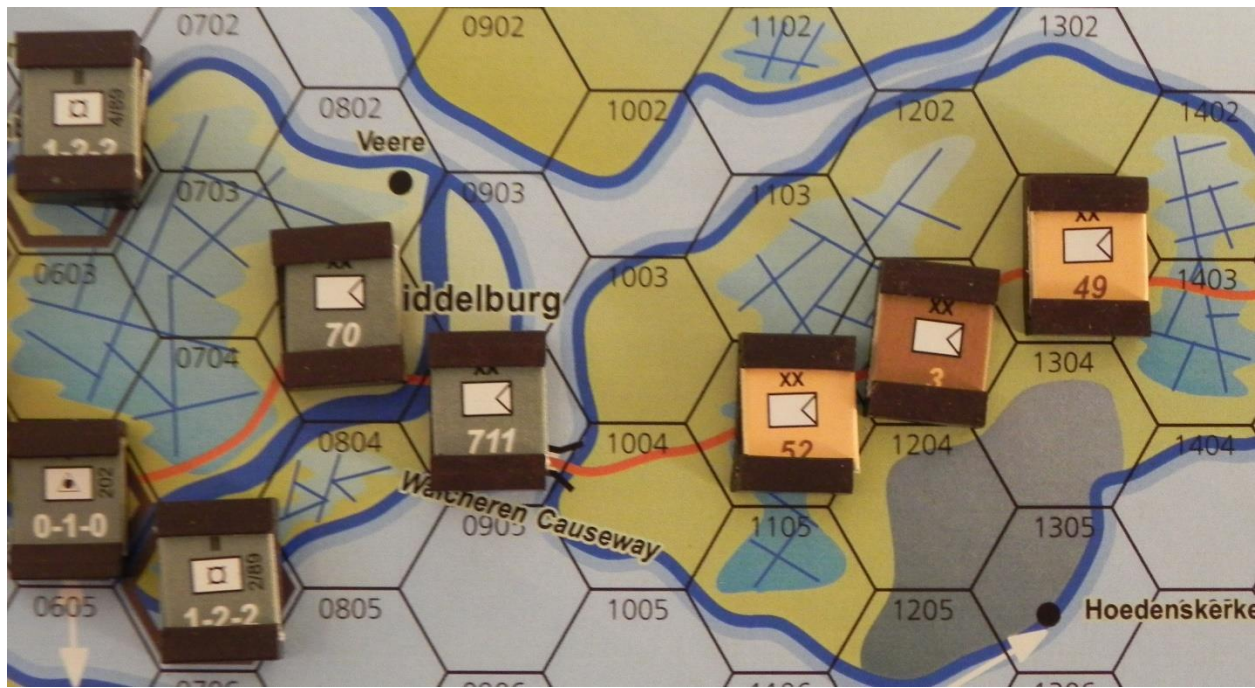
Turn 15

Allied Preparation Phase: The Allies reorganize 3rd Canadian Division, bringing units formerly assigned to 2nd Canadian, 4th Canadian Armour, and 49th British. 3rd gains an infantry brigade, two armour brigades, two artillery batteries, the funnies, and the kangaroos (G-1). They remove 2 hits each from 155th Infantry (52nd British Division) and 5th Canadian Infantry (2nd Canadian Division) (2xG-1).

Allied Operations Phase:

The Allies move 49th British and 3rd Canadian Divisions to the end of the South Beveland isthmus via strategic movement and reposition 4th Canadian Armour and 1st Polish Armour Divisions to protect the base of the isthmus from incursions by the remaining German divisions (2xG-4, 2xG-3).

Allied Planning Phase: The Allies choose 3xG-1, 2xG-3, 2xG-4



Turns 15 Allies on the road to Walcheren

German Preparation Phase: The Germans add an infantry battalion and a replacements holding unit to 346th Division (G-1).

German Operations Phase:

The Germans move 346th Division to the woods of hex 2303, in vain hope of mounting a counterattack later (G-3). They use strategic movement (all they have is a G-4) to move 245th Division two hexes to the southeast, where its artillery can support both 346th and 85th.

German Planning Phase: The Germans again choose one of each type of card.



Turn 15. Germans try to distract Allies

Turn 16

Allied Preparation Phase: The Allies use their G-1s to restore hits to 7th and 8th Canadian Infantry and 4th Canadian Armour, all of 3rd Canadian Division (3xG-1).

Allied Operations Phase:

49th British Division move to hex 1003, just north of the causeway hex (G-3).

2nd Canadian Division attacks 346th Division, with artillery support (G-3, G-4). The Germans respond with their own artillery support (G-4). The Germans roll 7 dice and score 3 hits. The Canadians roll 16 dice and score 7 hits, reduced by 2 for the woods. The Germans eliminate the two battalions they had picked up in the previous turn and retreat to 2501.

The buffalo-equipped 6th Canadian Infantry uses strategic movement to move to 0902, northeast of Walcheren Island.

Allied Planning Phase: The Allies choose 2xG-2, 3xG-3, 2xG-4

German Preparation Phase: The Germans regroup 245th Division by transferring all of 346th Division's assets into it. The 346th's HQ is removed from the map. (G-1)

German Operations Phase

85th Division moves to the hex southwest of Breda, in hopes of setting up a spoiler attack against the independent 4th Canadian Infantry to the south.



Turn 16 Setting up the attack.

German Planning Phase: With the Allies clearly preparing to storm into Walcheren Island, the Germans have to be prepared to counteract any intelligence efforts and to provide artillery support. That doesn't leave much for other activities. They choose G-1, G-2, 2x-G-4⁷.

Turn 17

Allied Preparation Phase: The Allies have no G-1s this turn.

Allied Operations Phase:

The much-anticipated assault begins. 3rd Canadian Division moves up to the causeway, loads the fresh 8th Canadian Infantry into kangaroos, and sends them across the causeway, with artillery support from 49th and 52nd British Divisions, plus intelligence. (G-2, 2xG-3, G-4). The Germans respond with their own intelligence and artillery (G-2, G-4). The Germans roll 12 dice but score only 3 hits, one of which is reduced for the kangaroos. The Canadians roll 19 dice and score 13

⁷ While I usually don't resort to random choices in a solitaire game, I made an exception here. I knew what I had planned for the Allies in the next turn, and I didn't want that to make a choice that would deliberately stymie that plan or play into it. I reasoned that there was a small (20%) chance that the Germans would want to gather up some replacements before sending 85th into another spoiler attack. They might also want to be prepared to counteract two Allied intelligence coups (40%). They might also want to have enough artillery support to fend off an attack on the causeway and the 85th, and perhaps allowing for some strategic movement (40%). So I rolled D100, with those probabilities for choosing G-1, G-2, or G-4. The roll came up "19," and so I chose the G-1.

3rd Canadian Division is now adjacent to Middelburg, and so it assaults *70th Division*, using intelligence and artillery (G-2, G-3, G-4). The Germans respond with their own artillery (just a 1-strength coastal battery, but it's all they've got left). Given the attacker's G-2, the Canadians fire first, rolling all of 33 dice and inflicting 23 hits. Given that the German defenders consist of a single artillery battalion, it is destroyed many times over. The Germans roll 3 dice and score 2 hits, one of which is reduced by the kangaroos.

German Preparation Phase: The Germans restore *1054th Infantry (85th Division)* to full strength (G-1).

The Germans have no more cards left.

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German Planning Phase: The Germans choose 2xG-3, 2xG-4.

Turn 18

Allied Preparation Phase: The Allies have no G-1s.

Allied Operations Phase:

3rd Canadian Division moves to 0704 and attacks Vlissingen, held by a coastal artillery battery (2xG-3). The Germans throw in their artillery (G-4) and roll 2 dice. Their 1 hit is nullified by the kangaroos. The Canadians roll 28 dice and score 12 hits, destroying the German unit handily. The Canadians advance.

3rd Canadian shifts its advance to the Northwest, attacking the two units in 0504 (G-3). The Germans roll 3 dice and inflict 2 hits, reduced to 1. The Canadians roll 27 dice and score 12 hits, which again is more than enough. The Canadians advance.



Turn 18. Rolling up the coastal forts.

52nd British Division crosses the causeway to Vlissingen and attacks the Germans in 0705, with artillery support from 3rd Canadian and 49th British (2xG-3, G-4). The Germans roll 3 dice and score no hits. The British roll 24 dice and score 16 hits, eliminating the Germans. The British do not advance.

49th British Division uses strategic movement to occupy Middelburg (G-4).

Allied Planning Phase: The Allies choose 2xG-1, 2xG-3, 3xG-4.

German Preparation Phase: The Germans have no G-1s.

German operations Phase:

245th Division moves to 2602 to put its artillery in range of Zundert (G-3).

85th Division attacks 4th Canadian Infantry Brigade in Zundert with artillery support (G-3, G-4). The Allies provide air support (G-4). The Canadians roll 10 dice and score 4 hits. The Germans roll 8 dice and score 2 hits, reduced by 1 for the village. The Canadians absorb the hit and hold their ground.



Turn 18. German last gasp.

German Planning Phase: The Germans choose G-1, G-3, 2xG-4.

Turn 19

Allied Preparation Phase: The Allies reorganize 3rd Canadian Division, dropping off the two armoured brigades (G-1), the funnies, and the kangaroos. The Canadians will be attacking into polders this turn, and mechanized units can't go there.

Allied Operations Phase:

3rd Canadian Division attacks into Westkapelle, with artillery support from 52nd and 49th British Divisions (G-3, G-4). The Germans provide artillery support from Domburg (G-4). The defenders roll 4 dice and score 2 hits. The Allies roll 23 dice and score 15 hits, reduced by 2 for the village and fortification. This is plenty to eliminate the defenders. The Canadians advance.



Turn 19. The end of the campaign.

3rd Canadian now attacks Domburg, with artillery support (G-3, G-4). The Germans roll 3 dice and score 3 hits. The Allies roll 20 dice and score 15 hits, reduced by 4 for the village, fortification, and polder. The German units are eliminated.

With the elimination of the last coastal artillery unit, the game ends.

Victory Determination

Allied Victory Points

- Ending the game on turn 19. $32-19 = 13$
- Eliminating division TFs: $4 \times 2 = 8$
- Occupying Rosendaal, Breda, or Tilburg: $2 \times 2 = 4$
- **TOTAL: $13+8+4 = 25$**

German Victory Points

- TFs still on the map: $2 \times 1 = 2$
- Breaking dikes on Walcheren Island: $2 \times 0 = 0$
- Allied TFs eliminated: $1 \times 0 = 0$
- Allied tactical units: $1 \times 0 = 0$
- Occupying Rosendaal, Breda, or Tilburg: $2 \times 0 = 0$
- Allied use of 51st Division: 0
- Allied parachute drops: 0
- Occupation of Antwerp: 0
- **Total: 2**

Scale of Victory

Allies have more than three times as many victory points as Germans = Smashing Victory.

Final Thoughts

I had a good time with this game. I had some of that “what do I do now?” feeling when I first sat down to play, but that soon passed. The game emphasizes formation and planning. You have to think about what you want to do next turn and what your opponent might do in his. If you want to reorganize your task forces, you have to plan to have the units adjacent to one another, and that may take expending G-3 or G-4 cards in the previous turn. Unlike most wargames, you can’t shuffle stacks in order to get the optimal combination of units each turn. The Allied player will find that his task forces get burned out after a few attacks. They will have to stand down and receive replacements for a few turns, with other task forces taking the burden of combat. The turns move quickly, because you will have so few actions. You will spend more time thinking about what to do than you will moving counters around.

While I enjoyed this as a solitaire game, I wonder how it would play with two players. The German player doesn’t have a lot to do. He has fewer cards, weaker units, and lower stacking limits. The units participating in a German attack are almost certainly going to be shredded by

Allied artillery, whether successful or not. It's possible that I just haven't "clicked" on the right way to play the German side. The fact that my game ended on Turn 19 with a blow-out Allied victory may be evidence of that.

Appendix A: Map Images



Eastern Sector



Breskens Pocket



Walcheren Island

Appendix B: Excel Formulas

Here are the first few rows of a spreadsheet to calculate combat results:

	A	B	C	D	E	F	G
1	Sides:	6		Calculate now = F9		Sides: 3	
2		Die	Hits	Cumulative		Result: 3	
3	Die 1	5	1	1			
4	Die 2	2	0	1			
5	Die 3	2	0	1			
6	Die 4	5	1	2			
7	Die 5	3	0	2			
8	Die 6	5	1	3			
9	Die 7	1	0	3			
10	Die 8	3	0	3			
11	Die 9	6	2	5			

Column A: This is a label to help you locate the correct row for the number of dice you want to roll.

Column B: This column shows the die roll. The cells contains this formula:

=RANDBETWEEN(1,\$B\$1)

(You could also just put a “6” in for the reference in the second argument.)

Column C: This column checks whether the die roll yields 0, 1, or 2 hits. C3 contains this formula:

=IF(B3=5,1,IF(B3=6,2,0))

Column D: This column shows the total number of hits. Cell D3 contains this formula:

=SUM(\$C\$3:C3)

After you’ve filled in the first row of formulas, you can copy and paste them down the columns for as many die rolls as you need.

To use the spreadsheet, locate the row corresponding to the number of dice you are rolling, and hit the F9 key to recalculate the spreadsheet. Read the result from column D. For example, in the picture above, rolling 7 dice would have resulted in 3 hits.

You will note that the picture also shows entries in columns F and G. These are to resolve replacements in the preparation phase. Cell G2 contains this formula:

=RANDBETWEEN(1,G1)

Note that the value in G1 is 3. To use this, press F9 and read the number of hits you can recover.