

104th US Infantry – Scheldt 7 October 1944

	1	2	3	4	5	6	7	8	9	10	11	12
A												
B												
C												
D												
E												
F												
G												
H												

The weather is cloudy. All units start in supply. C9, E3 and F8 are all urban squares.

Starting Ops:

The Allies start with 6 Ops and the Germans with 3 Ops. Both sides use their Late War Ops. Due to high cloud, Jabos, Bombing/Interdiction and Carpet Bombing events cannot be used. Airstrikes are still possible.

Description:

In order to take Antwerp and reopen it as a major port the 21st Army Group had to clear the ground around it of German forces. American General Omar Bradley has agreed to the loan of the US 104th Infantry Division to assist the Commonwealth forces in this process. With a regiment of British Churchills attached the 104th pushed North against stubborn resistance.

Victory:

The game is 16 moves. The allies need to capture and be holding four objectives at the end of the 16th turn to win.

Elements:

The Axis have 2 Elements, the 364th Infantry Division and the 711th Infantry Division.

The Allies have 3 Elements from the 104th Infantry Division, the 413th, 414th and 415th Regimental Combat Teams supported by British armour.

The US Artillery and the British Armour units can support any US unit without penalty.

ROMMEL SCENARIO

Set Up:

The Germans can deploy anywhere in lines A to G. They must commence with 3 infantry units in Zundert [F8] and 3 Infantry in the urban area at E3. The Germans deploy first, they can place 4 minefields and 8 prepared defences anywhere in their deployment area. The minefields must be in open terrain and are hostile to both sides. A supply line for either side cannot go through a minefield. The Germans cannot use the Igelstellungen Event in this scenario.

The Allies deploy in line H. The Allies move first.

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
US 104th Infantry Division			
413th RCT			
8 x US Infantry	4-3-2		Motorised
1 x US Infantry	4-3-2		Motorised, Pioneers
414th RCT			
8 x US Infantry	4-3-2		Motorised
1 x US Infantry	4-3-2		Motorised, Pioneers
415th RCT			
9 x US Infantry	4-3-2		Motorised
Divisional Support			
1 x Light Tank	4-3-2	1	Recon
2 x Churchill	4-3-2	3-4	
1 x Churchill	4-3-2	2-4	Infantry Support
2 x 105mm	12 / 3 / [0-1]		Towed Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
364th Infantry Division			
12 x Infantry	4-3-2		Leg
1 x Stug	4-3-2	2-3	
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
711th Infantry Division			
5 x Infantry	4-3-2		Leg
1 x Infantry	4-3-2		Leg, Anti-tank
4 x Foreign Infantry	3-2-1		Leg
1 x Marder	2-1-1	1-3	
1 x 105mm	12 / 3 / [0-1]		Towed Artillery

Allied	1	3	5	7	9	11	13	15
Axis	2	4	6	8	10	12	14	16