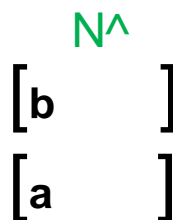




Nov 2, 1944 Vlissingen, Holland The nerve center of the German defenses on Walcheren Island was the luxurious hotel Grand Britannia . Assaulting from the landward side, the 7/9 Royal Scots waded through knee-deep water just to get an element of surprise on the German garrison. Little did they know the extent of the defenses, as local intelligence proved faulty. The hotel had been turned into a fortress, with pillboxes, tunnels and AA guns on the roofs

MAP CONFIGURATION: :



VICTORY CONDITIONS: the British wins if there are no good order German MMC in building aJ2 (not counting rooftops) /he controls building aG2 and aD2.

German sets up first	1	2	3	4	5	6	END
British moves first							

Elements: Grenadier Regiment 1019 and Marine-Flak abteilung 810[ELR:2] set up on boards a/b south of the road that runs bA3-H1-J2-O3 (See SSR4 +5)(SAN:4)

5-4-8 2-3-8 2 x 4-6-7 4-4-7 3 x 2-3-7 2 x 4-3-6 2 x 2-3-6 9-2 7-0 6+1
 HMG MMG 2 x LMG

Setup on any rooftop location of building aJ2: 2-2-8 20L flakvierling (note 28)
Balance: Add a 2-3-8 and 8-0 to the German OB

Elements 7/9th Bn, The Royal Scots [ELR: see SSR3] enter on/after turn 1 along the north edge(SAN:2)
 East of hexrow G: 6 x 4-5-7 6-4-8 3-3-8 9-2 8-0 2 x LMG 2 x PIAT DC

West of hexrow G : 5 x 4-5-7 2 x 6-4-8 9-1 8-1 8-0 2 x LMG PIAT DC
Balance: exchange any 4-5-7 for a 6-4-8

SSRs:

SSR1: EC are wet with no wind at start. Place overlays **dx8** on bE1/F1 and **dx9** on bM1/N1.

SSR2 night rules are in effect, with cloud cover and no moon. Base NVR is 3 hexes. The British are scenario attacker, with majority squad type stealthy. Germans are scenario defender with majority squad type lax. German half-squads must add +1 to all starshell attempts, and the Germans may FIRE a maximum of 3 starshells per player turn.

SSR 3: 6-4-8/3-3-8s and all British SMC have an ELR of 5 and are commandos. Other British units have an ELR of 3.

SSR 4 : The German may 'spend' 10 fortification points according to the following table:

Unit type	Cost (each)	Maximum # allowed
2-3-7 HS	2	3
MMG	2	1
Trench	0.5	8
Fortified building location	1	4
Booby trap for all boards: level A/B/C	1/2/3	1
Flak 38 20L, (Note 26) 2-2-8 (must set up on board a)	5	1
2+3+5 Pillbox	1	2
3+5+7 pillbox	2	2
Tunnel	1.5	3

SSR5: Rooftops are in play. Only building aJ2 has a second level. All other multi-location buildings (EXC: rowhouses) are considered two-story houses.