

ARMORED CAVALRY



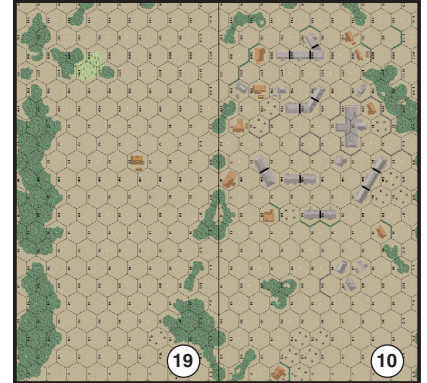
PK 4.2

SCENARIO DESIGN BY PAUL KENNY



KEPPELN, GERMANY, 26 FEBRUARY 1945:

As 1945 began, the allied armies in Northwest Europe prepared for the final offensive to end the war. In the north, Field Marshal Montgomery made his plans to clear the west bank of the Rhine River. In early February, the First Canadian Army would attack south from the area of Nijmegen while the US Ninth Army would attack northwards across the Roer River, the two forces converging on Wesel to crush the German forces between them. By the middle of February the Germans realized that the Reichswald could not be held and fell back. To prevent the First Canadian Army from closing too quickly, the Germans left strong forces in the outlying villages with orders to hold to the last.



Hexrows L through GG are in play

VICTORY CONDITIONS: The Canadians win if, at game end, they control greater than 4 multi-hex stone buildings.

SIMULTANEOUS SET UP

CANADIANS MOVE FIRST

1

2

3

4

5

6

7



Balance:

Canadian: Add one 4-5-8 and a PIAT to the group on the edge of the village.

German: Add 4 AT Minefield Factors.

CANADIAN

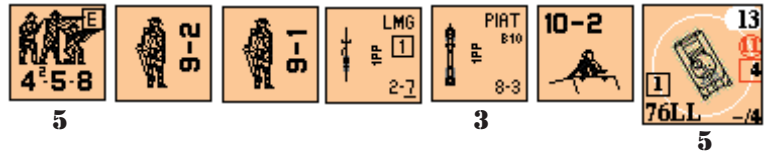
Elements of the North Shore Regiment [ELR 4]

Setup first on Board 10 in hexes numbered <2 and/or on board 19 in hexes numbered >8. On each board they must setup north of hexrow O. {SAN 4}:



Elements of the North Shore Regiment, of the 3rd Canadian Division and C Squadron of the 6th Canadian Armored Regiment:

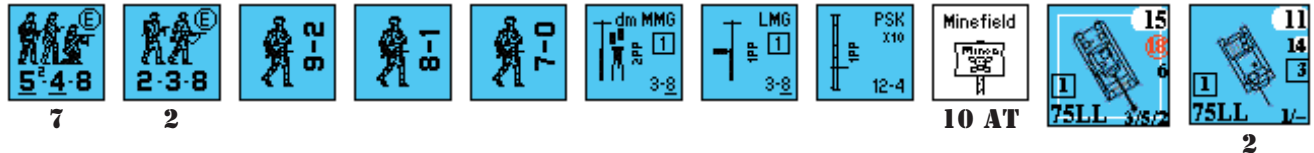
Set up last west of hexes numbered 4 on board 19



GERMAN

Elements of the First Parachute Army [ELR 5]

Setup second on/east of hexrows numbered 1, north of hexrow P {SAN 4}:



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SSR:

1. EC are Wet. Mud is in effect. Mud effects also occur on the Board 19 roads. There is no wind at start. Kindling is NA. All rowhomes are one story. All bog DR's are subjected to a +1 DRM. There is no wind at start.
2. Setup for the Germans and the Canadians (EXC. Units setup on the west side of Board 19) is simultaneous with each player selecting his locations hidden from his opponent. All units are then placed on board concealed (EXC. Setup in same location as enemy unit). After these units are placed on board the Canadian player then places his remaining forces onboard subject to A12.12.
3. The Panther tank must be setup dug-in and is represented by an Armored Cupola. No AFV may setup in a building.
4. The Canadian units setup on board 19 west of hexes number 4 must start as riders.
5. Germans may fortify two locations not within Canadian setup area. Tunnels are NA.
6. AP mines may not be substituted for OOB given AT mines.
7. If German and Canadian units are setup in the same location they are placed under a melee counter which is not resolved until the end of the first player turn.
8. The Germans are stealthy.

AFTERMATH:

Early in the morning the North Shore Regiment advanced into the hamlet of Keppeln without tank support. The attack quickly became bogged down as the well-concealed Germans peppered the assault with heavy machine gun and artillery fire. The North Shore Regiment needed armored support to overcome the tough German defense. C squadron under cover of an artillery barrage and carrying infantry PIAT squads rushed the village at full speed with all guns blazing. Several tanks bogged in the wet ground and a large number of tanks were knocked out of commission. The tanks and squads fought through the murderous fire to reach the village and after several hours of vicious fighting finally overcame the defenders.