

# The Irish Guards at Aalst, 18th September 1944

## Umpire's Eyes Only

- Following the first successful roll for air support, the British player will be informed by the RAF 'Tentacle' that all 2 ATAF's forward airfields in France and Belgium are completely fogged in and that no tactical air support will be available today.
- On turn 10, the manager of the local Phillips Electrical factory will present the Irish Guards with a map, accurately indicating the positions of all Kerutt's antitank guns. All PaK 40s (though not the flak guns) must then be placed on the table and may be subjected to British artillery fire. If the British have no line of sight to the guns, any artillery resolution will be conducted in secret and the antitank gun model will remain on-table until the British get line of sight to confirm destruction.
- If short of time or models, delete all British elements arriving from Turn 10 onwards. They did not in any case play any great part in this battle. Similarly, delete the 88s from the German order of battle.
- Only the main highway bridge over the Tongelreep is strong enough to take tanks. Secretly roll a D10 whenever a Sherman, Firefly, Wolverine, Ram OP Tank, or Jagdpanzer/StuG crosses one of the other bridges. They will collapse on a roll of 8, 9 or 10, with the loss of the vehicle concerned. A Stuart, Staghound, AEC or Wespe will collapse the bridge on a roll of 10. Light AFVs such as carriers, halftracks and scout cars suffer no penalty.