

# FIRE & MOVEMENT FOLIO GAME EXCLUSIVE RULES

## BATTLE OF THE SCHELDT: THE DEVIL'S MOAT



### EXCLUSIVE RULES

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### 10.0 INTRODUCTION

*The Battle of the Scheldt* simulates the fighting between the First Canadian Army and the German 15<sup>th</sup> Army during the month of November, in 1944. The Canadian army had to clear the area so that the still-intact docks of Antwerp could be used to start supplying the Allied armies, whom—at that time—were still being supplied by extended supply lines all the way back to the Normandy beachheads. The Germans were attempting to delay this as long as possible, having set up formidable defenses covering the obvious approach routes, using pre-sighted artillery, snipers and mines to batter the Allies' advance even before any combat engagement.

#### 10.1 First Player

The Allied player is considered to be the "First Player" during the game, and throughout the game (see 3.0).

### 11.0 REINFORCEMENTS & REPLACEMENTS

The German player receives reinforcements on several game turns. In addition, the German player may rebuild any one unit during Turns 1 through 5. The German player may only rebuild an eligible depleted *non-mobile* unit at the end of his own player turn (after all movement and combat is complete). To be eligible, the depleted unit must also be within eight hexes of the eastern edge of the map.

The Allied player receives one division as a reinforcement and two specific special reinforcement groups (detailed below) for

attacking South Beveland and Walcheren Island. In addition, the Allied player may rebuild any two Allied units during Turns 1 through 10, *and* rebuild any one Allied unit during Turns 11 through 20.

**Exception:** *The assaulting units specified in 16.0 may not be rebuilt unless they can trace a contiguous line of connected hexes overland to any Antwerp hex; each such hex must be free of German units or German EZOC to Antwerp (Including the Antwerp hex).*

The Allied player may only rebuild an eligible depleted unit at the end of his own player turn (after all movement and combat is complete).

Neither player may rebuild a depleted unit adjacent to any enemy unit, even if that other unit is also depleted. No units may be brought back once eliminated.

#### 11.1 Rebuild Restrictions

Eligible rebuilding may not be accumulated from turn to turn. Any unused rebuilds are lost (it is assumed that those forces are being diverted to other sectors).

#### 11.2 Schedule of Reinforcements

Reinforcements generally arrive during specific game turns.

### GERMAN

Unit Type	Hexes
<b>GAME TURN ONE</b>	
5-7-5 (711)	Via hex 2717
<b>GAME TURN TWO</b>	
5-7-5 (719)	Via hex 2717 (if enemy occupied or in EZOC, first non-EZOC hex north)
<b>GAME TURN THREE</b>	
8-9-5 (59)	Via hex 1517
6-6-7 (2 AG)	Via hex 1517
6-6-7 (1 AG)	Via hex 1517
<b>GAME TURN SIX</b>	
3-6-4 (1/1 FJ)	Hex 1117, 1217, 1317, 1417, 1517 or 1617
3-6-4 (1/2 FJ)	Hex 1117, 1217, 1317, 1417, 1517 or 1617

3-6-4 (1/3 FJ)	Hex 1117, 1217, 1317, 1417, 1517 or 1617
3-6-4 (1 HG)	Hex 1117, 1217, 1317, 1417, 1517 or 1617
6-6-7 (3 AG)	Hex 1117, 1217, 1317, 1417, 1517 or 1617
6-6-7 (4 AG)	Hex 1117, 1217, 1317, 1417, 1517 or 1617

## ALLIED

Unit Type	Hexes
<b>GAME TURN SEVEN</b>	
5-6-6 (413/104)	Any unoccupied Antwerp hex
5-5-6 (414/104)	Any unoccupied Antwerp hex
3-4-6 (415/104)	Any unoccupied Antwerp hex

If no Antwerp hex is available for entry, these units do not enter the map until the first turn in which an Antwerp hex is available.

**Note:** *These units represent regiments of the US 104<sup>th</sup> "Timberwolf" Infantry Division. These units may not move to any hex west of Woensdrecht.*

## VARIABLE GAME TURN ARRIVAL

Unit Type	Hexes
6-5-6 (155/52)	See 13.1 and 16.1
5-4-6 (156/52)	See 16.1
5-4-6 (157/52)	See 16.1
5-4-6 (146/49)	See 16.2
5-4-6 (147/49)	See 16.2
5-4-6 (148/49)	See 16.2
6-3-6 (2)	See 16.2

**Note:** *These units represent the Walcheren Island Assault Force. They only arrive during a game turn after any Allied unit(s) occupy or were the last to occupy every road hex between the cities of Woensdrecht and Schore.*

### 11.3 When Reinforcements Arrive

Enter reinforcements in the hexes listed at the beginning of each respective player's Movement Phase or Mobile Movement Phase. A unit may move immediately during the same game turn it arrives on the map, however no unit may arrive and end its movement stacked in the same hex with any other unit.

### 11.4 Where Reinforcements Arrive

Per the hexes or range of hexes listed under 11.2.

### 11.5 Reinforcements & Combat

Reinforcements may participate in combat normally during the Combat Phase of the same turn they arrive, if they arrive in a hex that is adjacent to an accessible enemy unit. If a reinforcement unit's arrival hex is occupied by any enemy unit, the reinforcement must arrive in a different eligible arrival hex, or that unit may not arrive until a game turn wherein that hex is no longer occupied by any enemy unit.

## 12.0 THE FLOODED SCHELDT

While the Germans flooded much of the Scheldt area to slow the Allied advance, the Allies also engaged in an aerial bombing of Walcheren Island on 2 October to hamper the German defenses. In the game, hexes marked as flooded on the map are already considered to be "Flooded" terrain. Units moving into a flooded hex must start adjacent to it, and must then expend all of their available movement points to enter therein (where they must then stop). Roads in flooded hexes do not confer the usual road movement rate. Units may not infiltrate into a flooded hex. However, if any Allied attack includes at least one engineer unit, an attack into a flooded hex is resolved on the clear terrain line on the CRT. Mobile units may not move into, retreat or advance after combat into flooded hexes. Infantry units may retreat into a flooded hex however it will stop on the first flooded hex it enters (and the advance is limited to the first flooded hex the attacker enters).

**Note:** *ZOC applies normally in flooded hexes, including for purposes of prohibiting retreats.*

### 12.1 Engineers

If any Allied attack includes at least one engineer unit, an attack into a flooded hex is resolved on the clear terrain line on the CRT. Mobile units may not move into or advance after combat into flooded hexes. Infantry units may retreat into and/or through flooded hexes, however, without restriction.

## 13.0 BRESKENS POCKET

The Breskens Pocket is the area north of the Leopold Canal and west of the Braakman Inlet (between the end of Leopold canal and the Scheldt Estuary). The Allied and German units in this area are frozen in place during the first three turns (no movement or combat, including bombardment). On Turn 4, the Allied units on the Braakman Inlet hexes (2637, 2737, and 2837) may automatically cross west over the all-sea hexsides between two adjacent coastal hexes (they are assumed to be using their Tarrapin and Buffalo amphibious vehicles), requiring +2 MP to cross that intervening all-sea hexside.

German units also may not move or attack until Turn 4, and they may not move or advance across the Leopold Canal (though they may conduct an attack across the Leopold Canal) for the duration of the game.

### 13.1 The 155<sup>th</sup> Regiment

The 155<sup>th</sup> regiment of the 52<sup>nd</sup> Division also participated in the reduction of the Breskens Pocket. It starts the game on the map, and is frozen in place per 13.0, but is then withdrawn (removed from the map automatically) at the end of any Allied player turn if it becomes depleted (it may not be rebuilt in that case), or at the end of Turn 8, whichever occurs first. When the Beveland Flank Assault occurs (16.1), it returns to the game as part of that assault (see 16.1) as a full-strength unit.

**Exception:** *The 155<sup>th</sup> regiment does not return to the game if it had been eliminated (not merely depleted) beforehand.*

## 14.0 SUPPORT FIRE MARKERS

As an exception to the usual support fire rule (selecting the lowest values first), at the beginning of each turn of the game, players **randomly** draw a number of Support Fire markers as indicated on the Turn Record Track from all of their side's support fire pool (use a wide-mouth opaque container). Thus, on Turn 1, the Allied player will draw 11 random Support Fire markers from the Allied support fire pool, and the German player will draw six support fire markers from the German pool. Players may still examine the markers drawn and play them according to the support fire standard rule (support fire markers are not played randomly, as with other games in the series). All markers are returned to the pool normally at the end of that game turn, and are available normally for a possible draw as of the next turn.

#### 14.1 German Anti-Tank Support Fire

German anti-tank companies were assigned to the German divisions, and thus the German player is provided with an *extra* “+5” support fire marker that he may apply to any combat that involves any attacking Allied mobile unit (German units are the defender), in addition to any other Support Fire markers that he is normally eligible to play. In such instances, it is permissible for the German player to apply a maximum of three Support Fire markers, instead of only two. However, inasmuch as there is only one such Support Fire marker, the German player is only ever permitted to play it once per turn. This extra German Support Fire marker is indicated by a red printed support fire value.

**Note:** *The German +5 Support Fire marker may never be applied in a counterbattery role (defense against bombardment). Any Allied loss called for must be taken from a participating Allied mobile unit.*

**Note:** *There are also two special Allied +10 Naval Gun Support Fire markers described in 16.4.*

#### 14.2 Bombardment Restrictions

Bombardment attacks may not be conducted more than three hexes from the nearest friendly unit.

#### 15.0 SEA HEXES

Any all-blue hex is considered a “Sea” hex; no unit may enter any sea hex, except via an assault boat (per 16.0 below), nor cross an all-sea hexside (except per 13.0, and only in that specific case).

#### 15.1 Sea Inlets & Scheldt River

Sea hexes that are printed within land hexes, but do not encompass any actual hexside, are known as inlets (for example, hex 3523, 1536, 1623, etc). Inlets are neither sea hexes nor rivers, but instead are considered identical to flooded hexes inasmuch as any unit that will enter an inlet hex must expend all of its printed movement to do so (this requires such a unit to begin any friendly movement phase adjacent to the inlet hex it intends to enter, and then end its movement—expending all of its printed movement—in that inlet hex during that movement phase). Exiting an inlet hex on a subsequent turn does not entail any additional MP.

**Exception:** *hexside 2737/2738 is considered an all-sea hexside and can only be crossed via 13.0.*

#### 15.2 Causeway

The Causeway between South Beveland and Walcheren Island was a major obstacle to the Canadians in the final days of the campaign. To simulate the restricted nature of this terrain feature, hex 1838 may not be entered from the Walcheren side hexes 1839 or 1939, nor may a unit enter either of those two hexes from 1838. In essence, the only way across the Causeway and thus into or out of Walcheren Island is from 1838 to 1739 or vice versa.

#### 16.0 BRITISH ASSAULT BOATS

The Canadian army used assault boats to move specific units across the Scheldt Estuary. As such, the Allied player is provided with two special assault groups, explained as follows.

#### 16.1 South Beveland Flank Assault

This is a special naval attack group launched by the 52<sup>nd</sup> Lowland Division during any Allied game turn of the Allied player’s choice, but only on Turn 12 or later and after all of the German forces starting in the Breskens Pocket (the land area within the Leopold canal) are eliminated, and Woensdrecht (2021) is occupied or was last occupied by any Allied land unit.

The Allied player may declare this beach assault at any time during the Allied Movement Phase (but not the Mobile Movement Phase), and simply place these reinforcements along any coastal hexes within 10 direct hexes of Terneuzen (2736), even if occupied by a German unit (though it does not have to occur on South Beveland; it may occur on any coastal hex within six hexes of Terneuzen). To do so, an Assault Boat marker is placed with each of the participating landing units onto specific coastal hexes, to indicate that it is conducting the Beveland Flank Assault there. There is no requirement for the units of the 52<sup>nd</sup> division to land together in adjacent hexes, although all units must land during the same game turn.

**Note:** *The units of the 52<sup>nd</sup> division may not enter the game map in any way other than as part of the Beveland Flank Assault.*

#### 16.2 Walcheren Island Assault

This is a special naval attack group launched by the 49<sup>th</sup> West Riding Division and 2<sup>nd</sup> Brigade during any Allied Movement Phase (but not Mobile Movement Phase) after any Allied unit(s) occupy or were the last to occupy every road hex *between* the cities of Woensdrecht and Schore, the Allied player may declare a beach assault at any time during the Allied Movement

Phase (but not the Mobile Movement Phase), and simply places these reinforcements along any coastal hexes of Walcheren Island, even if occupied by a German unit. To do so, an Assault Boat marker is placed with each landing unit to indicate that it is conducting the Walcheren Island Assault. There is no requirement for the units to land together in adjacent hexes, although all units must land during the same game turn.

**Note:** *The units of the 49<sup>th</sup> Division and 2<sup>nd</sup> Brigade may not enter the game map in any way other than as part of the Walcheren Island Assault.*

#### 16.3 Conducting Assaults

A beach assault is the only instance in which two opposing units may occupy the same hex.

If any of the Allied units are placed in an unoccupied hex, they may not move during that same game turn, but they are eligible to conduct a normal attack against any adjacent German unit per 11.5. If, however, any of the units are placed in a hex occupied by a German unit, each such unit *must* conduct an attack against that occupying German unit. Such an attack may be combined with any other adjacent Allied units normally during the Combat Phase (although an Allied unit that is landed in the same hex as a German unit may only attack the German unit in that same hex).

If an attack result against an occupying German unit is Ae, (A), A1, A2 or A3, the attacking Allied unit that had been placed in that target hex is therefore immediately eliminated. If, however, the attack result against an occupying German unit is no effect or a retreat result that did not forcibly retreat an occupying German unit (because of stiff resistance per rule 7.8), the attacking Allied unit must remain in that hex until the German unit therein is eliminated or forcibly retreated. That Allied unit may attack that occupying German unit during subsequent game turns normally, but it cannot attack into any other hex, or ever exit that hex while a German unit is still occupying its hex. Likewise, the occupying German unit, as well as any other adjacent German units, may attack that Allied unit normally. It is thus possible for the attacking Allied unit and the occupying German unit to remain in the same hex together until one unit or the other is eliminated or retreats.

**Note:** *An assault boat can’t be used to evacuate an Allied unit, or facilitate any kind of retreat. Likewise, the occupying*

German unit may exit that assault hex, but in such a case no German unit may ever enter that hex, including the occupying German unit that just exited that hex.

### 16.4 Naval Support Fire

The Allied player may select and apply a "+10" support fire marker (the support fire marker printed with the naval gun turret depiction) to any two different attacks that are targeting any German unit(s) occupying any hex within four hexes of any coastal hex (counting the coastal hex itself) on Walcheren Island (*only*). The application of each +10 marker must be against a different target hex (the two +10 support fire markers may never be applied together during the same attack). Furthermore, the +10 markers can never be used in the defense (as indicated by the red printed support fire value).

The +10 support fire markers are not *added* to support fire markers that are added to an attack or as a bombardment, but rather may be specifically played as one of the two support fire markers that the Allied player may add to a declared attack or as a bombardment. Once either or both +10 support fire markers have been played, those markers are removed from the game permanently, and may never be used again; they function as normal support fire markers in all other respects, however.

### 17.0 VICTORY CONDITIONS

The Allied player wins the game if he can eliminate every German unit west of the boundary line running from hex 2022 to about hex 3217. Any other result is a German victory.

## 18.0 SCENARIOS

### ALLIED

Unit Type	Hexes
5-4-6 (9/3)	(2637)
6-2-6 (3)	(2737)
5-4-6 (8/3)	(2837)
5-4-6 (10/4)	(3038)
6-5-6 (155/52)	(3142)
5-4-6 (7/3)	(3147)
5-4-6 (44/15)	(3317)
5-4-6 (46/15)	(3318)
5-4-6 (247/15)	(3319)
5-4-6 (3/1)	On or adjacent to 3320 or 3321
6-3-6 (10/1)	On or adjacent to 3320 or 3321
5-4-6 (4/2)	On or adjacent to 3320 or 3321
5-4-6 (5/2)	On or adjacent to 3320 or 3321
5-4-6 (6/2)	On or adjacent to 3320 or 3321
6-2-6 (2)	On or adjacent to 3320 or 3321
6-3-6 (4/4)	On or adjacent to 3320 or 3321

### GERMANY

Unit Type	Hexes
3-4-5 (1020)	Goes (1832)
3-4-5 (1019)	Flushing (2042)
8-9-5 (245)	Esschen (1917)
5-7-5 (346)	Kapellen (2819)
5-7-5 (712)	Brasschaet (3018)
5-7-5 (64)	Schoondike (2642)
3-4-5 (1037)	(3043)
3-4-5 (1039)	(3044)
3-4-5 (1038)	(3045)

### TERRAINS EFFECTS ON MOVEMENT

Terrain	Movement
Clear	1 MP
City	1 MP
Road	1/2 MP (when moving from one road hex to another connected road hex)
Canal/Causeway	+1MP (causeway is 1739/1838)
Flooded inlet/Scheldt River	all MP (unit must be adjacent to hex and expends all MP moving)
Sea/Sea hexside	prohibited

## INTEGRATED COMBAT RESULTS TABLE

TERRAIN TYPE	COMBAT DIFFERENTIAL (attacking strength minus defending strength)												
<b>Coastal (if during a Beach Assault; see 16.0)</b>	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10					
<b>Antwerp Docks</b>	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10				
<b>City, Across Canal</b>	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10			
<b>Flooded</b>	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10		
<b>Clear</b>	-5	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10	
<b>DIE ROLL</b>													
1	(A)	A3	A2		Ex	Ex	D2	D2	D2	D3	De	De	
2	(A)	(A)	A3	A2		Ex	Ex	Ex	D2	D2	D3	De	
3	(A)	(A)	(A)	A3	A2		Ex	Ex	Ex	D2	D2	D3	
4	(A)	(A)	(A)	(A)	A3	A2		Ex	Ex	Ex	D2	D2	
5	Ae	(A)	(A)	(A)	(A)	A3	A2		Ex	Ex	Ex	D2	
6	Ae	Ae	(A)	(A)	(A)	(A)	(A)	A1		Ex	Ex	Ex	