

# V21 FESTUNG BLERICK

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## HISTORICAL ACCOUNT

**LOCATION:** Blerick, Holland

**DATE:** 3 December 1944

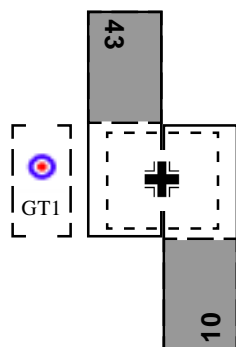
**COMMENTARY:** In the battles during the fall following "Market-Garden" the Germans were able to hold onto a bridgehead west of the Maas River, to the south of Nijmegen. For three straight months attacks were made to reduce this, and by the end of November the Germans had only three footholds on the west bank of the Maas. One of these was the town of Blerick, across the river from Venlo. The First Fallschirmjaeger Army had left a detachment of troops to garrison the town, which had been turned into a fortress complete with minefields, trenches, and fortified buildings. Furthermore, an anti-tank ditch ringed the town. It fell upon the 44<sup>th</sup> Brigade of the 15<sup>th</sup> Scottish Infantry Division to wipe out this stronghold. After a night of rain, the attack opened at dawn with a tremendous bombardment of over 400 guns. The Scottish vehicles began to churn through the mud. After a Fall season of heavy rain, there was hardly any dry ground anywhere in Holland. One whole squadron of Churchills and several flail tanks bogged down even before making it to the starting line. With fire support from the Churchills, the flail tanks blasted lanes through the minefields and the A-T ditch was bridged and filled with fascines by engineer tanks. The infantry, due to murderous mortar, shell, and machine gun fire, was under orders to ride the Kangaroos all the way into the town itself; the vehicles were then to drive back and load up the second wave. Although in places the attack went so poorly the A-T ditch was not breached, in general the infantry, with armour support, cleared Blerick by the mid-afternoon, capturing 250 prisoners. Close co-operation between the infantry, armour, and armoured engineer vehicles kept Scottish casualties for the entire day to about 100.



## TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	10	END
BRITISH Moves First											

## THE BATTLEFIELD AND CONDITIONS



Weather is Mud [EXC: treat unpaved roads as paved for movement and Bog purposes; SMOKE may be used as if EC were Moderate] with no wind at start

Only hex rows R-FF are playable on both boards  
All woods are brush.

## VICTORY CONDITIONS

The British must Control at least 10 buildings on board 10, one of which must be 10Z6, at game end; treat row houses as one building for VC purposes. The Germans win immediately upon scoring at least 24 CVP of personnel (Prisoners count double as normal).

## SCENARIO SPECIFIC RULES:

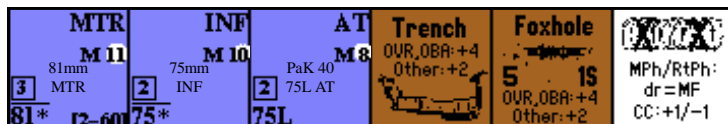
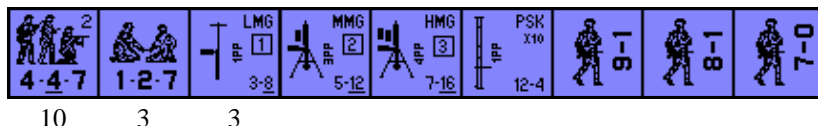
- 1 Kindling is NA.
- 2 No British tank is recalled for disabled MA
- 3 After German setup, the British may conduct one pre-game bombardment.
- 4 Kangaroos with no passengers are immediately Recalled, and weapon removal from Kangaroos is NA. All Passengers of a Kangaroo must unload at the same time. Use Priest Kangaroos to represent the extra vehicles needed, or, if you own *TOT#2*, use their Ram Kangaroo counters (without AAMG).



**Elements of Festung Blerick detachment, 1<sup>st</sup> Fallschirmjaeger Army** set up anywhere east of the anti-tank ditch [EXC: the Wire may be set up on/east of the minefield]. Place an A-T Ditch on the road running 43GG5-43Z5-43V3-43R3. The road does not exist in hexes with an A-T Ditch. Place a known minefield in each hex that is both adjacent to, and west of, the A-T Ditch. Each minefield hex has 6 factors of AP mines and 2 factors of A-T mines. The Germans may secretly designate two building Locations as Fortified (Tunnels are NA), and may use HIP for one squad-equivalent and any SMC and/or SW set up with them.

**BALANCE:** Add one PSK

ELR: 2  
SAN: 4



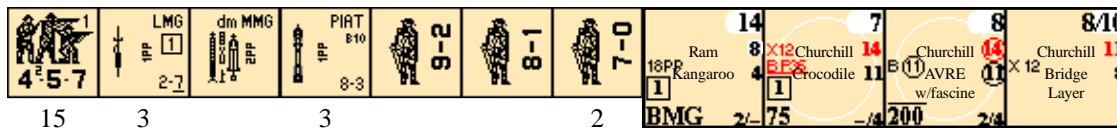
set-up as per above instructions



**Elements of Royal Scots Battalion, 44<sup>th</sup> Brigade, 15<sup>th</sup> Scottish Division** enter on the west edge on/after turn 1. The infantry must enter as passengers in Kangaroos; squads may deploy as necessary.

**BALANCE:** Exchange one Churchill VII for a Churchill VIII

ELR: 4  
SAN: 3



**Armour support** enter on the west edge on turn 1.

