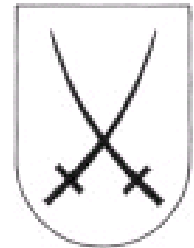


Operation 'Alan': The Assault on 's-Hertogenbosch

The Netherlands, 22-29 October 1944

The Welsh Victory



*Mae bys Meri-Ann wedi brifo,
A Dafydd y gwas ddim yn iach.
Mae'r baban yn y crud yn crio,
A'r gath wedi sgrapo Joni bach.
Sosban fach yn berwi ar y tân,
Sosban fawr yn berwi ar y llawr,
A'r gath wedi sgrapo Joni bach.*

*Mary-Ann has hurt her finger,
And David the servant is not well.
The baby in the cradle is crying,
And the cat has scratched little Johnny.
A little saucepan is boiling on the fire,
A big saucepan is boiling on the floor,
And the cat has scratched little Johnny.*

'Sospan Fach' ('Little Saucepan') – unofficial divisional song of 53rd (Welsh) Division

Historical Background

Following the failure of the bold (some would say foolhardy) Operation 'Market-Garden' in September 1944, it was clear that the war was not going to be over by Christmas. Field Marshal Montgomery's strategic focus was now switched to opening the port of Antwerp, which would be a vital supply-hub for the coming winter campaign.



Antwerp itself had been captured intact by British forces in September. However, the Scheldt estuary which leads to the port, was still firmly in German hands on both banks, making it inaccessible to shipping. Montgomery's first priority was therefore to clear the southern bank of the Scheldt – the Breskens Pocket. This task would be assigned to II Canadian Corps of 1st Canadian Army. Once this was done, 1st Canadian Army could then launch an assault to take the north bank of the Scheldt – South Beveland and Walcheren.

In the meantime, two British Corps – I Corps (1st Canadian Army) and XII Corps (British 2nd Army) were to clear all German forces from south of the River Maas. This operation would have the twin effect of securing Antwerp's landward approaches and of securing the left flank of the vulnerable Nijmegen Salient – the narrow wedge of Dutch territory that had been liberated during Operation 'Market-Garden'. British VIII and XXX Corps, along with the remnants of I Airborne Corps, would hold their ground and would defend the Nijmegen Salient against counter-attack. The US 1st Army meanwhile, which formed the right wing of 21st Army Group, would mount limited attacks toward Roermond and Overloon, to take the pressure off the right flank of the Nijmegen Salient.

The British XII Corps was tasked not only with expanding the Nijmegen Salient westward, but also with destroying the German fortress of 's-Hertogenbosch (also known as 'Den Bosch'), thereby cutting the German 15. *Armee*'s line of communication with LXXXVIII. *Korps*, which was stationed south of the Maas. For this task, XII Corps was reinforced by the addition of 15th (Scottish) Division, who would be given the objective city of Tilburg. 15th (Scottish) Division's operation was designated 'Pheasant'. 51st (Highland) Division meanwhile, would take the towns of Schijndel and Boxtel and would cut the German lateral lines of communication between Vught and Tilburg. 51st (Highland) Division's operation was codenamed 'Colin'.



Lieutenant General 'Bobby' Ross' 53rd (Welsh) Division would take the prize – 's-Hertogenbosch. 53rd (Welsh) Division would attack from what they hoped would be an unexpected direction – from the northeast. The division was battle-hardened from Normandy, but had not suffered anywhere near the level of casualties suffered by other British divisions in the killing fields of the *Bocage*. As a consequence, it was experienced, seasoned and confident. It was also to be well-supported by artillery and air power, as well as armour from 7th Armoured Division and specialist 'Funny' armour from General Hobart's 79th Armoured Division. 'Funniest' of all were the Canadian 'Kangaroos' – armoured troop carriers based on obsolete Ram tanks. These Ram Kangaroos were to be used in action for the first time in this operation, which was designated Operation 'Alan'.

's-Hertogenbosch had been designated a Fortress (*Festung*) by the German High Command. Its location, guarding the lowest bridging points on the mighty Maas and Waal rivers and the Zuid-Willems ship canal, had been of strategic importance for centuries and a succession of fortresses had guarded the spot. During Operation 'Market-Garden', the garrison of 's-Hertogenbosch had been a constant thorn in the side of British XXX Corps, as they struggled to fight their way north to Nijmegen and Arnhem. A number of strikes were launched from the city toward Veghel, Schijndel and Sint-Oedenrode, forcing XXX Corps to divert valuable resources to keeping 'Hell's Highway' open.

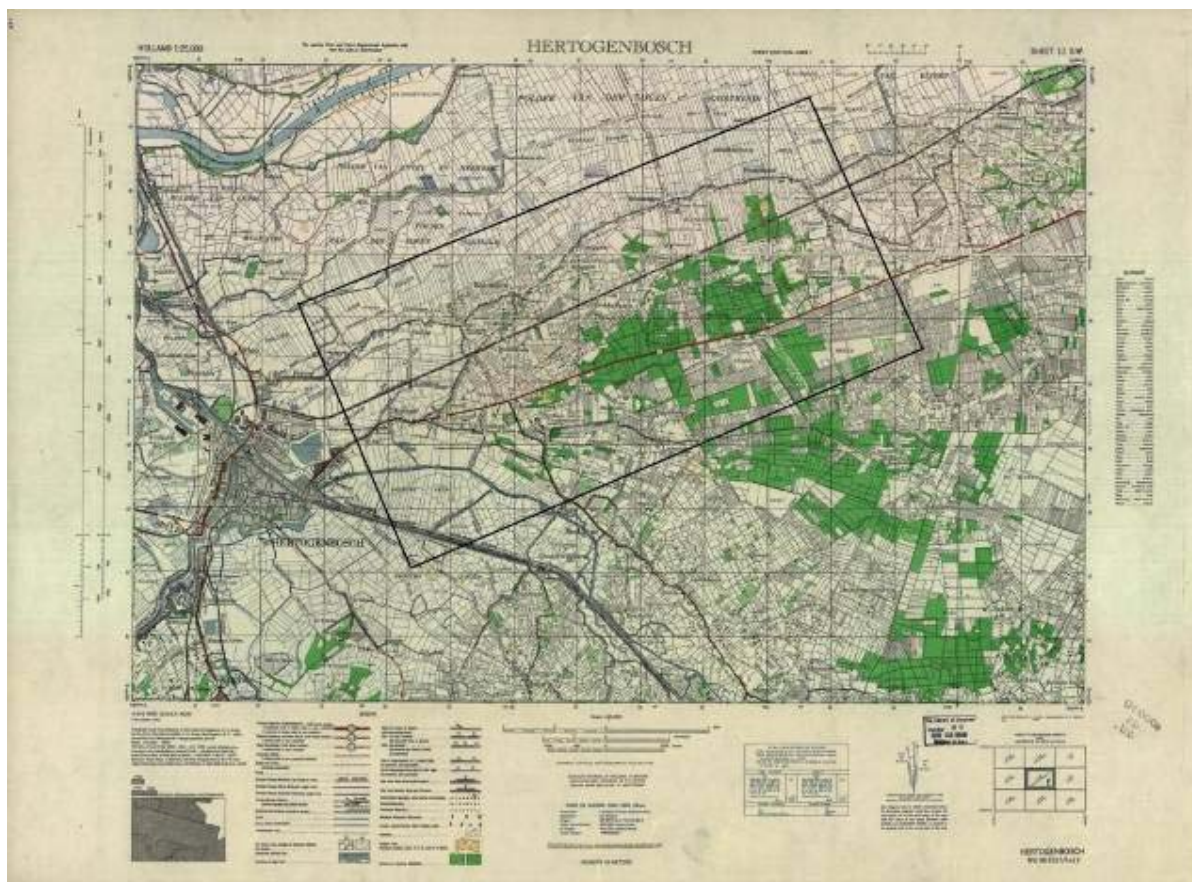
Following the September battles, *Generalleutnant* Friedrich-Wilhelm Neumann's 712. *Infanterie-Division* was ordered to take over the defence of *Festung Hertogenbosch*. However, as a 700-series garrison division, 712. *Infanterie-Division* was barely strong enough for the task. Its main fighting strength comprised two Grenadier Regiments (*Grenadier-Regiment* 732 and *Grenadier-Regiment* 745), each with only two battalions and few heavy weapons. Divisional support elements were similarly weak: *Füsilier-Bataillon* 712 (the divisional recce element) was at around 50% manning, *Artillerie-Regiment* 1712 had only 21 guns, while *Panzerjäger-Abteilung* 712 had only 11 guns present.



8. 'THE APPROACH TO 's-HERTOGENBOSCH FROM THE EAST
The scene of the 53rd (Welsh) Division's greatest battle (October 1944)

To help make up for this lack of combat power 712. *Infanterie-Division* had several combat elements attached to it from 15. *Armee* and LXXXVIII. *Korps*, most notably in the form of three battalions of trainee paratroops, courtesy of *Fallschirmjäger-Ersatz-und-Ausbildungs-Regiment* 3, plus the *Sturmgeschütz* and *Jagdpanther* tank-destroyers of *Schwere-Panzerjäger-Abteilung* 559, as well as remnants of *Panzerjäger-Abteilung* 657. The division's flak element had also been boosted by elements of *FlaK-Brigade* 18. Other elements present included the Replacement ('*Ersatz*') Battalion for 347. *Infanterie-Division* which, like the *Fallschirmjäger* training units, was now pressed into service as a combat unit.

At dawn on 22nd October 1944, Operation 'Alan' began. As the leading brigades of 53rd (Welsh) Division and 7th Armoured Division rolled forward, the guns of XII Corps pounded the German positions ahead of them. RAF Typhoons meanwhile, circled high in the Autumn sky as they waited for targets to be reported...



Briefing for Lt Gen Robert Knox 'Bobby' Ross, GOC 53rd (Welsh) Infantry Division

Situation – 0400hrs 22nd October 1944, Geffen

Following the failure of Operation 'Market-Garden' in September, Monty's new strategic objective is to remove all threats to the port of Antwerp and the Scheldt estuary, thus considerably shortening the Allied supply lines which presently run all the way back to Normandy. Opening Antwerp will greatly aid the buildup of resources that will be required for a renewed and overwhelming effort to end the war in the Spring of 1945.

Your division's part of this plan is seizing the fortress city of 's-Hertogenbosch, the old capital city of North Brabant. Its capture will cut off the German 84th and 88th Corps (which remain south of the River Maas) from the rest of the German 15th Army. Once that is achieved, the two enemy corps may be destroyed in detail, with their backs to the Maas.

However, there is still the small matter of taking Fortress s'-Hertogenbosch. This will be no easy task, but you are confident that your division, seasoned by several successful battles in Normandy, will rise to the challenge.



Mission

You are to punch through the German defensive lines covering the northeast approaches to 's-Hertogenbosch, with the intention of breaking through to directly assault the city.

Execution

General Outline

- Your game objectives are to clear the enemy strongpoints, marked by purple circles on your tactical map. The further west you penetrate into the German defences, the higher the VP value of the objectives.
- H-Hour will be 0630hrs. At H-120, 3 AGRA and the six Field Regiments of 53 (W) Div and 15 (S) Div will commence firing on all known enemy strongpoints and will continue firing until H+45.
- The division will attack with two brigades 'up' and one in reserve – 71 Brigade will be on the left, straddling the main Nijmegen-'s-Hertogenbosch road, while 160 Brigade will be on the right, straddling the railway. Similarly, each brigade will attack with two battalions up and one in reserve. The spearhead battalions of the division, from left to right, will therefore be 4 RWF, 1 HLI, 4 Welch and 2 Mons (see order of battle).
- The leading brigades will be heavily supported by armour, divisional Royal Engineers and 'Funnies' from 79th Armoured Division – the bulk of which will support 160 Brigade, in the more open terrain on the right.
- 159 Brigade will be held in reserve, ready to assault the city itself. However, 1 E Lancs will be mounted in Kangaroo carriers and grouped with armour in a mobile column, ready to exploit any gap that should develop – this exploitation phase will be designated Operation 'Saucepan'.



Detailed Tasking

- 2 Mons (160 Bde), with divisional troops and elements of 79 Armd Div and 5 RIDG (7 Armd Div) under command, will assault north of the railway line, via 'Cup Route', to take Kruisstraat and Rosmalen. 2 Mons Gp's left-hand boundary is delineated by the railway.
- 4 Welch (160 Bde), with divisional troops and elements of 79 Armd Div and 5 RIDG (7 Armd Div) under command, will assault south of the railway line, via 'Spur Route', to take Nuland and Molenhoek, with the secondary objective of clearing the woods between the two hamlets. 4 Welch Gp's boundaries are delineated by the railway and by 'Pan' Route.
- 1 HLI (71 Bde), with divisional troops and elements of 5 RTR (7 Armd Div) under command, will assault along and south of 'Pan Route' to clear the woods and take Maleskamp and Coudewater. 1 HLI Gp's right-hand boundary is delineated by 'Pan' Route.
- 4 RWF (71 Bde), with divisional troops under command, will assault the enemy strongpoint at Doornhoek on the left, linking with 161 (Queen's) Bde of 7 Armd Div (this is off-table).
- 1 Ox & Bucks LI (71 Bde) is held in reserve and will relieve 1 HLI in place once Phase Line 'Dish' has been reached (in game terms this means that MEs of 1 HLI that are outside of 10 inches from the enemy and are not under direct observation by the enemy may recover their losses by spending one complete turn inactive – no Manoeuvre, Offensive Fire or any other actions. Each ME may redeploy within 5 inches of its Commander's location).
- 158 Bde, minus 1 E Lancs, but reinforced by 6 RWF (160 Bde) and 1 ERY (33 Armd Bde) will be held in reserve for the final assault on the city of 's-Hertogenbosch and will not be made available until Phase Line 'Pot' and the suburb of Hintham has been cleared (these units are not part of this scenario).

Operation 'Saucepan'

- 1 E Lancs (158 Bde), with divisional troops and elements of corps troops, 5 RIDG and 79 Armd Div under command, will be the breakthrough force, codenamed 'Saucepan'. 1 E Lancs are to be mounted in Kangaroo troop carriers of 1 Canadian Armoured Carrier Sqn and will be held in reserve until the codeword 'Saucepan' is received. One of two conditions must be met before Operation 'Saucepan' may be launched:
 - One Company/Squadron Commander of 4 Welch Gp has crossed Phase Line 'Bowl', in which case 'Saucepan' may be launched along 'Spur' or 'Pan' Routes. The column must stay within 6 inches of its chosen route until Phase Line 'Dish' is reached.
 - One Company/Squadron Commander of 2 Mons Gp has crossed Phase Line 'Crewett', in which case 'Saucepan' may be launched along 'Cup' Route. The column must stay within 6 inches of the route until Phase Line 'Dish' is reached.

Friendly Forces

- The full order of battle for 53 (W) Div and all friendly forces is listed at Annex A below. The division's right flank is anchored on the Maas valley, while 161 (Queen's) Bde of 7 Armd Div is moving up on your left, with the intention of linking with 4 RWF at Doornhoek (off-table).

Enemy Forces

- The defending formation has been identified as the 712th Infantry Division, which is a low-grade garrison formation of the type that would normally be assigned to defend sections of the Atlantic Wall. However, the division is known to have been reinforced by a number of major combat units, including paratroops (who seem to be concentrated in the southern half of our sector) and self-propelled guns, including Jagdpanthers.
- From prisoners and signal intelligence, we have identified the 732nd Grenadier Regiment as holding the Molenhoek-Coudewater sector south of the railway, the 745th Grenadier Regiment holding the Kruisstraat-Bruggen-Rosmalen sector north of the railway and the 712th Fusilier (Recce) Battalion holding the forward sector at Nuland.
- Likely company positions have been identified through air reconnaissance and 53 Recce Regt's efforts and have been marked on your map above. These positions are extensively fortified with trenches, anti-tank ditches, earth & log bunkers, minefields and barbed wire.
- Enemy artillery appears to be light – only field guns and 3-inch mortars have been encountered to date.
- Enemy air activity is pretty much non-existent during the day, though they are quite active at night – particularly against bridges and logistical hubs.

Artillery Plan

- The opening barrage will consist of six turns of fire by 1x Heavy Regiment, 2x Medium Regiments, 1x 4.2-inch Mortar Company (less one platoon) and 3x Field Regiments, before the game starts. The only hits to be

counted during these six barrage phases will be KOs and there will be no Manoeuvre Checks or movement during the barrage (Player Tip: 25pdr and 4.2-inch Shelling missions will not cause KOs on dug-in troops, so concentrate them during the pre-game barrage)

- The barrage will continue to fire in Turns 1, 2 & 3 and will be joined by a rolling barrage, fired by x3 more Field Regiments.
- After the completion of the fire plan, three Field Regiments will remain on call, as well as one 4.2-inch Mortar Platoon and the Battalion 3-inch Mortars.
- Following completion of their part of the fire plan, the Heavies and Mediums of 3 AGRA will replenish their ammunition stocks in preparation for the division's assault beyond Phase Line 'Kettle'.
- 4.2-inch Mortars have a maximum range of 100 inches. This is reduced to 75 inches from the British table-edge if they are firing from off-table.
- 3-inch Mortars have a maximum range of 70 inches. This is reduced to 50 inches from the British table-edge if they are firing from off-table.

Air Plan

- The RAF has programmed a timed succession of strikes based on the likely rate of advance by the division. Each target will be hit by a squadron of **x3** Typhoons armed with bombs. The Typhoons may select targets within twelve inches of the programmed target point – either spotted units or hidden unit markers. On the allotted turn (listed below), the British commander (not the FAC) must roll for the arrival of the pre-programmed air support. If he fails the roll, he may try again on the following turn – keep trying in each turn until it arrives.
 - Turn 4 - Bruggen road junction
 - Turn 8 – Fort Alexander
 - Turn 12 – Hintham road junction
- Other Typhoons, armed with rockets, will be available in cab-rank and may be called down by either FAC, utilizing direct observation or responding to calls for 'Limejuice'.

Engineering

- Some AVREs carry specialist equipment such as Fascines and Small Box Girder (SBG) bridges. AVREs carrying Fascines suffer no movement penalty. However, AVREs carrying SBGs may only move at half-speed and may not traverse any form of woodland or orchard.
- An Anti-Tank Ditch ordinarily counts as a Wide & Deep Ditch – passable to Troops with a Breach & Bog-Down Check, but impassable to all other unit types.
- An Anti-Tank ditch can be breached by a Fascine, SBG or ARK, taking one action to do so while conformed to the ditch.
- A Dozer may breach an AT Ditch if it successfully 'Improves Position' while conformed to the ditch.
- Engineers and Assault Pioneers may breach the AT Ditch for Troops if they successfully 'Improve Position' while conformed to the ditch. To breach it for vehicles will require three adjacent 'Improve Positions' (some sort of marker will be required for this).
- The 18th Century defensive ditch south of Fort Alexander is impassable to all unit types and may only be breached by an SBG or ARK. Fascines, Dozers and Engineers/Pioneers are not up to the job in the time available.
- Once used, SBGs and Fascines may not be re-used. ARKs may only be re-used if they are successfully recovered.
- To recover an ARK takes one action (two attempts may therefore be made per turn). There must be an AVRE, Dozer or ARK within one inch, acting as a recovery vehicle. The recovery vehicle may not perform any tasks during the turn, other than movement. Once a recovery vehicle is in place, roll on the Bog-Down table, without any modifiers.
- Any troops crossing a deployed ARK or SBG may do so at full speed. Vehicles and Guns do so at half speed.
- Any troops crossing a deployed Fascine do so at half speed. Vehicles and Guns required a Breach action.
- A breach that has been created in a ditch by a Dozer or Engineers/Pioneers is classed as a Shallow Ditch – passable at half-speed to Troops, passable to Tracked & Half-Tracked Vehicles with a Breach action or to Wheeled Vehicles and Guns with a Breach and Bog-Down check.

- Dozers may clear KO'd vehicles from defiles, taking one action to do so.
- Clearing Minefields with the Sherman V Crab Flail Tank:
 - The Sherman Crab may clear 2 inches of minefield per movement action.
 - 'Rapid Advance' (i.e. two actions per turn) is permitted.
 - For each inch of minefield, roll on the Mine Passage Table with a +2 modifier. If the Crab passes through the minefield safely, it also creates a 1 inch-wide safe path for others to follow. Mark the safe path on the table using thread or wire.
 - If the minefield is in terrain that requires a bog-down test, conduct the bog-down test before attempting to clear the minefield. A 'Bog' or 'Displace' result will prevent the Crab from clearing mines for that action.
 - The Sherman Crab may not perform Defensive Fire in its front arc if it was attempting to clear mines in its last turn. However, it may engage targets in its rear arc, with the usual modifier.
 - A Crab may always opt not to clear mines for a turn and may then engage in combat as normal. However, this does not apply if the Crab stayed stationary due to bogging down while trying to clear mines.
 - Once a safe path has been cleared through a minefield, units may only pass through in single file and may not perform a Rapid Advance through the breach.
- Clearing Minefields with Engineers or Assault Pioneers:
 - Engineers/Assault Pioneers may clear up to 1 inch of minefield per movement action.
 - 'Rapid Advance' (i.e. two actions per turn) is not permitted.
 - For each inch of the minefield, roll on the Improve Position Table with a +3 modifier. If the Engineer/Assault Pioneer section succeeds on the 'Improve Position' table, the Assault Pioneer section moves forward 1 inch and clears a safe path wide enough for one unit of any type to pass through. Mark the safe path on the table using thread or wire.
 - Ordinary (i.e. non Pioneer-trained) Troop elements may also attempt to clear mines using this method, but do so without applying the +3 modifier. However, Veteran and Elite troops may apply a +1 modifier.
 - Engineers/Assault Pioneers may conduct Defensive Fire as normal while attempting to clear mines (we've all seen Kelly's Heroes!).
 - If the minefield is in terrain that requires a bog-down test, conduct the bog-down test before attempting to clear the minefield. A 'Bog' or 'Displace' result will prevent the unit from clearing mines for that action.
 - Once a safe path has been cleared through a minefield, units may only pass through in single file and may not perform a Rapid Advance through the breach.
 - Engineers and Assault Pioneers may always attempt to rapidly cross the minefield as normal, rolling on the Minefield Passage Table for every inch of mines crossed. As they are equipped and trained to detect mines, they will apply a +1 modifier on the Minefield Passage Table. Any Troop units following the same route may also then gain the +1 Minefield Passage bonus, but the route will not be safe for anything larger. Note that this method is a lot quicker, but it's risky and it will not create a safe route for vehicles.

Deployment

- All elements of 2 Mons, 4 Welch and 1 HLI Groups may be deployed on the eastern edge of the table, up to 12 inches on to the table. Elements of these battlegroups may be left off-table and brought on to table as required.
- Saucepan Group must be left off-table at the start and may be brought on to table at any time once the conditions for its release have been met (see above).
- Brigade Headquarters and associated elements may be brought on to table as the British player sees fit.

Turn Sequence

- The British player has the first turn.

Briefing for Generalleutnant Friedrich-Wilhelm Neumann, GOC 712. Infanterie-Division

Situation – 0400hrs, 22nd October, Festung-Hertogenbosch

Following the failure of the Allies' drive to Arnhem last month, they have been steadily consolidating their position in the southern Netherlands and particularly in the Nijmegen Salient, which forms a deep wedge in our lines and has cut our armies in two. *15. Armee* has now taken responsibility for all formations west of the enemy thrust, while *1. Fallschirmjäger-Armee* has taken control of all elements east of the salient.

Thanks to the Allies' seizure of Nijmegen, east-west communications south of the Maas, Waal and Rhine rivers have been completely severed. This means that the line of communications from the bulk of *15. Armee* north of the rivers, to *LXXXVIII. Korps* south of the Maas now has to come through the bottleneck of *Festung-Hertogenbosch*.

The city of 's-Hertogenbosch was a thorn in the side of the Allies during their drive to Arnhem: Poppe's *59. Infanterie-Division* and Von der Heydte's *Fallschirmjäger-Regiment 6* were able to launch numerous successful strikes from the city against the long, vulnerable Allied corridor running from Eindhoven to Nijmegen. However, the tables are turning – it is now 's-Hertogenbosch which is the weak link in a long and vulnerable supply chain. The city lies dangerously close to Allied forces to the east and they have started to move this way. Their objective is clear – if they take the city, *LXXXVIII. Korps* will be completely cut off and trapped south of the Maas.

In an effort to retain the bridgehead south of the Maas, *LXXXVIII. Korps* has moved a number of fresh divisions in to bolster the weakened formations that have been fighting so hard along the canal lines of the southern Netherlands. Your own *712. Infanterie-Division* has been moved from coastal defence duties in Holland to the defence of 's-Hertogenbosch. You should be under no illusions that this is a vital task and even the *Führer* himself has demanded that *Festung-Hertogenbosch* must be held to the last!



Mission

You are to hold the fortress to the last man and the last round, with the intention of holding open *LXXXVIII. Korps*' last supply route to the north.

Execution

General Outline

- The British must attack you from the direction of Nijmegen, advancing down a long, narrowing strip of dry (slightly higher) ground, hemmed in by wet polder land on either side. This strip of land is also extensively wooded and is good defensive terrain. This fact was recognised by military engineers in the past and it is dotted with old forts and earthworks, complete with an 18th Century defensive ditch, which makes an ideal, ready-made anti-tank ditch.
- Your division, although weak, can use the narrow terrain to limit the enemy's advantage in numbers. You will therefore defend in depth, with each battalion and company forming fortified and mutually-supporting 'resistance nests' along the main avenues of approach to the city.
- Units are to use anti-tank ditches, barbed wire and minefields to their best effect and are to ensure that they are covered by heavy weapons. The best chance to destroy the enemy is when he is delayed in breaching your obstacles.

Detailed Tasking

- *Füsilier-Bataillon 712* is to hold the forward position at Nuland, including the associated factory complex. Its task is to hold the enemy for as long as possible, while reporting back on the size and composition of the enemy force.
- *Grenadier-Regiment 732* is to defend in depth, in rear of *Füsilier-Bataillon 712*, to the south of the Nijmegen railway. One battalion will defend the Maleskamp area, while the other battalion will defend the Molenhoek-Coudewater sector.
- *Grenadier-Regiment 745* is to hold the village of Kruisstraat, north of the Nijmegen railway. However one of the regiment's two battalions is to be assigned to defend the city itself (off-table).

- *Artillerie-Regiment 1712* will deploy in the eastern suburbs of the city and will provide fire support to the forward defence units. *II. Battalion* is deployed near Hintham & Fort Alexander and is therefore on-table (within the *Fallschirmjäger* deployment area). *I. Bataillon* is under command of *Grenadier-Regiment 732* south of the railway, while *II. Bataillon* is under command of *Grenadier-Regiment 745* north of the railway. All FOOs are to be attached to a Battlegroup Headquarters within their zone of responsibility – their guns will then be in Direct Support of that BG.
- *Panzerjäger-Abteilung 712* is to be distributed among the forward defence units in order to beef up their firepower. These units may be deployed in any of the deployment areas.
- *FlaK-Abteilung 712* has been reinforced by elements of *FlaK-Brigade 18* and is to be distributed among the forward defence units. These units may be deployed in the 2nd (blue) or 3rd (purple) defence lines.
- *Fallschirmjäger-Ersatz-und-Ausbildungs-Regiment 3* is under the division's command. Two battalions have been deployed forward (off-table), to defend Doornhoek and the canal road from Veghel. The remainder of the regiment is to be deployed defending Hintham, Fort Alexander and the old defensive ditch. As a secondary mission, this regiment will also provide security for the guns of *Artillerie-Regiment 1712*.
- *Feld-Ersatz-Bataillon 347* has been placed under the command of *Grenadier-Regiment 745* and is to defend the village of Rosmalen.
- Elements of *Panzerjäger-Abteilung 657* have been attached to the division. These units may be deployed in the 2nd (blue) or 3rd (purple) defence lines.
- The remnants of *Schwere-Panzerjäger-Abteilung 559* have been attached to the division. Equipped with *StuG III G* and *Jagdpanther* tank destroyers, this weakened battalion forms the only concentration of armour available to the division. This is to be retained as a 'fire-brigade' or counter-attack force and is to be deployed in the 3rd (purple) defensive line.
- The remaining elements of *Infanterie-Division 712*, as well as a number of attached units, will defend the city proper (off-table).



Friendly Forces

- The full order of battle for *712. Infanterie-Division* and the attached units is listed below at Annex A.
- The division's left flank is secured on the wet polder land of the Maas valley, while the right flank is anchored on the Zuid-Willems Canal.
- Poppe's *59. Infanterie-Division* is deployed south of the canal.
- *256. Volksgrenadier-Division* are the *LXXXVIII. Korps'* reserve formation.

- *Luftwaffe* air support is likely to be non-existent beyond a few random strafes and night-intruder attacks against enemy rear areas.

Enemy Forces

- Aggressive reconnaissance by the enemy has stymied your intelligence-gathering efforts. Nevertheless, you believe the formations facing you to be British, as the Canadians have been identified west of Antwerp and the Americans seem to be away to the east. It seems likely that when the attack comes, you will face at least one division, supported by considerable quantities of armour, artillery, air power and engineers.

Artillery Plan

- German artillery was notably ineffective during the actual battle. They had pre-registered Defensive Fire targets, but these were all well to the rear of the British assault when it finally broke. The Germans may not therefore call for artillery in General support and may not fire battalion or regimental concentrations.

Deployment

- German battalion Battlegroups (BGs) must deploy their headquarters and at least two Manoeuvre Elements (MEs) within the areas defined on the map.
- One ME from each BG may be deployed up to 12 inches outside the BG deployment area.
- Attached MEs such as FlaK or Panzerjäger may deploy up to 12 inches outside their assigned BG deployment areas.
- Troops and Guns may be deployed inside the field defences or may be dug in to Built-Up Areas (BUAs). Troops and Guns not within field defences or BUAs will be deployed in Improved Positions. All vehicles will be Hull-Down.
- Reinforcements will arrive in column on one of the three western road exits. Reinforcement columns will only have one movement action during the turn in which they arrive.
- Three artillery Forward Observers from *Artillerie-Regiment 1712* are assigned to support forces north of the railway, while the other three are assigned to the forces south of the railway.
- The fusiliers have discovered that the factory chimney at Nuland has an internal ladder and may therefore be used as an OP. Class as a three-level tower.
- The Rosmalen windmill may be used as a two-level tower OP (wooden building).
- The church towers at Rosmalen and Hintham may be used as two-level tower OPs (stone building).
- The German player must deploy considerable quantities of marked minefields and barbed wire before the start of the game. Note that each minefield or barbed wire marker must touch its immediate neighbour if the minefield/entanglement is to be considered continuous. Any gaps in a minefield/entanglement will automatically be assumed to be wide enough to move units through [N.B. This is to prevent the 'gamey' tactic of slightly spreading out your mines/wire in order to expand the frontage!].

Turn Sequence

- The British player has the first turn.

Terrain Effects

Terrain	Concealment	Cover	Mobility		
			Troops	Tracked or Half-Tracked Vehicle	Wheeled Vehicle or Gun
Open	Nil	Nil	Full Speed	Full Speed	Full Speed
Polder	Nil	Nil	Half Speed	Half Speed & Bog	Half Speed & Bog
Polder Edge (Dyke)	Sparse Edge (Blocks LOS)	Hard	Half Speed	Breach	Breach & Bog
Dense Woods	Dense Area	Soft	Full Speed	Half Speed & Bog	Half Speed & Bog
Open Woods	Sparse Area (2)	Soft	Full Speed	Half Speed	Half Speed
Streets	Dense Area	Soft	Full Speed	Half Speed	Half Speed
Built-Up Area	Dense Edge	Hard	Full Speed	Impassable	Gun: Half Speed Veh: Impassable
Canal	Nil	Nil	Impassable (1)	Impassable (1)	Impassable (1)
Low Hedgerow	Sparse Edge (2)	Soft	Half Speed	Breach	Breach & Bog
Anti-Tank Ditch	Sparse Edge	Hard	Breach (3)	Impassable (3)	Impassable (3)
Entrenchments	Sparse Edge	Hard	Half Speed	Breach	Breach & Bog
High Railway Embankment (4)	Sparse Edge (Blocks LOS)	Hard	Breach	Breach & Bog	Impassable
Low Railway Embankment	Sparse Edge (Blocks LOS)	Hard	Half Speed	Breach	Breach & Bog
Railway	Nil	Nil	Full Speed	Full Speed	Half Speed
Paved Road (5)	Nil	Nil	Double Speed	Double Speed	Double Speed
Unpaved Road	Nil	Nil	Full Speed	Full Speed	Full Speed
Chain-link Fence	Nil	Nil	Breach	Half Speed	Gun: Breach Veh: Half Speed

Terrain Effects Notes

1. The defensive military canal to the east of Hintham may be bridged by an SBG Bridge – see British Engineering Rules. The other canals are totally impassable.
2. Apply a -1 Spotting modifier for each additional intervening hedgerow between the spotter and target and/or for each 4 inches of additional intervening Open Woods.
3. See British Engineering rules.
4. By using an SBG Bridge, ARK or Fascine, a High Railway Embankment can be converted into a Low Railway Embankment.
5. The northern Dyke Road (via Kruisstraat, Bruggen and Rosmalen), while nominally Paved, is described as extremely narrow and twisty, so for game purposes is classed as Unpaved. The other roads marked in grey are Paved.

Victory Conditions

- The areas circled in purple on the British map are objectives:
 - East of Bowl 1 VP (3 VPs available)
 - Bowl - Crewett 1 VP (2 VPs available)
 - Crewett - Dish 2 VPs (10 VPs available)
 - Dish - Kettle 3 VPs (6 VPs available)
 - Kettle - Pot 4 VPs (12 VPs available)
 - West of Pot 5 VPs (5 VPs available)
- Total available = 38 VPs. All belong to the Germans at the start of the game and the umpire decides if an objective has been "secured".
- Levels of Victory:
 - 25 VPs Major victory
 - 20 VPs Minor victory
 - 19 VPs each Draw

Fog-of-War Rules

In normal circumstances, the German player should deploy all forces as Hidden Unit Markers and allocate Dummy Unit Markers as per the rulebook. However, this game was intended to be a demonstration game at 'Battlegroup South 2010' in The Tank Museum, Bovington, and Hidden Unit Markers would not therefore create the visual impression we desired. As a consequence, the following rules were developed:

In order to introduce an element of fog-of-war while maintaining the visual aspect of the demonstration game (something that is not possible using normal Hidden Unit and Dummy Markers), we have developed a system of 'Alternate Positions'. This system allows unobserved units to be 'teleported' to a new location, thus simulating the covert movement of reserves by the defender, as well as poor intelligence and reconnaissance on the part of the attacker.:

- Each German Manoeuvre Element receives a number of Alternate Position (AP) markers, depending on its proximity to the British. Those furthest away from the British will have the most AP markers, while those closest will have none at all (this assumes that the units in close contact with the enemy will have been thoroughly reconnoitered). MEs in the 1st Line (Nuland & Kruisstraat) receive no AP markers. MEs in the 2nd Line (Maleskamp) receive an additional 25% of their strength in AP markers. MEs in the 3rd Line (Rosmalen, Coudewater and Hintham) receive 50% AP markers. Fractions will be rounded up. For example, an ME in the 2nd Line with 12 units would receive APs equivalent to 25% of its strength – i.e. 3x AP markers.
- All FlaK, PaK and Panzerjäger MEs have 50% APs.
- In the case of infantry units, AP markers will be flocked pieces of card with the ME identified on the reverse. In the case of armoured units, these will be Marder SP gun models.
- AP markers must be deployed within 12 inches of the nearest unit of that ME.
- At the very start of each German turn, a unit that is not Suppressed or Disordered may be moved immediately to the position of one of the AP markers belonging to that ME. The AP marker is then removed from play and may not be used again.
- Headquarters Elements do not have AP markers, but a unit attached to the HQ may be moved to any AP marker belonging to an ME under its command.
- A unit may not be moved to an AP marker if it has already moved, fired, called for fire, been spotted or has already been moved to an AP marker.
- AP markers may be placed in unoccupied BUAs, bunkers or entrenchments. Obviously, units may only be moved to these APs if they are capable of occupying them. If the AP marker is not in such a location, the unit moved to that location will automatically class as Dug-In (or Hull-Down for vehicles).
- Units may not be moved to AP markers where they will be automatically spotted by an enemy unit.
- If an AP marker is spotted by the enemy (counting as Troops for an Infantry ME, Medium Gun for an anti-tank, flak or artillery ME or a vehicle of the appropriate size for an armour ME), it is immediately removed from play.
- Unoccupied AP markers are affected by IDF and air attack as if they were Dug-In Troops (count as bunkers or BUAs if they are within such things). They are removed from play if KO'd. They will automatically rally off Suppression and Disorder in the next Manoeuvre Phase. If any units are moved to a Suppressed or Disordered AP marker, they will automatically become Suppressed or Disordered.
- Transport vehicles may be moved along with a unit that moves to an AP marker. Place the transport vehicle somewhere near its partner unit where it will not be immediately spotted.

Options for Smaller Scenarios

The nature of the battle at 's-Hertogenbosch, where isolated actions took place between British and German battlegroups, gives plenty of scope for much smaller scenarios. For example:

- 4 Welch's assault on Nuland can be played in isolation, though maybe with the Fusilier defenders beefed up by some SP guns. 'Pan' Route and the railway line define the table edges in this scenario and may not be used as routes. Nuland should first be softened up by a few rounds from Heavy and Medium artillery. Add a Forward Air Controller to the 4 Welch order of battle.

- 2 Monmouths' assault on Kruisstraat is probably the easiest to play as a stand-alone scenario. In this instance, the railway defines the southern table-edge and may not be used as a route. Again, a few rounds of Heavy and Medium artillery should be fired to soften up the German positions first. Add a few SP guns to the German order of battle, as well as some of the FlaK assets. If you want to play the whole run up the dyke road, through Bruggen and Rosmalen, remember the pre-programmed RAF air-strikes.
- 1 HLI's assault on Maleskamp is another good candidate for a stand-alone scenario. 'Pan' Route defines the northern table edge in this scenario, but may also be used as a road. However, you should include the right-hand company of the Fusilier Battalion as an obstacle to overcome before the HLI can use that route. Again a few rounds of Heavy and Medium artillery should be included to soften up the Germans.