

# MLR4 SNEEK ATTACK

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## HISTORICAL ACCOUNT

**LOCATION:** The village of Sneek, Holland

**DATE:** 16 April 1945

**COMMENTARY:** The war in Europe was drawing to a close. The First Canadian Army directed its efforts to cutting off the remnants of the German army still in Holland. Across flat soggy fields and along the dykes, Canadian rifle battalions were engaged in the grinding task of capturing village after village until they would eventually reach Zuider Zee. In many cases, the weary German defenders put up a token resistance before surrendering. The average Landser was well aware that the end was near.

On 16 April, A Company of the Queen's Own Rifles of Canada queued up to make another assault on another Dutch village. With a bit of luck the defenders of Sneek would not put up much of a fight but as the Canadian infantry began to move forward the soldiers of the 12<sup>th</sup> SS Panzer Division readied their weapons. A Company was met with heavy small arms fire as they neared the village of Sneek. The Wasp carrier supporting the attack drove along the top of the dyke as far as the bridge where it expended all its fuel in an ineffective attack on a German position. As the Wasp left the scene a carrier came roaring along the road atop the dyke but was destroyed by fire from an anti-aircraft piece.

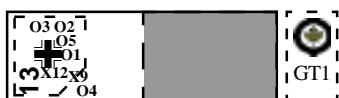
The Canadian assault was faltering when Company Sergeant Major Charlie Martin (who had fought with the regiment continuously from the D-Day landings on and had earned the Distinguished Conduct Medal and the Military Medal along the way) ran up the road to get the forward platoons moving again. As he crossed the bridge, CSM Martin was seriously wounded by German fire. Seeing the veteran NCO fall, the men of A Company moved forward to his aid and attacked onward into the village. After a short, sharp fight, German resistance melted away in Sneek and the remaining defenders surrendered.



## TURN RECORD CHART

<b>GERMAN Sets Up First</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>END</b>
<b>CANADIAN Moves First</b>							

## THE BATTLEFIELD AND CONDITIONS



Only hexrows A-P are playable.

The A5/6-H7-P3 road is paved.

The stream is Deep.

Place overlays as follows: **O1** on I6, **O2** on F1/G2, **O3** on D1/E2, **O4** on J7/K8, **O5** on F2/G3, **X9** on G7 and **X12** on F8/G9. Building overlay X12 has a single story only and has RB Cellars (O6.) [EXC: they are not Fortified].

Ground is Soft and each vehicle must expend 1 MP extra per hexside crossed unless crossing/traversing a road hexside or entering a building/woods/rubble obstacle. All vehicles must make a Bog check DR (D8.32) whenever it expends a MP to Start/Stop/change VCA in a non-road hex [EXC: NA to vehicles Starting/Stopping in a building/woods/rubble obstacle]. Road Bonus is NA and all vehicles must expend a minimum of 1 MP per road hexside crossed.

Weather is Clear, EC are Wet with No Wind at start.

## VICTORY CONDITIONS

Provided the German player does not inflict  $\geq 17$  CVP, which will result in an immediate German victory, the Canadians win if at game end they Control all buildings ADJACENT to hexes G8, H7 and H8.

## SCENARIO SPECIFIC RULES:

1 Knudling is NA.

2 Any German 4-4-7/4-3-6 (A19.132) squads and any derivative HS have their Broken morale level increased by 1 and are considered to be SS personnel.

**Elements of 12<sup>th</sup> SS Panzer Division 'Hitler Jugend'** set up on/west of 11oI6-L7-L10. All German squads have Assault Fire capability (A7.36). All SMC have an ELR of 3.

**BALANCE:** exchange 4-4-7 MMC for 4-6-7 MMC.

ELR: 2  
SAN: 4

5-4-8	2-3-8	2-2-8	8-0	7-0	1 3-8	2 5-12	7 Morale	3 20L-44	11 81* 12-601
4	2	2		2			6		

**Elements of A Company, Queen's Own Rifles of Canada** enter along the east edge on/between P0 to P6 on/after turn one. All SMC have an ELR of 4. The Carrier A Inherent Crew is a 2-4-8 HS.

**BALANCE:** increase the CVP loss cap to  $\geq 21$ .

ELR: 3  
SAN: 3

4-5-8	2-4-8	9-2	8-1	8-0	1 2-7	8-3	2 [2-11]	16 0	16 0
7					4	2	2		