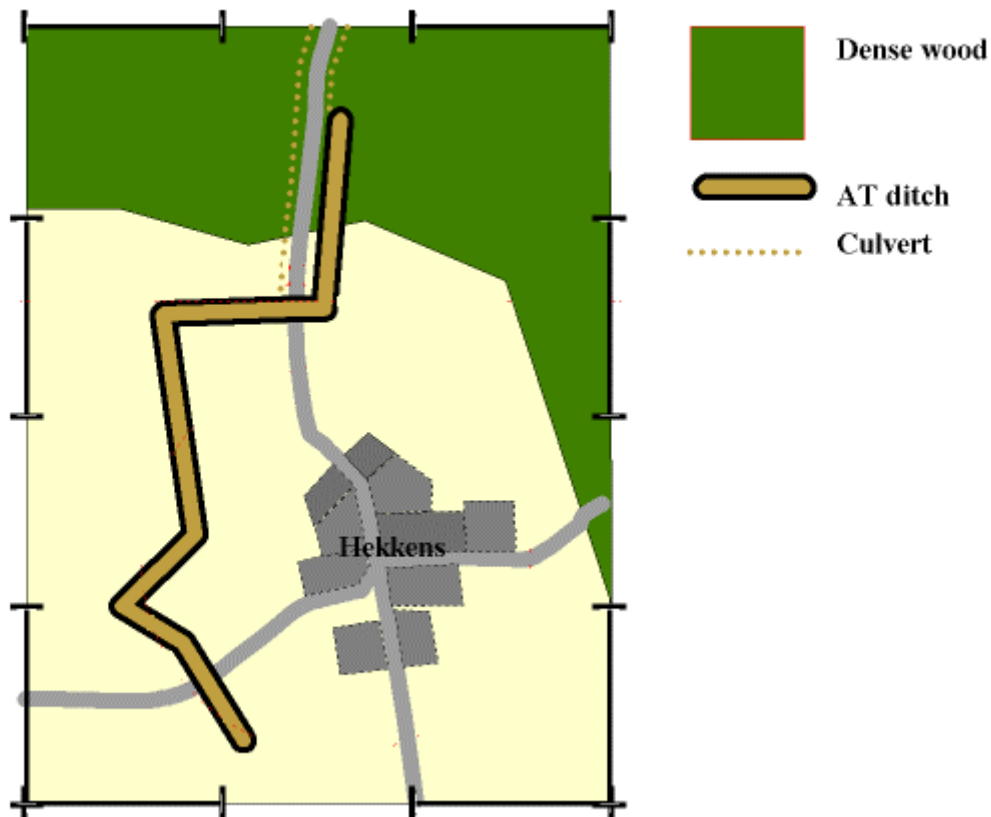


Operation Veritable (The Ditch)

After taking the Hekkens road on the evening of 9FEB the Seaforths were ordered to hold their position. The German troops formed a defence line a few hundred yards into the woods, and both sides settled in for a nervous night. The Germans were convinced that a further attack was imminent, and ranged in a battalion of crate mounted Nebelwerfers on the road, all the time shelling and mortaring the British positions heavily. One of the Churchills bogged down, and in an effort to get free the driver over-revved the engine. In the German forward trenches this sound was taken as the expected attack starting, and the Werfers were fired as a salvo, bracketing the road. Casualties were light as the Jocks were now well entrenched, and the irreplaceable Werfers had gone. Unfortunately for the Seaforths, the other battalions were still held up, and therefore the Seaforths were told to hold their flank position until dark. The German artillery was now taking a steady toll by combination of rounds air-bursting in the trees and especially in those elements who were by necessity tied to the road. Most important among these losses was the RA forward observer half-tracks, both being KO'd by the end of the day. As the evening came the Seaforths moved carefully down the road, and prepared for a night attack on the Hekkens itself. In the dark they failed to see that a German infiltration party had mined the road and lost the Churchills and HQ vehicles, but despite this pushed on on foot.



Terrain and Scenario Notes

- Each division on the map edge represents 12", giving a total table size of 4' x 3'.
- The wooded areas are considered "dense woods with undergrowth". The canopy cover in the dense areas is so thick that it is impossible to fire a mortar out of it.
- The culvert is a shallow ditch.
- The road is unpaved.
- Night.

Much of this scenario is played at night, with some unpleasant results for both sides.

- a. Rapid advance is no longer available as an action, except to vehicles on roads. Spotting against such targets is at normal daylight ranges.
- b. Spotting - all spotting suffers 2 shifts down, and maximum spotting in any circumstances is 10 inches. Targets can be suspected out to 20 inches.
- c. Reactions. Any MEs of experienced quality or worse MUST fire at a suspected target. The order in which they fire is at the owning players discretion, and should the target be killed then further elements need not fire.
- d. Commanders (not command posts or vehicles) may only influence units they can spot
- e. Time scale. Night turns are longer than daylight turns, and the actual length of time a turn represents can be anything from 15 - 60 minutes.
- f. Fire combat. All direct fire except MG grazing fire suffers a -2 penalty at night, in addition to any penalties for suspected targets. MG grazing fire is unaffected.

When dawn breaks, the night modifiers (Turn 8) no longer apply.

- This scenario utilizes several rules that are not part of the standard Battlefront rules set. They can be found in the website at [Machine Gun Grazing Fire Rules](#) [Anti Tank Ditch and Engineering](#)
- Clearing or Neutralizing an Anti-tank ditch
The anti-tank ditch is classed as "deep and wide" for this scenario. This means that it will take two successful filling actions to make it passable for vehicles.
- The game starts at 01:20 the British move first. Dawn breaks on turn 8 (see above re move length changes) and the game ends on turn 12. On and after turn 8, the night restrictions no longer apply.
- The British move first.

Bibliography

"Sans Peur" - Alastair Borthwick
"Monty's Highlanders" - Patrick Delaforce
"The Rhineland" - Ken Ford

Briefing for Commander of Lead Elements **5th Battalion Seaforth Highlanders**

Situation

After taking the Hekkens road on the evening of the 9th the Seaforths were ordered to hold their position. The German troops formed a defence line a few hundred yards into the woods, and both sides settled in for a nervous night. The Germans were convinced that a further attack was imminent, and ranged in a battalion of crate mounted Nebelwerfers on the road, all the time shelling and mortaring the British positions heavily. One of the Churchills bogged down, and in an effort to get free the driver over-revved the engine. In the German forward trenches this sound was taken as the expected attack starting, and the Werfers were fired as a salvo, bracketing the road. Casualties were light as the Jocks were now well entrenched, and the irreplaceable Werfers had gone. Unfortunately for the Seaforths the other battalions were still held up, and therefore the Seaforths were told to hold their flank position until dark. The German artillery was now taking a steady toll by combination of rounds air-bursting in the trees and especially in those elements who were by necessity tied to the road. Most important among these losses was the RA forward observer half-tracks, both being KO'd by the end of the day. Although artillery could still be used, the loss of these assets removed almost all of its flexibility.

As the evening came the Seaforths moved carefully down the road, and prepared for a night attack on the Hekkens itself. In the dark they failed to see that a German infiltration party had mined the road and lost the Churchills and HQ vehicles, but despite this pushed on on foot. You are now preparing to launch a night attack to take Hekkens. One last effort and we will be out of these bloody woods.

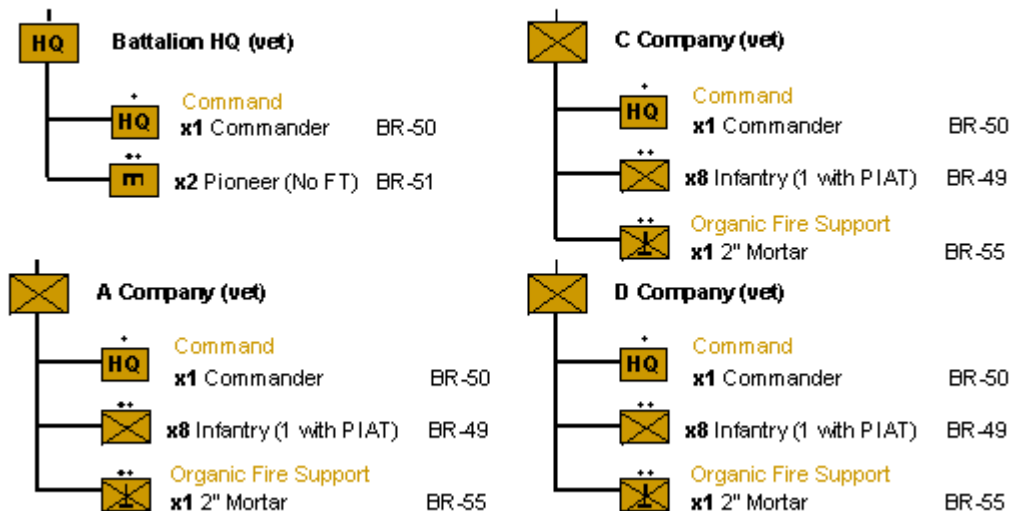
Mission

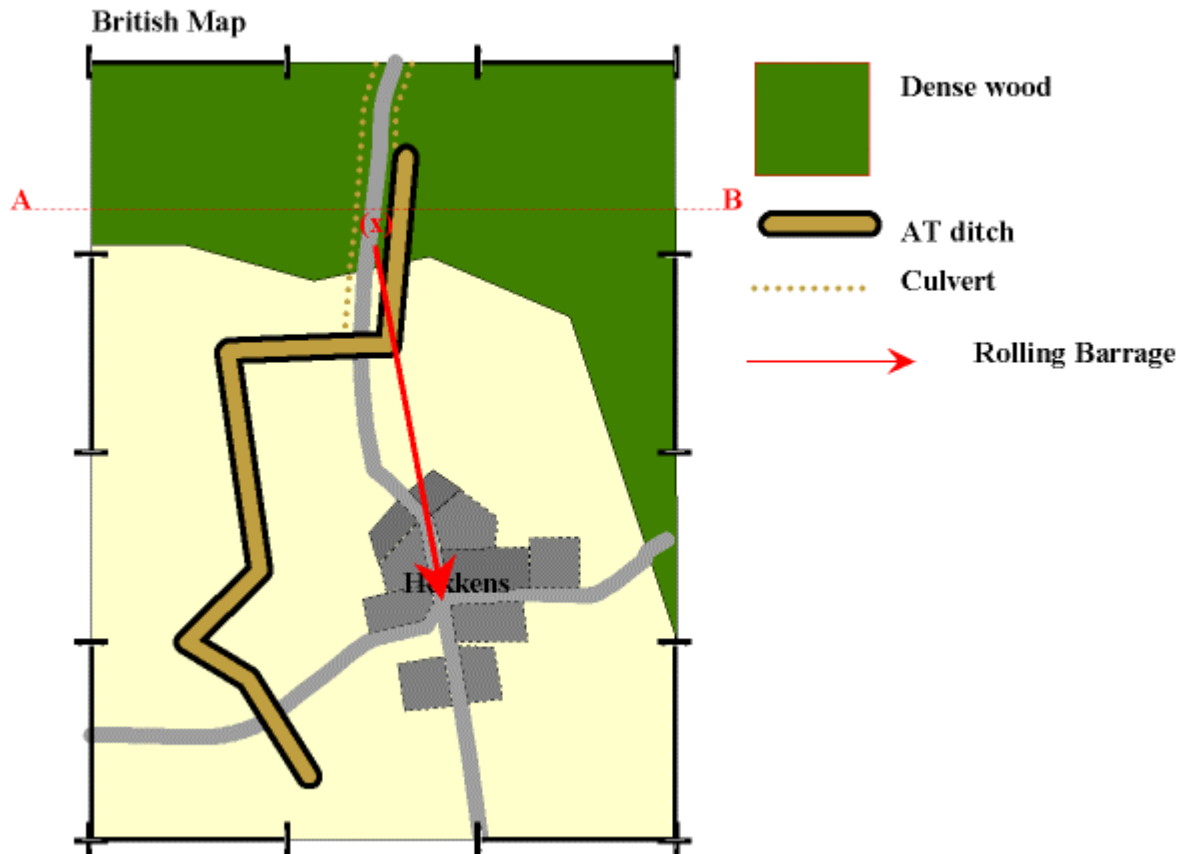
You are to capture the cross-roads in the center of Hekkens and breach the anti-tank ditch so that your armor support can enter the town.

Execution

You are commanding the 5th Battalion Seaforth Highlanders, consisting of three infantry companies A, C, and D. B Company has been used to bring the other three back up to strength after the past few days' losses. The loss of the OP half-tracks means that no fire flexible support is available, but a walking barrage has been arranged. The main German defence line is expected to be in Hekkens itself, and the pre programmed fire plan has been arranged to reflect this. The anti tank ditch that cuts the road will need to be filled and cleared of mines before the tanks can come up. This is a risky operation as even if we get into Hekkens we wont be able to bring up supports until the ditch is filled and the road cleared of mines. The last thing we need is to be still here by morning, or worse in Hekkens without the supporting armour. The countryside beyond the forest is good tank going, and we don't want any Panzers catching us with only our PIATs to fend them off. If conditions warrant it, you may abort your attack, but until then you must push forward as rapidly as possible.

Elements, 5th Battalion Seaforth Highlanders





Starting Positions and Reinforcement Schedule

- The battalion deploys north of line A-B, in one up, two behind formation aligned on the road.

Artillery fire plan.

- The fire plan is fixed and cannot be changed. Being night no smoke is employed.
- At 01:20 am (turn 1) a rolling barrage from a Regiment of 25Pdrs starts from point (x).
- The barrage is a concentration 6 templates wide centred on the road (0V\+1T&G).
- Each turn, it moves one template depth directly toward the crossroads as indicated by the arrow.
- When it reaches the E-W portion of the ditch the barrage halts there for 1 turn on the far side, and at that point 2 batteries of 5.5s target the road as it leaves Hekkens, - i.e. 4 templates wide and centred on the road. This stands here for 2 turns then lifts to the crossroads for 1 turn.
- The barrage lasts a total of 6 turns.

Aborting the attack

The British player can decide to abort the attack any turn after any ME suffers 50% or more losses, or after the appropriate move has passed-see reinforcements and variables. He must at that point inform his opponent or the umpire of this decision. Until the attack is aborted the command group of one ME must advance or attempt to advance towards Hekkens each turn. Once the abort order is given all of the British forces must withdraw to cover or out of sight from any known or suspected German positions. Once there they may not advance further, but need not retire if other enemy become visible.


Notes

- The Seaforths have now been engaged constantly for more than 36 hours without proper rest. They cannot therefore claim their "no loss" modifier on the manoeuvre charts.
- The 2" mortars cannot be fired indirect from the areas of dense wood.
- The game starts at 01:20. Dawn breaks on turn 8 (see the overview about variable turn times at night) and the game ends on turn 12.
- The British move first.
- See the overview for special engineering rules and Machine gun options.

Reinforcements and variables.

Optional Forces/Reinforcements

Battalion HQ transport (vet)

 **Transport**
x1 Haltrack Carrier BR-34


 **Troop, 107 Royal Armoured Corps**
"I remember your father, fine chap....." (exp)


 **Command**
x1 Churchill VI Infantry Tank BR-10

 x1 Churchill VI Infantry Tank BR-10



Elements, 107th RAC/34th Arm. Brigade (vet)

 **Command**
x1 Churchill VI 75mm Infantry Tank BR-10

 x3-5 Churchill VI 75mm Infantry Tank BR-10

 x1 Churchill V 95mm Close Support Tank BR-09

There is potentially more than a squadron of armour available as reinforcements, as the 107th RAC/34th Armoured Brigade is attempting to join the battle from the north, and the Battalion Command Halftrack and surviving Churchills from Ride scenario may also be available. The stand-alone scenario is based on the historical outcome of the Ride scenario, where the Seaforths only managed to gain the crossroads where the ride met the Hekkens road. If they had done better, it is possible that more strength would be available as reinforcements.

If you play this scenario as a follow-on to the Ride:

1. In the ride, if the Seaforths clear the road leading from the crossroads where the Ride meets the Hekkens road leading off the South edge of the map, they will prevent the German infiltrators from laying the mines that destroyed the surviving vehicles from the Ride and the Battalion HQ halftrack. This has two effects:
 - Any Churchills which survived the Ride are available at the start of the game.
 - The Battalion HQ halftrack is available at the start of the game. If it continues to survive, it may call for reinforcements on turn 6 instead of turn 8.
2. In the ride, if the Seaforths clear the road leading from the crossroads where the Ride meets the Hekkens road leading off the North edge of the map, the supporting armour will not need to fight to join the battle. This has two effects:
 - The full squadron of 107th RAC/34th Armoured Brigade is available as reinforcements (they don't lose anybody in the fight to clear the road to the South.
 - Some of them are available earlier.
3. Similarly, it is possible for the Germans to do better in the Ride. If the German exits any units off point D in the Ride, all reinforcement times are delayed by 1 turn.

Situation	Reinforcements
Stand alone scenario, or Seaforths hold only the crossroads (or less) in "The Ride", or they hold any other combination other than below	Depleted squadron of Churchill tanks, Squadron Command and Close Support tank and 3 troop tanks, 5 total. Dice for arrival from turn 8. 8,9,10 on a D10, the Churchills arrive on the North end of the road (they may use rapid advance road movement to enter the battle).
At the end of the "Ride", the Seaforths hold the crossroads where the ride joins the main road, and also hold the road leading off the South edge of the map.	<ol style="list-style-type: none"> 1. Any Churchills which survived the Ride are available at the start of the game. 2. The Seaforth's command halftrack is available at the beginning of the game. If it is not destroyed, the British player may begin dicing for reinforcements on turn 6 instead of turn 8.
At the end of the "Ride", the Seaforths hold the crossroads where the ride joins the main road, and also hold the road leading off the North edge of the map.	<ol style="list-style-type: none"> 1. On turn 3, the Seaforths receive 1 troop (2 tanks) of Churchills on the North end of the road. Until the rest of the squadron arrives, designate one of these as the temporary commander. 2. On turn 8, the Seaforths may dice for reinforcements for the remainder of the squadron (1 command Churchill tank, 1 CS tank, and 4 other Churchill tanks) arriving 2 turns later on the North end of the road.
At the end of the "Ride", the Seaforths hold the crossroads where the ride joins the main road, and also hold the entire road leading off the North and South edges of the map.	<ol style="list-style-type: none"> 1. Any Churchills which survived the Ride are available at the start of the game. 2. On turn 3, the Seaforths receive 1 troop (2 tanks) of Churchills on the North end of the road. Until the rest of the squadron arrives, designate one of these as the temporary commander. 3. On turn 8, the Seaforths may dice for reinforcements for the remainder of the squadron (1 command Churchill tank, 1 CS tank, and 3 other Churchill tanks) arriving 2 turns later on the North end of the road. 4. The Seaforth's command halftrack is available at the beginning of the game. If it is not destroyed, the British player may begin dicing for reinforcements on turn 6 instead of turn 8.

The Germans exited one or more units off point D in the "Ride".

Delay all British reinforcement rolls by one turn.

Briefing for Officer commanding Remnants - 7th Fallschirmjäger Division

Situation

There are confused reports of heavy fighting throughout the evening, now, just after at 01:00 in the morning the Tommies bring down a heavy barrage. You man your defences and wait. Standing orders calls for aggressive counter attacks wherever possible, so that the enemy gain no further ground or even better are pushed back.

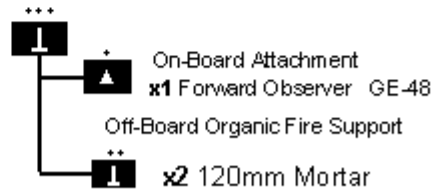
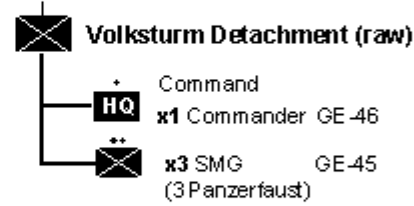
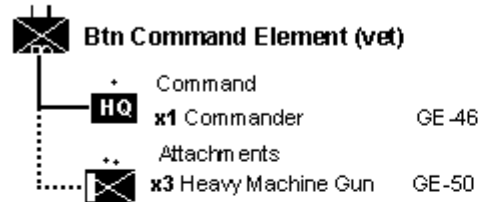
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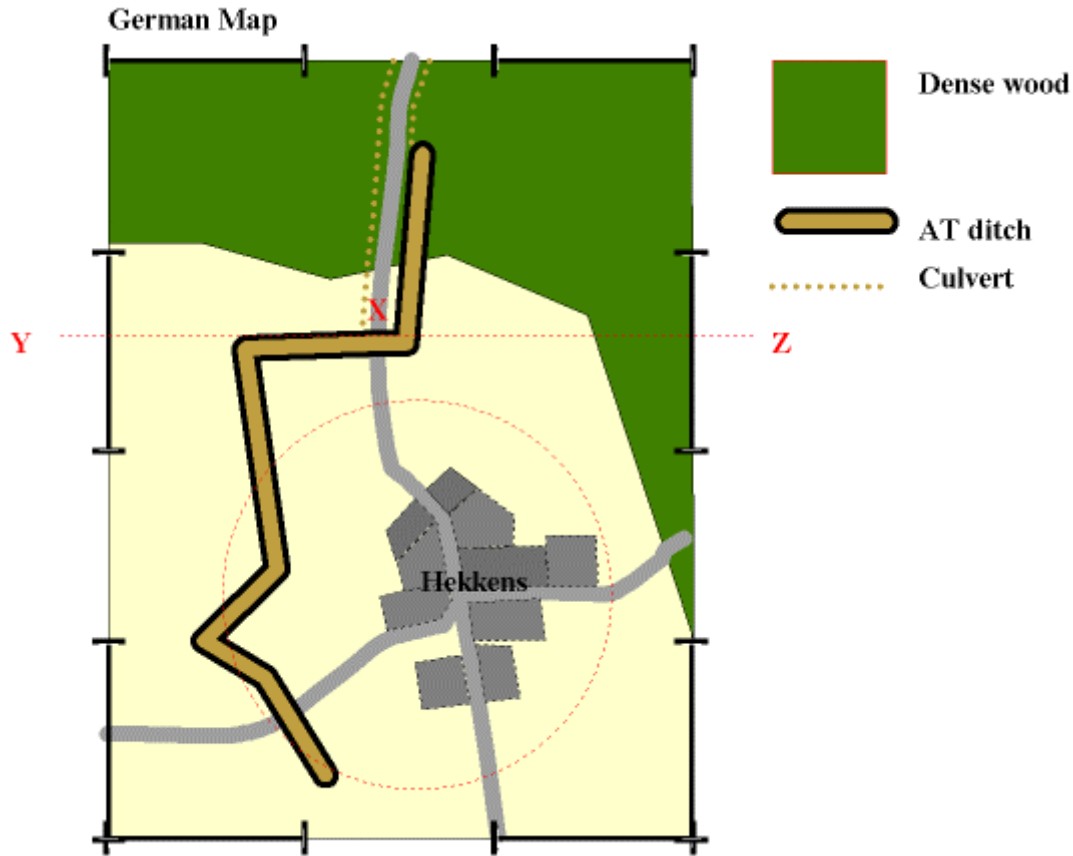
You are to prevent the enemy from entering Hekken, and, if possible, drive his forces back into the woods.

Execution

Your forces consist of several depleted Fallschirmjäger companies, with 88mm FLAK and Mortars in support. You may also call on some Volksturm units (but don't expect too much of them). The exact composition of your forces is listed below.

**Remnants,
2nd Fallschirmjäger Regt.
"Those Bloody Little Para Boys"**





Starting Positions and Reinforcement Schedule

- One Fallschirmjager Co (your choice) starts anywhere in the ditch South of line y-z.
- One HMG must be attached to this company and begins emplaced in an improved position set up to fire on fixed lines (see the scenario overview) down the road from the AT ditch. The other two HMGs may be attached to either company and may also be emplaced in an improved position set on fixed lines if required.
- The remaining German forces must deploy within the circle around Hekkens.
- A hasty barrier minefield has been laid across the road where it exits the woods - it is surface laid 2 inches deep and extends to from the culvert to the ditch but not into either. See the overview for special minefield rules.
- Reinforcements
 You must be joking. Ok maybe not. In an effort to boost figure sales the German player may have a platoon of 1 commander (GE46) and 3 stands of VolksSturm - raw SMG infantry w Panzerfaust (GE 45) starting on turn 3 at the Hekkens crossroads, but only if the player has figures of local bank managers, old men, etc.

Objective

Defend Hekken and drive the enemy back into the woods.

Scenario Notes

- The game starts at 01:20. Dawn breaks on turn 8 (see the overview about turn length changes) and the game ends at the end of turn 12.
- The British move first.

Umpire Briefing

Victory Conditions

As in the previous scenario the victory conditions are not necessarily those given in the player briefing. If the British succeed in taking and holding the Hekkens crossroads with an ME that is at greater than 50% strength they win. This is highly unlikely, and a morale victory can be claimed if they are still engaged - i.e. have not aborted the attack by turn 12. A German victory is also difficult - they must push the British back behind their start line to claim a win. If the British abort their attack the German player can count this as a (fleeting) morale victory. Any other result is a draw.

HISTORICAL OUTCOME

Sometimes you can't win. The Seaforths were pinned down by fire from the ditch and were left behind by the artillery. They tried outflanking the German positions but failed, and then throwing in "A" company as a last ditch (pardon the pun) effort failed just as it looked like it would work, when they were pinned by heavy mortar fire. The German front line stabilised. German counter attacks were beaten off with the help of the tanks. The Germans then found that in beating off the Seaforth attack they had been distracted from the original threat, which walked in behind them almost unopposed, and they were forced to abandon Hekkens.