

# 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 bridgeheads. 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 Canadian player is considered to be the "First Player" during the game, and throughout the game (see 3.0).

#### 11.0 REINFORCEMENTS

The German player receives reinforcements on game turns 1,2,3 and 5. In addition, the German player may rebuild any single depleted German unit at the end of any German player turn.

The Canadian player receives two specific special reinforcement groups (detailed below). In addition, the Canadian player may automatically rebuild either two Allied infantry units, or one Allied armor unit at the end of each Canadian player turn.

#### **11.1 Quantity of Reinforcements**

Reinforcements generally arrive during specific game turns.

#### GERMAN

Unit Type	Hexes
<b>GAME TURN ONE</b>	
5-7-5 (711th)	Via hex 2717
<b>GAME TURN TWO</b>	
8-9-5 (59)	Via hex 1517
6-6-7 (2 AG)	Via hex 1517
5-7-5 (719)	Via hex 2717
<b>GAME TURN THREE</b>	
6-6-7 (1 AG)	Via hex 1517
<b>GAME TURN FIVE</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 (1st 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 ONE</b>	
5-4-6 (10/4)	Any west edge land hex
6-3-6 (4/4)	Any west edge land hex
<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 Korteveen.

## VARIABLE GAME TURN ARRIVAL

Unit Type	Hexes
6-5-6 (155/52nd)	See 16.1
5-4-6 (156/52nd)	See 16.1
5-4-6 (157/52nd)	See 16.1
5-4-6 (146/49th)	See 16.2
5-4-6 (147/49th)	See 16.2
5-4-6 (148/49th)	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 Korteveen and Schore.

### 11.2 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.

### 11.3 Where Reinforcements Arrive

Per the hexes or range of hexes listed under 11.1.

### 11.4 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 REBUILDING A DEPLETED UNIT

As discussed under rule 11.0, each player is eligible to rebuild depleted units throughout the game. A player may only rebuild an eligible depleted unit at the end of his own player turn. Furthermore, neither the German or Canadian player may rebuild a depleted unit that is adjacent to any enemy unit, even if that other unit is also depleted.

**Note:** *Rebuilds may not be accumulated from turn to turn. Any unused rebuilds are lost (it is assumed that those units are being diverted to other sectors).*

### 13.0 FLOODING THE SCHELDT

Hexes marked as flooded on the map are considered to be "Clear" terrain. However, at the beginning of any German Movement Phase, the German player may announce that he is "flooding" those hexes (he must flood *all* such hexes; the German player may not choose to flood some hexes, but not others). Once announced as flooded, those hexes are then considered to be Flooded hexes per the terrain chart and terrain line on the CRT from then on throughout the game.

**Note:** *If a clear hex is flooded, any road in that hex is considered to be non-existent throughout the remainder of the game.*

However, if any Allied attack includes at least one engineer type of unit, an attack into flooded hex is to be resolved as if attacking a normal clear terrain type of hex instead.

### 14.0 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 Allied Mobile unit (whether he is the attacker or 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 not ever be applied as part of a bombardment.*

If the German +5 Support Fire marker is applied to any combat involving an Allied mobile unit, the results of that combat, if any, may be applied to any participating Allied unit, not just the Allied Mobile unit, if the Allied player prefers.

### 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 (see 16.0 below).

### 16.0 BRITISH ASSAULT BOATS

The Canadian army used several different beach assaults to take the Scheldt. As such, the Canadian player is provided with two special assault groups, explained as follows.

#### 16.1 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. The Canadian player may declare this beach assault at any time during the Canadian Movement Phase (but not the Mobile Movement Phase), and simply place these reinforcements along any "Coastal" hexes, even if occupied by a German unit (though it does not have to occur on Beveland). An Assault Boat marker is placed with each landing unit to indicate that it is conducting the Beveland Flank Assault.

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

If any of the 52<sup>nd</sup> Lowland Division 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 11.4. 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 cannot be used to evacuate an Allied unit, nor 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.*

### **16.2 Walcheren Island Assault**

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 Korteven and Schore, the Canadian player may declare a beach assault at any time during the Canadian Movement Phase (but not the Mobile Movement Phase), and then places the units of the 49<sup>th</sup> Division and the 2<sup>nd</sup> Brigade (see 11.1) along any "Coastal" hexes of Walcheren island, even if occupied by a German unit. An Assault Boat marker is placed with each landing unit to indicate that it is conducting the Walcheren Island Assault.

**Note:** *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 11.4. 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 cannot be used to evacuate an Allied unit, nor 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.*

### **16.3 Naval Gunfire Support**

The Walcheren Island Assault is different from the Beveland Flank Assault insofar as the Canadian 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 (4) hexes of any coastal hex (counting the coastal hex itself). 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 charts are not added to the normal support fire allowance during an attack, but rather may simply be specifically played as one of the two support fire markers that the Allied player may add to a declared attack. 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

### GERMANY

#### Unit Type

5-7-5 (64)  
8-9-5 (245)  
5-7-5 (346)  
5-7-5 (712)  
3-4-5 (1039)  
3-4-5 (1038)  
3-4-5 (1037)  
3-4-5 (1019)  
3-4-5 (1020)

#### Hexes

On Schoondike (2642)  
On Esschen (1917)  
Kapellen (2819)  
On Brasschaet (3018)  
Any road hex between Aardenburg (2946) and Maldegem (3345)  
Any road hex between Aardenburg (2946) and Maldegem (3345)  
Any road hex between Aardenburg (2946) and Maldegem (3345)  
Flushing (2042)  
Korteven (2021)

### CANADA

#### Unit Type

5-4-6 (4/2)  
5-4-6 (5/2)  
5-4-6 (6/2)  
5-4-6 (7/3)  
5-4-6 (8/3)  
5-4-6 (9/3)  
5-4-6 (44/15)  
5-4-6 (46/15)  
5-4-6 (247/15)  
6-2-6 (2)  
6-2-6 (3)  
5-4-6 (3/1)  
6-3-6 (10/1)

#### Hexes

On or adjacent to any Antwerp hex.  
On or adjacent to any Antwerp hex  
On or adjacent to any Antwerp hex  
Any road hex between Antwerp and St. Nicholas  
Any road hex between Antwerp and St. Nicholas  
Any road hex between Antwerp and St. Nicholas  
Any road hex between Antwerp and east map edge  
Any road hex between Antwerp and east map edge  
Any hex between Antwerp and east map edge  
Adjacent to any Allied unit  
Adjacent to any Allied unit  
Any hex between St. Nicholas and west map edge.  
Any hex between St. Nicholas and west map edge.

## 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
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#### DIE ROLL

1	(A)	A3	A2		Ex	Ex	D2	D2	D2	D3	<b>De</b>	De
2	(A)	(A)	A3	A2		Ex	Ex	Ex	D2	D2	D3	<b>De</b>
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

#### CREDITS

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