

The Reichswald

by Brummbar

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Operation Veritable was undertaken to clear the German forces from the wooded area known as the Reichswald. The 2nd Canadian division's task was to clear the way for a supply route to support an advance made by the British on their

right. The narrow nature of the terrain flanked by flooded fields on the left and a dominated ridge on the right made a head on assault through the woods into the inexperienced German 84th Infantry division necessary.

OBJECTIVE:

The Canadians must be on the objective marked hex by the end of the game to win, otherwise the victory goes to Germany.

"No room for manoeuvre and no scope for cleverness."
Lieut.-General Horrocks XXX Corps.

Rounds: 6

Starting Initiative
Canadians

Actions
2

Reinforcements

Any German reinforcements enter on the 'R' marked hex.

Side 1

Division One

- 6 Squad Bases
- 16 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 1 Mortar Crew
- 1 Machine Gun Crew



x 1



x 1

Division Two

- 0 Squad Bases
- 2 M3A1 Half Track
- 2 GMC CCKW 353 Truck

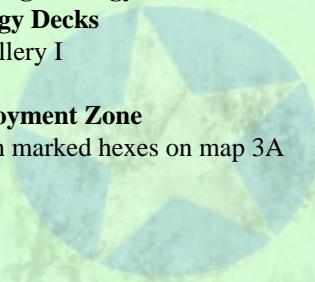
Starting Strategy Cards: 2

Strategy Decks

- Artillery I

Deployment Zone

Green marked hexes on map 3A



Side 2

Division One

- 4 Squad Bases
- 9 Regular Infantry
- 1 Officer
- 1 Mortar Crew
- 2 Machine Gun Crew



x 1

Division Two

- 0 Squad Bases
- 1 SdKfz 251 Half Track

Starting Strategy Cards: 2 Strategy Decks

- German Reinforcements I

Deployment Zone

Anywhere on map 10A or 1A

Special Rules

May also deploy 2 sandbags.

