

BATTLE OF WALCHEREN CAUSEWAY

by Ron Howard

Background:

Operation Infatuate began on October 31st 1944 as members of the 2nd Canadian Infantry Division had positioned themselves on the Walcheren Causway, a 40 yard wide strip of land connecting Walcheren to South Beveland in the Scheldt Estuary in Belgium. The British 52nd Lowlands Division landed south of the causeway at the East end of the island, and took over after the 2nd reached and took the bridge across the South Beveland Causway. The Canadians were thrown back by German counterattacks on October 31st and November 2nd. On the third attempt, they were successful

Objective:

Allies must gain the medal objective on the bridge and the objective in the town and also receive 1 point for each German squad eliminated and 2 for each German gun or vehicle. Axis forces also must hold the town and get one point for each British/Canadian squad eliminated and two for each vehicle eliminated. The Allies win if they have seven seven points by the end of round 9. If the Axis forces have nine points by the end of round 9 they win. If the allies take the bridge objective, but not the town objective and still make 7 points, it is a minor Allied win. If the Germans hold both objectives by the end of round 9, but don't eliminate enough units, it is a minor Axis win.

Rounds

Starting Initiative: British N Expansion needed
Number of Rounds 9

Reinforcements:

The Germans receive the following reinforcements in the reinforcement hex in the status phase of the following rounds; Round 3: 1 Stug III and 1 Panzer IV, Round 5: 1 Panther. Round 8: 2 Panzer IV tanks.

Terrain:

Double Beach Hexes (N)	2	House	1
Double Swamp Hexes (N)	1	Road	1
Swamp Hex (N)	2	Curved Road	1
Triple road/house	1	Three River Hexes	1
Clear green hex	1	Curved River	1

Quote:

"It was painfully clear that the 2nd Division's attack across the causway was purely a diversionary operation", Lt William J Smith

Special Rules:

For Weather deck, remove the following cards; Extreme Heat, Thunderstorms. Weather checks are made on the second, fourth, sixth, eighth, and tenth rounds. If you don't have the DOTF expansion, use green hafracks for Bren Gun Carriers. Bren Gun Carriers have the following stats; Move 6, Armor 1, Range (Inf) 5 (Armor) 3, Firepower (Inf) 4 (Armor) 2. Place bomb craters in yellow shaded hexes before the scenario begins. The German Demolition squad gets two charge tokens and receives 2 points if they can destroy the bridge by the end of round six.

British

Division 1	Drk Tan
Squad Bases	4
Infantry	6
Elite Inf	4
Officer	2
Mortar Crew	2
Specialties:	
Engineer	2
Flamethrower	1

Actions per Turn: 3
Starting Strategy Cards; 3

Strategy Decks:
Command Deck 1
Ground Support Dk1
Weather Deck (shared)

Operations Cards:
Hospital
Lay Smoke
Clear Mines

Division 2	Lt Tan
Squad Bases	4
Infantry	9
Elite Inf	2
Officer	1
Mortar Crew	1
MG Crew	1
Bren Gun Carrier	4
Specialties:	
Engineer	1
Flamethrower	1

Deployment
Division One deploys on map 6A in the dark tan spaces.
Division Two deploys on map 5A in the light tan spaces.

German

Division 1	Drk Gray
Squad Bases	4
Infantry	11
Officer	1
MG Crew	1
Mortar Crew	1
Flak 36 88mm Gun	1
Specialties:	
Flamethrower	1
Medic	1

Actions per Turn: 3
Starting Strategy Cards; 2

Strategy Decks:
Artillery Deck 1
Morale Deck 1
Weather Deck (shared)

Operations Cards:
No Surrender

Division 2	Lt Gray
Squad Bases	4
Infantry	9
Elite Inf	2
Officer	1
MG Crew	2
Specialties:	
Medic	1
Demolitions	1

Deployment
Division One deploys on maps 28B and 4A in the dark gray spaces. The Anti-Tank gun goes on the deployment space on map 4A and is entrenched.
Division Two deploys on maps 29B and 30B in the light gray spaces.

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