

# MLR3 MOOSHOF MELEE

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## HISTORICAL ACCOUNT

**LOCATION:** Mooshof, Germany

**DATE:** 26 February 1945

**COMMENTARY:** Operation Blockbuster went in 25 February with the capture of Calcar-Udem Ridge as its goal. This attack rapidly became a desperate struggle for the towns, villages and individual farms that dotted the battlefield. The first rate troops of the 17<sup>th</sup> and 18<sup>th</sup> Fallschirmjäger Regiments fought fanatically for every yard of ground now that they were defending their homeland. The 8<sup>th</sup> brigade of the 3<sup>rd</sup> Canadian Infantry Division was having a particularly rough time. In the face of withering fire, Canadian assaults were slowed and halted. At the hamlet of Mooshof, D Company of the Queen's Own Rifles of Canada was stuck in front of their objective after two of their assaults were repulsed by the Fallschirmjäger. It was here that 23-year-old Sergeant Aubrey Cosens was about to become a legend to the men of the Queen's Own.

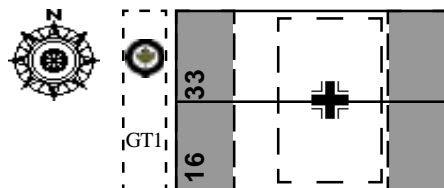
After putting down a sharp German counter-attack, Sergeant Aubrey Cosens's platoon commander lay dead in the mud and Cosens's new command numbered only four men. Climbing atop a newly arrived tank, Cosens ordered the tank to charge into the midst of another German counter-attack, which scattered the startled paratroopers. Through a rain of machine gun and mortar fire, Cosens has the tank smash into one of the fortified farm buildings where he jumped off and killed many of the defenders and captured the rest. With his tiny platoon gathering prisoners and providing covering fire, Cosens charged into the second building and found it empty. Covered by the tanks fire Cosens charged into the third building, again killing or capturing its defenders as his awed platoon followed up. D Company was reduced to 36 men, from the 115 that crossed the line at 0430, but German resistance in Mooshof was broken. Sergeant Cosens gave orders to consolidate the position but as he made his way to report to his company commander, Cosens was killed by a sniper. For his outstanding gallantry, initiative and determined leadership that morning, Sergeant Aubrey Cosens was posthumously awarded the Victoria Cross.



## TURN RECORD CHART

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

## THE BATTLEFIELD AND CONDITIONS



Only hexrows J-X are playable.

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 Overcast and Mist. EC are Wet with No Wind at start.

There is a +1 LV Hindrance DRM in effect.

## VICTORY CONDITIONS

The Candians win if at the end of any game turn they Control buildings 33P8, 33R6, 33R8 and 33S8. The Germans win win if at the end of any game turn they Control buildings 33P8, 33R6, 33R8 and 33S8. If there is no winner at game end, an extra game turn is played. The side that has amassed  $\geq 3$  VP more (excluding AFVs/their crews) than his opponent at the end of this extra game turn wins. VPs are awarded as follows: 2 VPs for each building hex on board 33 that each side Controls, and 1 VP for every CVP amassed. If after this extra game turn there is still no winner, additional game turns are played until one side wins.

## SCENARIO SPECIFIC RULES:

1 Kndling is NA.

2 Hand-to-Hand CC (J2.31) is in effect.

3 AFVs will not fall into a Cellar as per B23.41.

<p><b>ELR:</b> 4 <b>SAN:</b> 5</p>	<p><b>Elements 18<sup>th</sup> Fallschirmjäger Regiment</b> set up on/east of hexrow M. May set up entrenched in suitable terrain. One squad-equaivalent (and any SW/SMC set up with it) may set up HIP. The German player may Fortify any three building Locations (may not be exchanged for tunnels). Before play begins the German player must make a secret DR with a -2 DRM to determine the number of PF shots he may make.</p> <p><b>BALANCE:</b> German units in Fortified Locations are Fanatic.</p> <div data-bbox="223 1489 1109 1624"> </div> <p>Reinforcements enter along the east edge on turn three.</p> <div data-bbox="223 1646 853 1780"> </div>
<p><b>ELR:</b> 4 <b>SAN:</b> 3</p>	<p><b>Elements D Company, Queen's Own Rifles of Canada</b> enter along the west edge on turn one. The Candian player must secretly record one 8-1 SMC who is Fanatic. The SMCs Fanatic status need not be revealed until the SMC must take a MC or PTC. The first time this 8-1 SMC must undergo a MC it is instead subject to an immediate HOB DR (using the British as well as the Elite DRM). If made Heroic, this SMC checks for wounds as would a normal leader.</p> <p><b>BALANCE:</b> exchange the 9-1 armoured leader for a 9-2 armoured leader.</p> <div data-bbox="223 1926 869 2060"> </div> <p><b>Elements First Hussars</b> enter along the west edge on turn three.</p> <div data-bbox="1220 1926 1444 2060"> </div>