

Assault on Westkapelle

November 1st 1944

Scenario written by Paddy Green

Introduction

In August 1944 the Allies swept across France and the Low Countries in full pursuit of the German Army. On September 4th British troops entered the port of Antwerp but they omitted to clear the banks of the Schelde estuary which controlled access to this deep water port making it unusable. As the Allies advanced deeper into North-West Europe their supply lines became increasingly over-extended. Last ditch stands by German troops in Calais and Boulogne had reduced these docks to ruins and thus the majority of supplies were still being landed at the temporary and exposed Mulberry harbour in Normandy. Front-line troops became increasingly starved of vital supplies, which curtailed movement and allowed the Germans time to regroup and dig-in upsetting Eisenhower's "broad front policy." Meanwhile, Montgomery, favouring a "narrow front," persuaded Eisenhower to try for a knockout blow with Operation MARKET GARDEN. In Eisenhower's own words: "The attractive possibility of quickly turning the German north flank led me to approve the temporary delay in freeing the vital port of Antwerp." The failure of Arnhem offensive made opening the port of Antwerp a matter of urgency and all eyes now turned to the Schelde Estuary and Walcheren Island.

The Allied plan was for the 2nd Canadian Division to strike north isolating the South Beverland peninsula and then advance along it as far as Walcheren Island (Operation VITALITY). Meanwhile the 3rd Canadian Division would clear the south bank of the Schelde and the small port of Breskens (Operation SWITCHBACK). The final stage of the plan was Operation INFATUATE, dual amphibious assaults on Walcheren Island by 155 Brigade assaulting Flushing from Breskens and 4 Special Service Brigade, training in Ostend, assaulting Westkapelle. However, Walcheren Island was one of the most heavily fortified places in the world. To soften up these formidable defences Bomber command attacked the dyke south of Westkapelle on 3rd October and at Flushing on 7th October which flooded much of the Island and caused many civilian casualties. However the RAF's bombs were ineffective against the heavily fortified coastal batteries making the amphibious assault a highly dangerous, especially at Westkapelle where heavy guns in strong-points W15, north of Westkapelle, and W13 to the south were still active and dominated the approaches.

To clear a path for the assaulting troops a massive preliminary bombardment was planned using bombers (which were prevented from flying by bad weather) and heavy artillery from two Army Groups while 84 Group RAF were to strafe the defenders and lay smoke to shield the landing craft. The final approach was to be made by Captain Pugsley's "T Force" containing the Battleship HMS Warspite and the Monitors HMS Roberts and HMS Erebus, which were to shell targets ashore, while a motley collection of specialised landing craft were to provide direct fire support during the final 'run-in.' These included LCT(R)s with 600 rocket tubes, LCGs with two 4.7" guns, lighter and more vulnerable LCS(L)s with 6-pounder guns and MGs and LCFs with pom-poms and Oerlikons. However the most dangerous job went to the LCG(M)s designed to beach in front of their targets so they could engage them with turret mounted 17-pounder guns. All this fire support was designed to deflect the fire of the deadly shore batteries and allow the LCI(S)s and LCTs of 4 Special Service Brigade to land on the beaches and assault Westkapelle to clear the surrounding fortifications, especially W13 and W15 containing the heavy guns.

The plan for the landings split the beach area into three; TARE RED to the north. TARE WHITE, either side of the gap, and TARE GREEN to the south. The first wave would land from LCI(S)s on TARE RED. This assault force would comprise elements of 41 Royal Marines Commando and would be supported by an armoured assault force, made up of Sherman 75mm, Sherman Flails, AVREs and D7 Bulldozers. Their job was to seize the dyke and provide covering fire for the second wave. The LCTs of the second wave would then sail through the gap caused by the bombing and widened over the following weeks by the tide to land either side of the gap on TARE WHITE. The remainder of 41 Commando, supported by the Belgian and Norwegian troops of 10 Inter-Allied Commando would land with their Buffalo and Weasel transports on TARE WHITE North sheltered from W15's guns by Westkapelle. Meanwhile while the majority of 48 Commando, similarly equipped, would land on TARE WHITE South followed shortly thereafter by 47 Commando. 41 Commando would then clear Westkapelle and push north to silence the guns of W15 while 48 Commando would push south, along the dyke quelling any German resistance and assaulting W13 to silence those batteries.

This scenario begins as the first LCI(S) lands on TARE RED.

British Player Briefing

Situation

Brigadier Leicester, 4 Special Service Brigade, 08:15 November 1st 1944, at Sea off Walcheren

You left Ostend docks seven hours ago and the knot in your stomach has been tightening ever since. You can't sleep but thankfully the sea is calm and the men aren't sea-sick. Your eyes have been fixed on the Westkapelle lighthouse, in the distance, for several minutes – it looks like a match sticking out of an apple. The crack of the German heavy guns heralds the start of the bombardment. You look at your watch – it is 0809 Hrs. HMS Warspite and HMS Roberts fire against the shore batteries but HMS Erebus is silent, a mechanical defect has jammed her turrets. The artillery south of the Schelde crackle but despite the clear sky the RAF hasn't bothered turning up. Fog over England you hear – a difficult job just got worse! The German guns continue to fire at Pugsley's support craft, which now seem to have split into two distinct groups north and south. Westkapelle is only 6 miles away and although huge bursts of smoke and flame erupt along the dyke the German guns keep firing and plumes of water are thrown up among the support craft – its only a matter of time before they find their range. Your landing craft is holding back to keep out of the maelstrom but ahead of you see chaos erupt as the LCT(R)s (landing craft each carrying 600 rockets tubes each firing a rocket equivalent to a 6 inch shell) turn broadside to fire. Rockets stream into the air, many fall short showering the landing craft in front with high explosive and causing them to scatter wildly, one was hit badly. Other rockets strike their targets but still the German guns continue firing. One of the LCT(R)s is hit and burns fiercely with a massive plume of black smoke rising into the air shortly after another stops to help it. Your landing craft approaches closer still, the LCG(L)s (Large Landing Craft each fitted with two 4.7 inch guns) are now firing as fast as they can, another is hit solidly and explodes whilst a second is hit twice in rapid succession and is burning fiercely, it turns away as if scolded by the fire and then turns back towards the coast. One of the LCG(L)s to the south is burning, a second is sailing suicidally close to the shore, it explodes and turns out to sea. The other LCG(L)s are weaving in and out of the fire leading almost charmed lives. Closer still you see the diminutive LCS(L)s escorting the larger LCG(M)s (Landing Craft fitted with 17-pounder guns) into shore. One of the smaller craft to the south explodes, another burns. To the north one is motionless as a second comes alongside to give it a tow, a third is zig-zagging furiously to distract the German gunners. Through this mayhem a LCG(M) has reached the shore and beached directly in front of the German Guns in W15. For several minutes the heavy German guns fire remorselessly from their concrete caissons into the helpless craft scoring hit after hit whilst the LCG(M) traded blows with their 17-pounder like a lightweight boxer in an unmatched bout. Eventually the Landing Craft fell silent and began to pull back from the shore but almost immediately she slumped by the stern and keeled over leaving only her upturned hull visible. The few members of her brave crew who could abandon ship either swam for safety or clambered onto the hull.

The sacrifices of these Support Craft have not been in vain as you look to the east you see that the Landing Craft carrying the initial wave of 41 Commando have been able to approach the beach unnoticed and unscathed - they would land any minute, safe from the German guns. At that moment you realised the price for Walcheren had already been paid in Royal Naval blood and you utter a silent vow to honour their sacrifice by silencing those guns once and for all. However, as your landing craft turns towards the coast those massive German guns scent a new target. This time they fire at the LCTs carrying the Armoured Assault Squadrons. Landing Craft *Damson* is straddled by a salvo of shells and then hit by a second, flames leap into the air from the tank deck and she turns out to sea aided by Landing Craft *Apple*. Seconds later Landing Craft *Cherry* is also hit throwing the bridge from her AVRE into the air and across her deck jamming the tanks in place – they were useless to you now. The job is getting more difficult by the minute especially now you had lost nearly half of your "funnies." However, you can see your men running up the beach as a squadron of Typhoons scream overhead – better late than never! The die is cast - the fighting has begun!

Mission

- Your forces are to capture Westkapelle and the defensive position W267 and the Lighthouse (W268).
- Your forces are to neutralize all German defensive positions in the surrounding area, particularly the gun batteries in W13 and W15.
- Once the area has been cleared 47 RM Commando will land and your Brigade will proceed north-east and south to neutralise the remaining defences surrounding the Walcheren saucer, particularly the gun batteries in W11 and W17. This will require careful husbanding of your forces. You must minimize casualties during the assault.

British Deployment, Notes & Special Rules

• Deployment and Reinforcement

- Turn 1** Start of scenario. 3 Typhoons automatically arrive against W15 and depart after their attack.
41 RM HQ and S Troop – Arrive on foot from LCI(S) on TARE RED
41 RM B Troop – Arrive on Foot on TARE RED
41 RM P Troop – Arrive on Foot on TARE RED
NGS from HMS WARSPITE, may only be called by FOO (Naval).
- Turn 2** 10 Inter Allied 4 Troop (Belgian) – Arrive on TARE WHITE North [historical 1 casualty]
Armoured Assault Squadron – Arrive on TARE WHITE North
- Turn 3** 41 RM A Troop – Arrive disordered and split between TARE WHITE North and South.
41 RM X Troop – Arrive on TARE WHITE North [historical 1 casualty]
41 RM Y Troop – Arrive on TARE WHITE North [historical 1 casualty]
10 Inter Allied 5 Troop (Norwegian) – Arrive TARE WHITE North
48 RM HQ and S Troop – Arrive on TARE WHITE South [historical 1 casualty]
48 RM B Troop – Arrive on TARE WHITE South
48 RM X Troop – Arrive on TARE WHITE South [historical 2 casualties]
48 RM Y Troop – Arrive on TARE WHITE South [historical 3 casualties]
Beachmaster – Arrives on any beach desired.
- Turn 7** 48 RM A Troop – Arrive Turn 7 on TARE GREEN
48 RM Z Troop – Arrive Turn 7 on TARE GREEN [historical 1 casualty]
- Turn 10** Brigade HQ – Arrive on TARE WHITE North
- Turn 12** 3 Typhoons available, may only be called for by FAO.
Canadian Artillery available, may only be called for by FOO(Canadian).

• Discipline Rating

- All Commando MEs are Elite.
- The Armoured Assault Squadron is Veteran.
- All MEs with historical casualties must lose that number of bases before deploying onto the table. This simulates the casualties lost during the run in. MEs affected in this manner do not qualify for the +1 on Manoeuvre Roll for nil casualties. Casualties taken during the run in are included in the casualty calculation for Manoeuvre Rolls.

• Off board Artillery

- Direct Fire Support, in the shape of 6 x 155mm Canadian Artillery Guns– Large Template +1/+2 and originating from the western long table edge. This may only be called for by a FOO (Canadian) and does not arrive until Turn 12.
- General Fire Support, in the shape of 2 x 15 inch Guns from HMS WARSPITE – Large Template +3/+4 and originates from the western long table edge. This may only be called for by a FOO (Naval) and there is an additional -1 on this Call for Fire in turns 1 to 5 or if the guns from W15 are still operational and declare that they are firing out to sea.
- Off board artillery and on board mortars may not fire smoke or mixed missions.
- On board mortars may fire smoke or mixed missions once during the game.

• Air Support

- 3 Typhoons arrive automatically on turn 1 against the German position at W15.
- 3 Typhoons become available on Turn 12 and originate from the western long table edge. They may only be called for by the FAO. If any are shot down they will not return. Each successive time they are successfully called a cumulative -2 Call for Fire modifier is applied.

• Transport

- All transport must be placed on table.
- Transport does not count to overall ME size but if destroyed does count as casualties.

- **Hidden Unit Status**

- All German units start the game as hidden units and will probably be in pillboxes, entrenched or at least well dug-in.

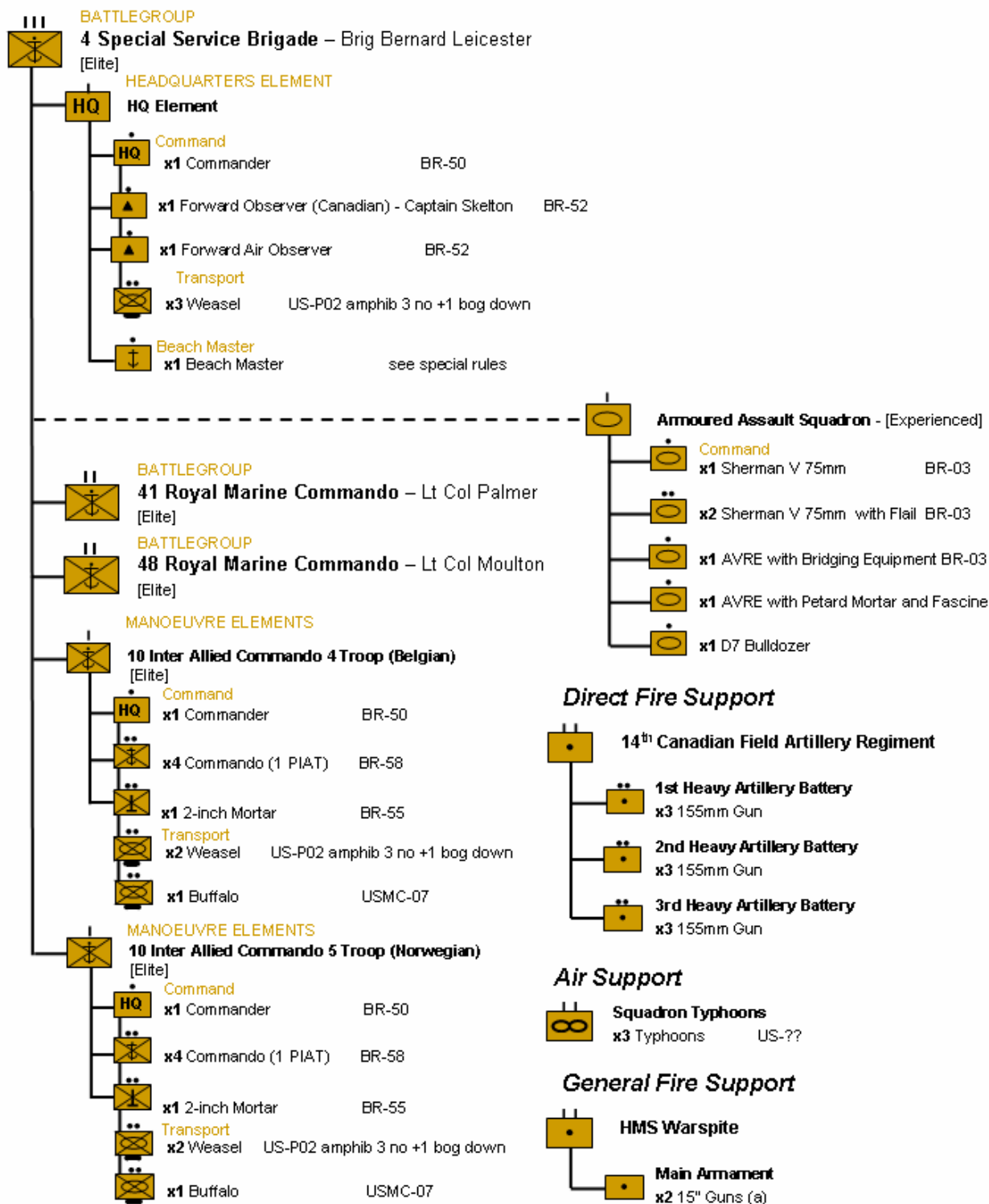
- **Defensive Positions and Mining**

- Aerial reconnaissance indicate many strong defensive positions that will undoubtedly be surrounded by barbed wire and mines. If the experience of Normandy remains true about 15% of the minefields will be dummies.

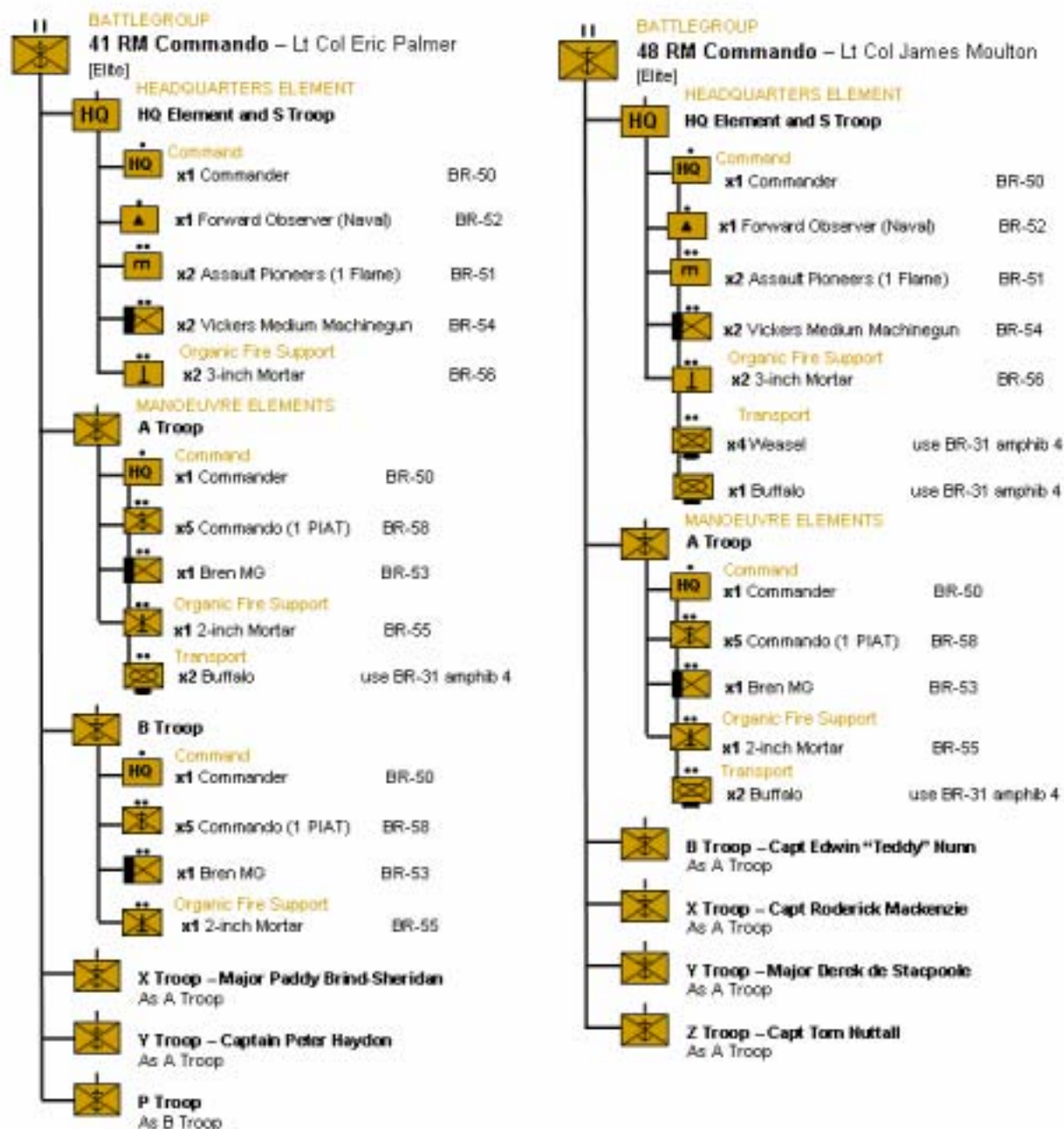
- **Bog Down**

- Weasels do not get a +1 for bog down tests in this scenario and must be treated as half-tracked vehicles in all respects in this scenario.
- Note the ability of D7 Bulldozers and the Beachmaster to assist bogged down vehicles.
- Also note the effects of the rising tide.

BRITISH – 4 SPECIAL SERVICE BRIGADE



BRITISH – 4 SPECIAL SERVICE BRIGADE



Any troop may substitute 1 x Buffalo for 4 x Weasels if desired.

For complete historical accuracy in numbers of vehicles at least 1 troop from each Commando should do this. Alternatively mount all 2" mortars in Weasels.

RM Commando Troops were termed A, B, X, Y, Z after the main turrets of a Battleship. S Troop was the support troop. I have no idea how P Troop 41 RM Commando got its name.

German Player Briefing

Situation

Hauptmann Gottfried Schicke, Commanding Officer II Battalion, 1020th Grenadier Regiment, 70th Infantry Division, 08:15 November 1st 1944, in Westkapelle.

You command II Battalion of 1020th Grenadier Regiment, 70th Infantry Division. This is not as prestigious as it might sound – it is hardly a crack combat unit. The 70th Infantry Division, commanded by Generalleutnant Wilhelm Daser, has been given the derogatory nickname “Das Brotweiss” (the White Bread Division) because many of its soldiers suffer from dyspeptic disorders or stomach complaints. Consequently each battalion has a special bakery to make white bread in order to combat these eating ailments. Although you enjoy the pretzels, they never really made up for the humiliation you feel each time your wife talks about her youngest brother – but then he is serving in the 12th SS Hitlerjugend so you suppose he has the right to brag – his whole family are very proud of young Bruno. Many of your soldiers are garrison troops – family men in their 30s and 40s who have never seen action and don’t want to be in this cold, windswept swamp miles away from their families. In their eyes they are already defeated and you expect that they will surrender at the first opportunity. Having said that, others are veterans from the Russian front. Men like you who have recently recovered from an appalling stomach wound while serving in Wehrmacht Infantry Divisions on the steppes. Often these men long to go back to their original units and fight alongside their brothers once again, but their health would breakdown the moment they got into the field and hence they are assigned to you. Consequently your combat forces were a mix of raw, inexperienced cowards and experienced almost fanatic soldiers. Much depends on the quality of their commanders!

Your Commanding Officer is Oberstleutnant Wilhelm Veigle and is based in Oostkapelle, some 15km away. However, these days you don’t see him much because the bombing has cut the road to Middleburg and the track over the dunes via Domburg, which was never very good, is now full of craters and pot holes. However, you saw his Adjutant, Oberleutnant Otto Radant, yesterday as he visited Westkapelle. He was as pompous as ever and full of his own self importance – you suspect he only comes to visit for the bread – and by the looks of him he has eaten plenty of it! You tackled him yet again over the issue of ammunition supplies for the Marine Artillerie Abteilung 202 guns at W13. It remains impossible to get supplies over the breach in the dyke made by RAF bombing on 7th October – yet Regiment still insists on sending supplies via Westkapelle.

Life in Westkapelle has become quieter over the last few days. The daylight bombing raids of 3rd October had created a gap in the dyke just south of the town causing the water to rush in and flood the land beyond. After that regular bombing of the heavily fortified gun emplacements at W15 and W13 became almost routine but they did little damage and stopped after about a week. Your CO thought this was a prelude to an assault and was pleased when on the night of 15th October your sentries spotted a group of small craft and chased them away with heavy fire. This he considered was a failed attempt at beach reconnaissance and that the Allies would now pick another place to land. However, on 17th October you got the worst pounding yet. The RAF returned and bombed the gap they had already made, turning the west side of Westkapelle into rubble and causing 31 casualties amongst your men and also over a hundred civilian casualties in the process. Despite the distraction your guards remained alert and chased away another group of small craft the same night. Since then there has been little activity. You have daily watched the tide carve an ever bigger gap in the dyke and the waters rise until Westkapelle has become a virtual island, cut off by the flood water and subject to the cold and wind from the North Sea making it a most unpleasant place to be stationed.

All was quiet - that is until this morning. You were disturbed from your breakfast of white bread and cheese by a report from the observers in W15 reporting high levels of maritime activity in the distance. You couldn’t believe that a landing would take place without a preliminary air and sea bombardment but never the less you alerted your subordinates and, after grabbing a pretzel from the breakfast table, made your way to Westkapelle light house. You were just arriving at 8:09 a.m. you heard the krump of the guns in W15 firing, this spurred you into action and you ran up the stairs to the observation position at the top of the tower. The sight before you made your jaw drop. 20 or 30 Landing craft, some already in flames with large plumes of smoke rising into the air. All of the Landing Craft were heading your way and trading shots with the Heavy Guns in W15 and W13. You shouted preparatory orders and insisted Division be informed. You smiled as you take the pretzel out of your pocket and bite off a chunk – Bruno will have to listen to tales about you for a change!

Mission

- Your forces are to repel the Allied assault with maximum casualties.

Deployment & Reinforcements

Turn 1 Start of scenario. All forces are deployed on table.

Turn 2 Guns in W13 become available.

Turn 5 Guns in W15 become available.

• **Discipline Rating**

- The Discipline Rating of all your MEs is variable. For simplicity it could be considered that they are all trained. However, if you wish to add variety, throw a d10 for each ME and +1 for the W15 and W13:
 - 1 the ME is Raw.
 - 2, 3 or 4 the ME is Trained but in poor spirits. If these troops either panic or are defeated in close combat with a difference of between 1 and 3 they will stop fighting and surrender to any enemy troops within 4 inches.
 - 5, 6, 7 or 8 the ME is Trained.
 - 9 or 10 the ME is Experienced.

• **On board and Off board Artillery**

- Organic Fire Support, in the shape of 2 x 3.7" Guns in W15 – Large Template 0/+1. These guns must face east and may not fire to rear. They are not available until Turn 5 as it is assumed that before this they are concentrating their fire against Naval Targets.
- Organic Fire Support, in the shape of 1 x 3" Gun in W15 – Small Template -1/0. This gun could traverse through 360 degrees. It is not available until Turn 5 as it is assumed that before this it is concentrating its fire against Naval Targets.
- All the guns in W15 may fire as a combined battery.
- Organic Fire Support, in the shape of 2 x 150mm Guns in W13 – Large Template +1/+2 . These guns must face east and may not fire to rear. They are not available until Turn 2 as it is assumed that before this they are concentrating their fire against Naval Targets. These guns only have sufficient ammunition for 3 turns of firing.
- Direct Fire Support, in the shape of 2 x 220mm Guns from W17 – Large Template +2/+3 and originates from the North East corner of map. These guns may only be called for by a FOO.
- General Fire Support, in the shape of 2 x 150mm Guns from W11 – Large Template +1/+2 - comes from South East Corner of map. These guns may only be called for by a FOO.

• **Firing against Naval Targets**

- At any time after the guns in W15 or W13 become available the German player may elect not to fire them (he will lose all guns from the battery) at land targets but declare that they are firing at targets out to sea – including HMS WARSPITE. This will cause a -1 for the Call for fire from any Naval FOO calling for NGS in the subsequent Allied turn but in the case of W13 will expend ammunition. The guns in W11 and W17 will cannot be brought to bear on these targets and cannot be used for this purpose.

• **Transport**

- If desired, the German player may discard any softskin vehicles from the order of battle.
- Transport does not count to overall ME size but if destroyed does count as casualties.

• **Hidden Unit Status**

- All German MEs count as hidden units before the game starts.

• **Mines and Defences**

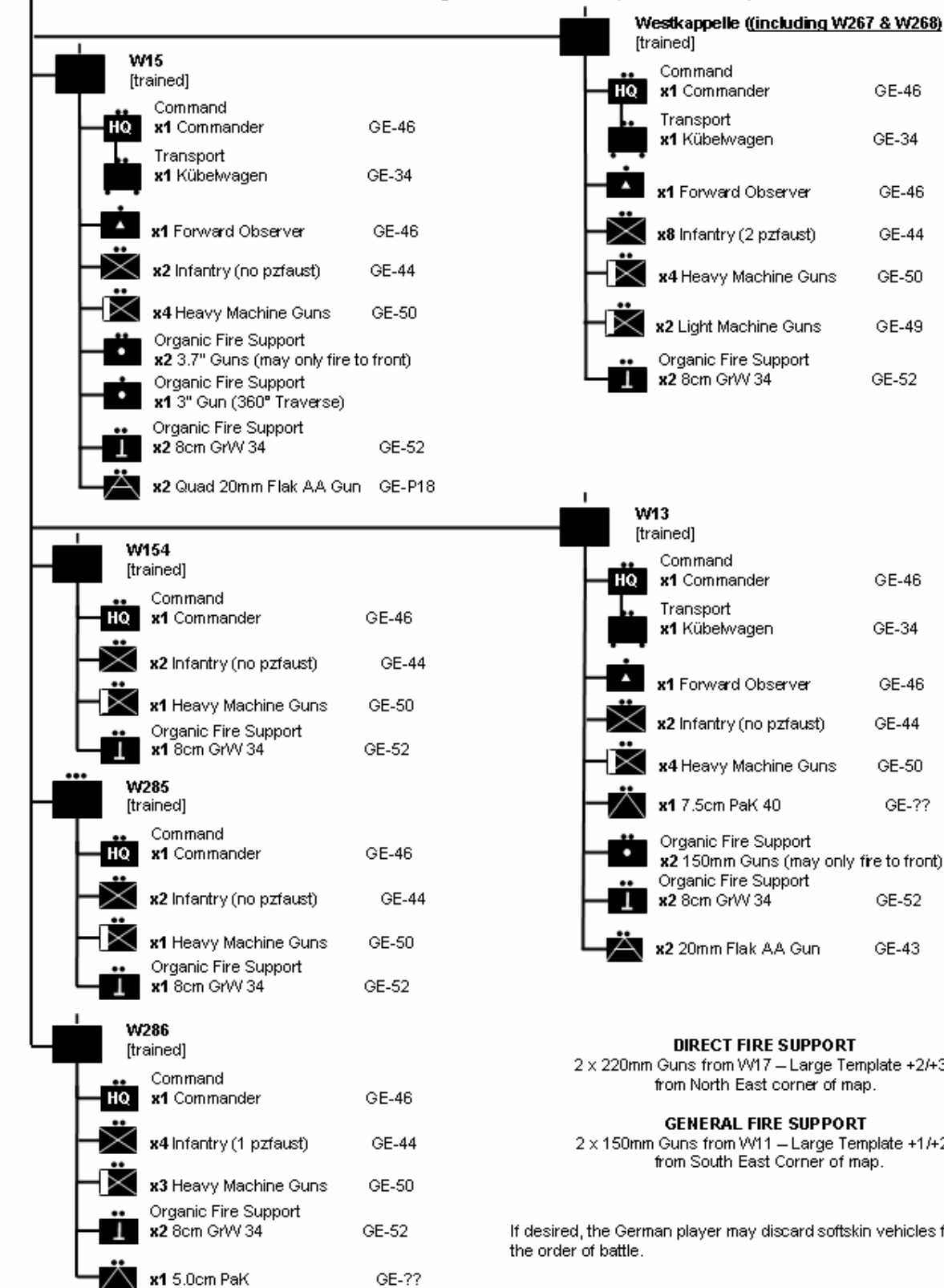
- The following defences and minefields can be placed:
 - **W15** - 3 Casemates (Concrete Pillboxes marked on map), 1 Concrete Pillbox (southernmost marked on map), 4 Entrenchments, 2 Log Pillboxes (anywhere). Remainder of troops may be dug in (double IP). 10 bases of mines. Enough bases of barbed wire to completely surround complex and an additional 10 bases of barbed wire
 - **WESTKAPPLLE (including W267 & W268)** - 1 Concrete Pillbox (W267) - must be occupied, 2 Flooded and useless Pillboxes (W14 and W22) – may not be occupied, 5 entrenchments, remainder of troops may be dug in (double IP). 8 Bases of mines (may not be laid in BUS). 5 bases of barbed wire. 2 Road Blocks.
 - **W154** - 1 Concrete Pillbox (Radar Station), 1 Concrete Pillbox (Blockhouse), 4 entrenchments. Remainder of troops may be dug in (double IP). 5 bases mines. 10 bases Barbed wire.

- **W285** –3 entrenchments. Remainder of troops may be dug in (double IP). 8 bases Barbed wire. 5 bases mines.
 - **W286** –1 Casemate. 2 entrenchments. Remainder of troops may be dug in (double IP). 10 bases Barbed wire, 5 bases mines.
 - **W13** – 4 Casemates, 2 entrenchments. 2 Log Pillboxes (anywhere) and remainder of troops may be dug in (double IP). 5 bases mines. Enough bases of barbed wire to completely surround complex and an additional 5 bases of barbed wire.
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- All German minefields count as Normal density mixed minefields (except those placed in rubble, mud or flooded ground). They are all marked and there are no dummy minefields (although the British player might suspect that there are.)
 - Mines cannot be placed in BUS. Mines placed in Rubble, Mud or Soft Ground count as sparse.
 - Mines cannot be placed such that there is no possible path (at least 1" wide) to any pillbox or casemate.
 - Barbed wire can be placed so as to completely enclose defensive perimeters. In this case gates are assumed to exist which allow German troops to cross the wire unimpeded provided that all enemy is outside 5 inches.
 - All defences associated with a Defensive Position must be placed within 8 inches of a Concrete pillbox, BUS or Caisson associated with that defensive position.

Defenders of Westkappelle

II (G) BATTLE GROUP

Elements of 1020th Regiment 70th Infantry Division – Hauptmann Gottfried Schicke
 Elements of Marine Artillerie Abteilung 202 – Korvettenkapitän Robert Opalka



DIRECT FIRE SUPPORT

2 x 220mm Guns from W17 – Large Template +2/+3 from North East corner of map.

GENERAL FIRE SUPPORT

2 x 150mm Guns from W11 – Large Template +1/+2 from South East Corner of map.

If desired, the German player may discard softskin vehicles from the order of battle.

Map & Terrain



- The playing area is 8' x 5' and north is the top of the map.
- All buildings are stone. The multi-level BUS are (left to right) a town hall, a windmill and a church.
- The Level 3 BUS is Westkapelle lighthouse.
- The sea wall counts as a high wall but which may be bridged by an AVRE deploying bridging equipment.
- The edge of the dunes (marked "<" counts as a high embankment.
- Groynes along the beaches count as low walls.
- Sand counts as Level 0 Soft Ground. Mud counts as Level 0 Muddy Ground (with additional -1 to bog down check). Flooded land counts as Level 0 Muddy Ground. Dunes count as Level 1 Rough Ground.
- All water is impassable to infantry. Amphibious vehicles crossing line A-B will be swept towards B by d10 inches by the extreme tidal flow and become disordered.
- Care should be taken when placing Westkapelle BUS to ensure that LOS is blocked between W15 and the TARE WHITE beaches.

Game Notes

The game starts at 0820 and lasts 20 turns.

The British player moves first.

The following optional rules are recommended:

- Grazing fire.
- Sneak manoeuvre action.
- Pauyl Bernardino's Engineering Rules
- British artillery – replacement of FOO casualties.
- Multi-level BUS
- Improved position clarifications.

Victory Conditions

	<i>British</i>	<i>German</i>
Total	Capture all German Positions. Kill, Capture or Rout all German defenders. Loose fewer than 15% casualties KIA.	Repel the assault or at least retain control of W15 or W13 in its entirety for the full 20 turns regardless of casualties.
Major	Capture all German Positions. Kill, Capture or Rout all German defenders. Loose fewer than 30% casualties KIA.	Cause greater than 50% casualties to the assaulting forces regardless of own losses or position at the end of the game.
Minor	Capture all German Positions. Kill, Capture or Rout all German defenders. Loose fewer than 50% casualties KIA.	Retain at control of at least one casemate or concrete pillbox whilst also causing more than 30% casualties.

Notes on figures

- D7 Armoured Bulldozers, Weasels and LVT-4 Buffalos in 15mm are available from Skytrex or Old Glory.
- I have not seen any German coastal guns in 15mm but Irregular Miniatures does a range of guns that can be converted to get close to what is needed.
- German infantry is best depicted wearing greatcoats – Peter Pig do a nice range including riflemen, command and LMGs which are easy to paint. However, they have yet to make the HMGs, Mortars and Fobs figures in Greatcoats required by this scenario.
- Royal Naval Forward Observers would be dressed as regular observers but with RN rank badges.
- Look at Peter Pig's Naval Infantry or Resistance for the Beach Master. This figure should be in a blue beret, white roll neck jumpers and battledress. It should be surrounded by piles of stores and be assisted by burly sailors with ropes of thin sailors with clip-boards. You can possibly claim a +1 if the model you use has a beard and looks like James Robertson Justice in the Longest Day!

- Royal Marine Commandos at Westkapelle were issued with Denison smocks (as worn by British Paras). Therefore if you are running short of Royal Marine figures (in helmets and webbing) feel free to use British Paras in berets as replacements. It would of course be very bad form if you didn't repaint their berets green for this battle. The "Guns of Naverone" type Royal Marine figures should be avoided.

Thanks

This Scenario was largely inspired by two articles in Miniature Wargames Magazine by Richard Marsh. The first a "Rapid Fire" scenario in WI 112 – OPERATION 'INFATUATE II' – ASSAULT ON WESTKAPPELLE 1 November 1944 and the second "BUFFALO SOLDIERS" detailed the playing on the game. Thanks Richard.

Also special thanks go to Richard de Ferrars, my regular opponent, partner in crime and collaborator on the "Blood and Honour – Hitler Jugend in Normandy" series for all his help and encouragement.

Health Warning

This scenario was the first I started writing. However, it has been delayed in its publication by my preoccupation with the "Blood and Honour – Hitler Jugend in Normandy" series and a commitment I made to concentrate on that. Consequently this scenario has yet to be play tested and may not be perfectly balanced. Also I have not been able to include all the special rules I would have liked – including the deployment of Landing Craft and the effect of Naval Guns. These will remain on my "to do" list and may result in a future amendment to this scenario.

Select Bibliography

(Listed alphabetically by author)

Commandos and Rangers of WWII – James Ladd
Battle for Antwerp – J.L. Moulton
Walcheren – Operation Infatuate – Andrew Rawson

Special Rules

Moving onto the table from Landing Craft

All troops landed do so from landing craft. Landing Craft are not specifically modelled in this scenario (although please use models if you have them as they will add to the visual impact of the game.) To land troops they should be placed at the start of their move conforming with the shoreline but completely in the sea. No part of their base may be touching a beach obstacle. Once placed they conduct their manoeuvre roll and move normally (but note that in many cases they will only move an inch before having to take their first bog-down check).

Modified Bog Down Check Rules

- In this scenario Weasels do not get a +1 on their bog down check as suggested in their Prototype card but instead should be treated as half-tracked vehicles in all respects. They were unreliable in Westkapelle and often got stuck fast in the mud.
- Apply a +2 modifier on the bog down check to any vehicle that is being towed by a D7 Bulldozer that has conducted an Engineering Action.
- Apply a +1 modifier on the bog down check to any unit of troops or vehicle that is being assisted by the Beach Master provided he has conducted an Engineering Action.
- Apply a -1 modifier on the bog down check to any vehicle if it's front aim point is in the sea or within 1 inch of the sea.
- The Westkapelle mud (either side of the breach) is particularly treacherous and generates an additional -1 when testing for bog down.
- If a unit's bog down check roll is a natural "1" or "2" and the vehicle is within 2 inch of the sea then move the unit 1 inch backwards, towards the shoreline or until it is completely in the sea. (This simulates the rising tide)
- If a vehicle's bog down check roll is a natural "1" and the vehicle is completely in the sea then that vehicle has been swamped by the rising tide and is lost. (note this does not apply to troops)
- Any amphibious vehicle starting a manoeuvre action in shallow water shall dice to determine whether it has snagged on a submerged tree, wall etc. If it rolls a natural "1" it is considered "bogged down" and will remain bogged down until it gets a traverse result – it cannot displace.

Beach Master

- Any element within 5 inches of the Beach Master and on the Beach (Sand or Mud) gets an additional +1 on their Manoeuvre Roll. "Get an Move On!"
- The Beach Master may apply a +1 Bog Down Check modifier to any element that he is in base to base contact with provided that he conducts an Engineering Action. "No don't do it like that – do it like this!"

Extreme Tidal Flow and Crossing the Gap

- Because the landings occurred on a rising tide and because the Westkapelle gap was narrow and a large amount of flood water was rushing in – there is an extreme inshore tidal flow throughout the game.
- If amphibious vehicles attempt to cross the gap, on crossing line A-B it will immediately stop (end of that manoeuvre action) and will then be immediately swept towards B by d10 inches by the extreme tidal flow and become disordered (to represent dispersal). This occurs each time line AB is crossed and it occurs in either direction.
- All water is impassable to infantry. They cannot swim as the water is too cold. If they try they are immediately KIA.

Calling For Surrender

- As an alternative to Offensive fire the Allied player can elect to "Call for Surrender."
- To do this a target is designated which must be within 1 inch of the unit calling for surrender and it may not be fired upon (either DF or IDF) at any point during the turn up until the "Call for Surrender" is made. On receiving a "Call for Surrender" a German elements will make an immediate and individual Manoeuvre Roll Check modified by:
 - 2 if surrounded (no gap of at least 1 inch exists between enemy units or impassable terrain).

-1 if the "Call for Surrender" is being made by a Commander or a member of an Inter-Allied Commando ME (these will be more successful as it is assumed that they will be made in something approaching German.)

-1 if modified discipline ratings used and troops are in poor spirits.

+1 for each undisordered friendly unit within 5 inches.

- A fall back or panic result will cause the Germans to surrender with no further bloodshed.
- Any other result is ignored.
- If a "Call for Surrender" has been unsuccessful then the Allied player retains the option of declaring close combat in the following Manoeuvre Phase. Obviously the unit that "Calls for Surrender" cannot Close Combat as the "Call for Surrender" counts as offensive fire and this precludes subsequent movement or declaration of close combat in the manoeuvre phase.
- The "Call for Surrender" may help minimize British Casualties.
- The reverse is, I suppose, applicable. The Germans could "Call for Surrender" of the Royal Marines. However, note that the Royal Marines are elite and are unlikely to surrender so it is probably a waste of time.