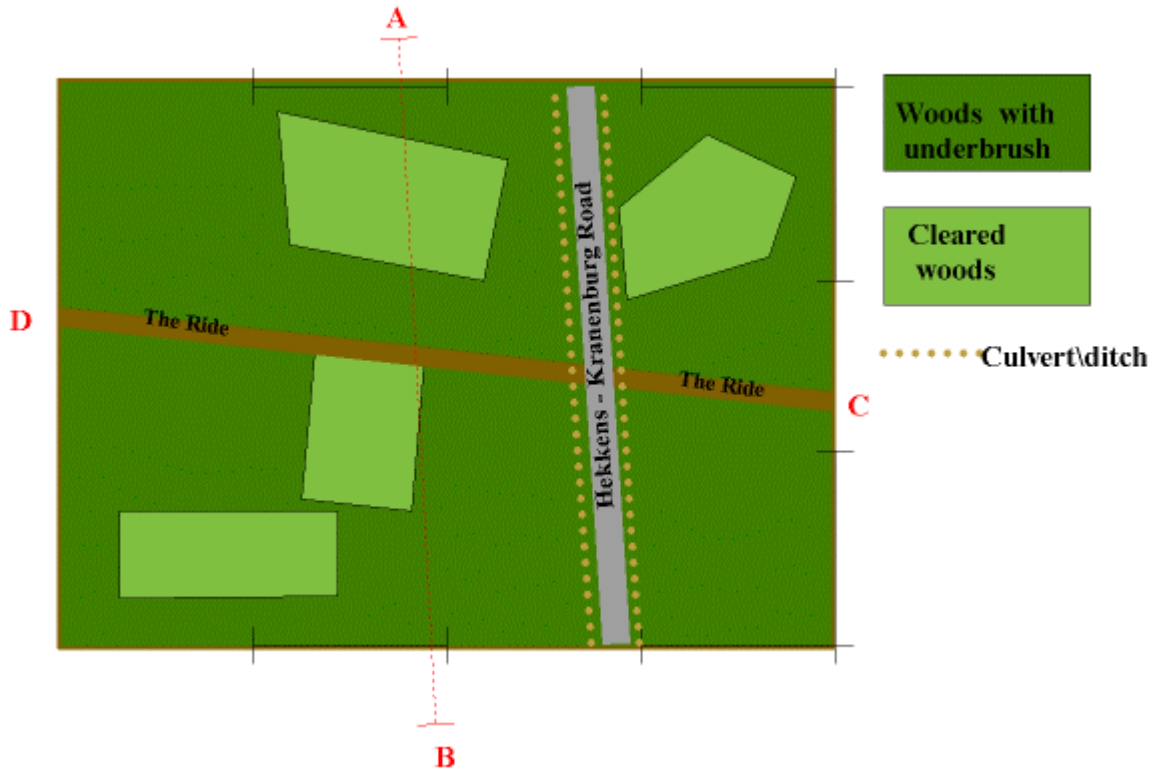


Operation Veritable (A Ride in the Reichswald)

The British attempt to outflank the West Wall is making steady but slow progress. On the afternoon of the 9th February 1945 lead elements of the 51st (Highland) Division, attached to the Canadian Army, have become held up in the woods of the Reichswald Cleve, just north of Hekkens. To maintain their alignment on the stalled Camerons to the immediate south, the Argylls have halted. The British now are looking for ways to continue their offensive, while the Germans are looking for ways to stop them.



Terrain and Scenario Notes

- To simulate the confusion inherent in this situation, it is best played with an umpire.
- Each division on the map edge represents 12", giving a total table size of 4' x 3'.
- Except for the roads, all of the terrain is wooded. There are areas of cleared woodland, but most is dense and has heavy overgrowth.
- The canopy cover in the dense areas is so thick that it is impossible to fire a mortar out of it.
- The action takes place in late evening on a dark overcast day. Spotting targets on the ride is therefore difficult - treat targets on the ride as in sparse edge cover, with a maximum spotting distance of 5". The maximum spotting distance down the road is 20"
- The ride itself is little more than a muddy track, so boggy in parts that it is impassable to all wheeled vehicles. Troops may move at full speed down the ride, but tracked vehicles may only move at 1/2 speed (no bog-down check). To use it, units must conform to it as if it were a road.
- The road is unpaved.
- A drainage channel runs either side of the road - treat as a shallow ditch. To leave or enter the road, units must cross the edge of the road as a linear obstacle.
- The game starts at 1700hrs (Turn 1) and finishes at the end of the 1830hrs turn (Turn 10).
- 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

To the South, the Camerons have been stalled by fierce German resistance. The Argylls have halted to maintain their alignment with the Camerons. A little used trail has been discovered through the dense woods that leads to the flank of the German position.

Mission

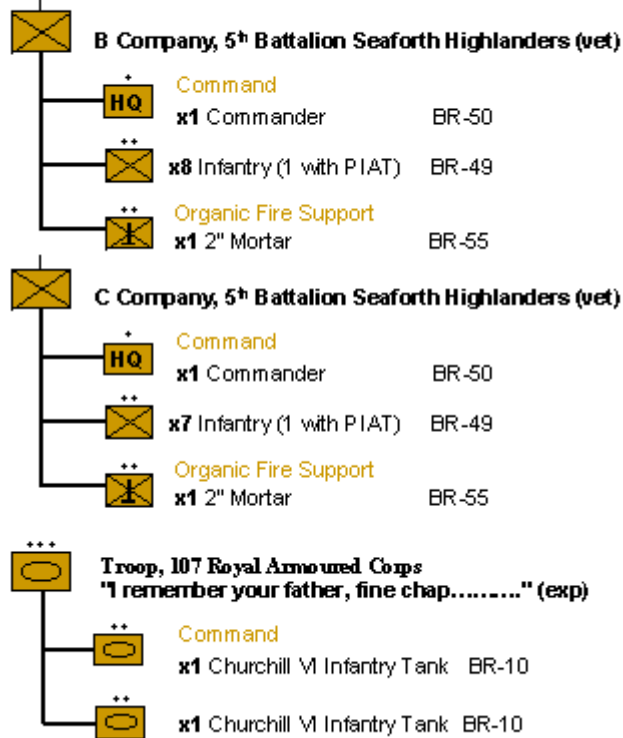
In an attempt to outflank the enemy blocking positions the 5th Seaforth Highlanders will move past their colleagues of the Argylls and down a little used ride (track) through the dense forest of the Reichwald. Your objective is the Hekkens \ Kranenburg road where you turn south and hopefully roll up the German right flank. German forces have not been seen in this area, so it may provide an unopposed path into the enemy's rear.

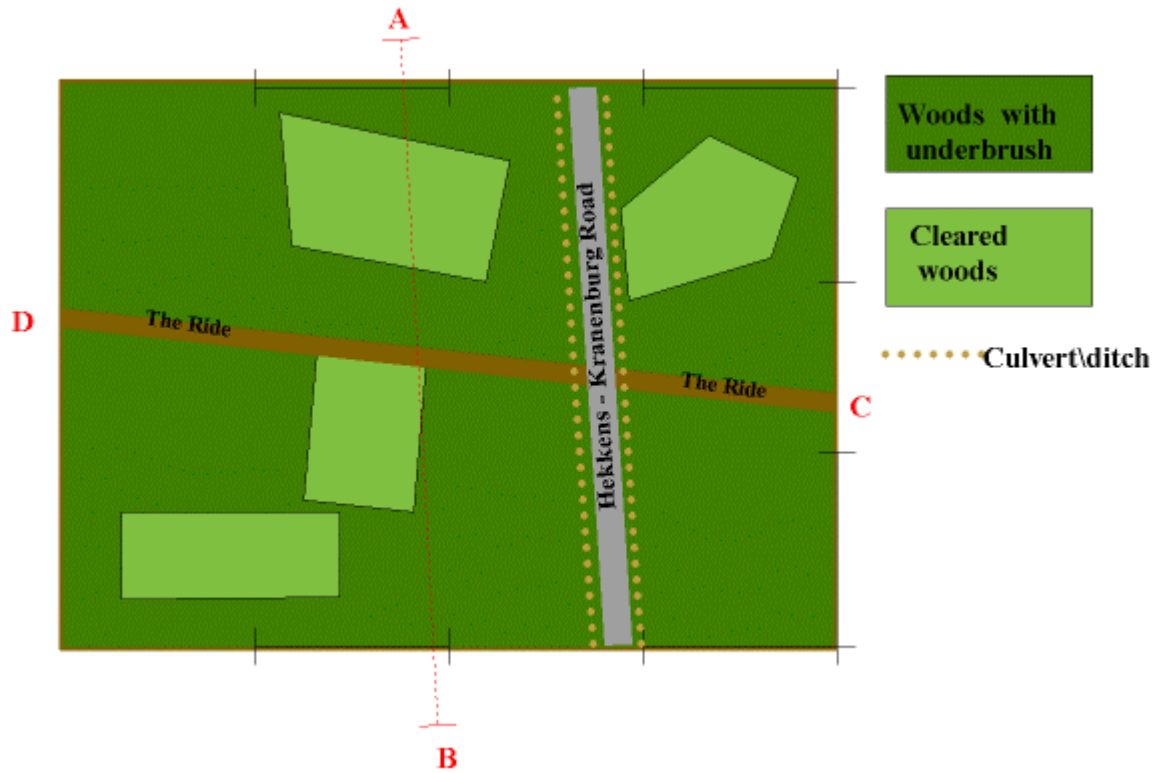
Execution

You are commanding lead elements of the 5th Battalion Seaforth Highlanders, consisting of two infantry companies. The Seaforths have none of the usual support - the dense terrain has robbed them of their own vehicles, and with them their mortars, anti tank guns and MMGs. Although they have a Regiment of 25Pdrs at call, with an OP group, but these are useless here as visibility off the ride is measurable in feet, let alone yards, and have therefore been ignored. They have however "borrowed" a troop of Churchill's that were technically attached to the Argylls - achieved by the simple expedient of Colonel Sym talking with the troop Co and discovering that his father had been a Seaforth. Blood, especially Highland blood, being thicker than water Sym now has a trio of tanks - at least until someone notices them missing. In the silence of the woods the roar of the tanks as they edge forward seems deafening. Everyone knows that they are walking into an ambush, the question is simply when it will happen....

Your forces are listed below.

Lead Elements, 5th Battalion Seaforth Highlanders





Starting Positions and Reinforcement Schedule

- B Company is deployed in line astride the ride anywhere behind the line A-B on the map.
- At least 1 Churchill must begin the game on the ride.
- C Company is free to deploy anywhere behind the line A-B in any formation it desires.

Objective

Secure the Hekkens - Kranenburg Road.

- Due to the highly unorthodox nature of their involvement and the off-the-cuff nature of the operation the Churchill troop has had no time to properly agree on procedures with the infantry, and can not be a direct attachment to an infantry company and must act as a separate ME. The morale rating has also been reduced to reflect this.
- The 2" mortars cannot be fired indirect from the areas of dense wood.
- The other 2 companies of the battalion are not involved due to the scale of the game. They will be following up after you secure the road for the flanking movement to the south.
- The game starts at 1630hrs (Turn 1) and finishes at the end of the 1800hrs turn (Turn 10).
- The British move first.

Briefing for Officer commanding
Remnants - Fallschirmjäger Battalion
"Those Bloody Little Para Boys"

Situation

The British are attacking in strength through the Reichswald Cleve. They must be held as if they break through, they will be in a position to outflank the remaining defences of the West Wall. Hard fighting has stopped them about three kilometres from Hekkens, deep in the woods, and it may be possible to outflank them by way of a little used ride (trail) that runs parallel to their line of advance. No support is available due to the nature of the dense woods, but this will also mean that the Tommies will also be without their air and artillery support

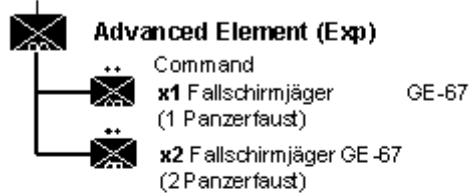
Mission

You are to move up the ride to the Hekkens Kranenburg road, deploy and advance until outflanking the enemy, then roll up his flank.

Execution

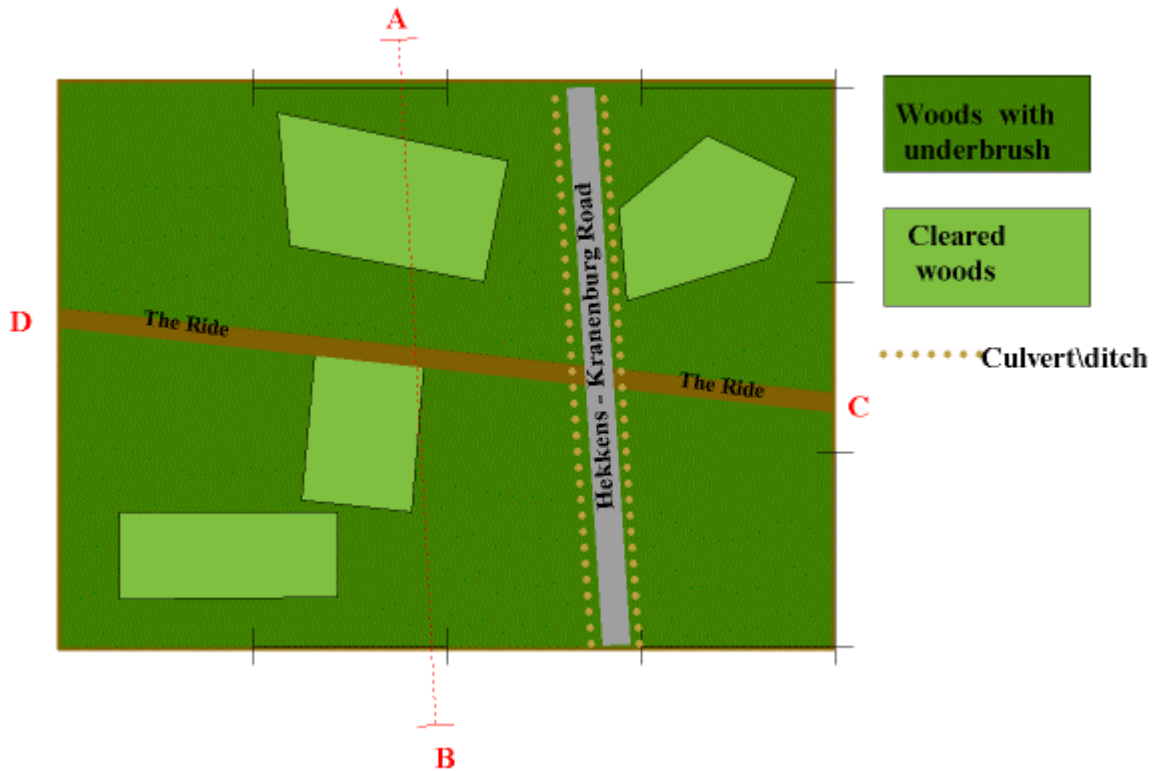
Your forces consist of several depleted Fallschirmjäger companies, the exact composition of which is listed below. While no support is available due to the nature of the dense woods, but this will also mean that the Tommies will also be without their air and artillery support.

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



MAIN BODY





Starting Positions and Reinforcement Schedule

- The Advanced Element begins no more than 6 inches away (either side) of the Hekkens Road, with one element either on or conformed to the ride.
- One company of the main body begins in column (in base to base contact) on the ride with its last element on the table edge at point "C".
- The second Company enters at point "C" on turn 3.

Objective

Exit 1 Company off the ride at point D with no more than 50% losses.

Scenario Notes

- The game starts at 1630hrs (Turn 1) and finishes at the end of the 1800hrs turn (Turn 10).
- The British move first.

Umpire Briefing

The actual situation

In an attempt to outflank the enemy blocking positions the 5th Seaforth Highlanders move past their colleagues of the Argylls and down a little used ride (track) through the dense forest of the Reichswald. Their objective is the Hekkens\Kranenburg road, 6000 yards to the east, where they will then turn south and hopefully roll up the German right flank. Unknown to the British, the Germans have made the assumption that the Argyll's halt is the extent of the British advance, and decide to try and outflank the position by using the same ride that the Seaforths are moving down. Their axis of advance is the Seaforth's ride, their start line the Hekkens Road - the Seaforth's objective. The two forces are slated to collide head-on.

Victory Conditions

The objectives given, especially for the Germans, are in reality untenable. Any German unit exiting at D will be destroyed by the other 2 companies of Seaforths following up. The actual game victory condition is possession of the road and crossroads. There are three objectives:

1. The crossroads of the road and ride. 3 objective victory pts
2. The stretch of road leading from the 10" North of the crossroads off the North Edge of the Map. 1 objective victory pt
3. The stretch of road leading from the 10" South crossroads off the South Edge of the Map. 2 objective victory pts

Holding an objective means being the last to hold it and having no undisordered enemy unit within 5" of it at the end of the game. The Germans are considered to hold all three objectives at the beginning of the game, so the British must attack and drive them off. It is possible that neither side will hold an objective, in which case the points for that objective are awarded to neither player. If there is no clear winner on objective points, determine victory as per the chart on P.12 of the rule book. Historically, the battle was essentially a draw, with the British capturing the crossroads but the German holding the North and South exits. Whether the umpire lets the players know the changed objectives is up to him. Note that the objectives above tie into the Ditch scenario if you are playing the mini-campaign.

Hidden Movement

Because of the dense nature of the terrain, most spotting distances will be under 5". To add confusion, either liberally supply each side with dummy counters or perform map movement until initial contact is made. This scenario is small enough so that hidden movement is a viable option.