

# MLR6 GRENADE AND BAYONET

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## HISTORICAL ACCOUNT

**LOCATION:** The Siegfried Line, on the western edge of the Hochwald Forest, Germany

**DATE:** 1 March 1945

**COMMENTARY:** On the night of 28 February, the Essex Scottish were ordered to prepare for their turn to assault the Siegfried Line. Commanding C Company was 34-year-old acting Major Frederick Tilston. This was to be his first battle in which he led his men in combat. Patrols indicated that German defences to their immediate front consisted of wire and an elaborate trench system well defended by mortars and machine guns. To reach the enemy, the Essex would have to cross 400-500 yards of open ground.

After a two-hour delay, the two assault companies of the Essex Scottish crossed the start line at 0730 in the half light of dawn preceded by a 72 gun barrage. Following hard behind the barrage, Tilston, in his eagerness, found himself the first man into the German positions. Seeing his left-hand platoon coming under heavy MG fire, Tilston rushed forward and silenced the MG with a 36 grenade. Wounded in the head during the initial assault, Tilston was again hit in the hip by shrapnel as he helped clear the trench system in savage hand-to-hand fighting. Twice wounded, the Major organised the defence, directed his troops fire and made repeated trips for ammunition across bullet swept ground.

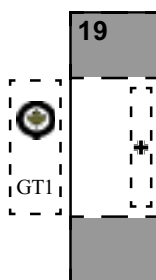
After securing the captured position, Tilston called to the D Company commander, whose unit was passing through his, "keep going Alf! All they've got is rifles and machine guns!". Shortly afterwards, a large calibre mortar round landed near Major Tilston and blew off one leg and left the other a mangled mess. Tilston's war was over. For his calm courage, gallant conduct and total disregard for his own safety, Major Frederick Tilston was awarded the Victoria Cross.



## TURN RECORD CHART

⚔ GERMAN Sets Up First	1	2	3	4	5	6	7	END
🇨🇦 CANADIAN Moves First								

## THE BATTLEFIELD AND CONDITIONS



Only hexrows L-Y are playable.

EC are Wet and Overcast with No Wind at start.

Mist is in effect (E3.32).

## VICTORY CONDITIONS

The Canadians win if at game end there are no unbroken German MMC in any Trench or Bunker Location.

## SCENARIO SPECIFIC RULES:

1 All rules pertaining to Bunkers apply except that the NCA Defence Modification applies to all non-FT attacks made against units in the Bunker. Units in the Bunker may only attack/be attacked [EXC: OBA] by Enemy units in the Bunker's hex. Entry/Exit of the Bunkers may only be made by units in the Trench containing the Bunker.

2 The Canadian player receives a 105mm Creeping Barrage (E12.7). This Creeping Barrage always extends across the North-South width of the playing area and is 2 hexrows wide (use FFE:1 and FFE:2 counters to depict this. Use the FFE:1 counter for all Correction (E12.74) purposes). This Creeping Barrage uses all rules in E12.7 except that the Creeping Barrage always Corrects towards the east edge of the playing area, there is no Adjustment (E12.732), and the Creeping Barrage ends once the FFE:2 counter leaves the mapboard due to Correction. Use a spare mapboard for this purpose. While the Creeping Barrage is in play, the SAN of both sides is increased by 1.

**ELR: 4**  
**SAN: 3**

**Elements 24<sup>th</sup> Fallschirmjager Regiment** set up in hexes numbered ≤ 2. Place a Trench in each hex numbered 2 and in hexes O1, P1, U1 and V1. Place a Wire counter in each hex numbered 4. This Wire is treated as a Barbed-Wire Fence (P3.1 - .3). Place a 2+3+5 Bunker in hexes P1 and V1. The PaK38 has a 360° Mount (C2.3) and must be set up in a Trench and may not be moved from its set up Location.

**BALANCE:** all Canadian MMC have an ELR of 2.

4

**ELR: 2-4**  
**SAN: 3**

**C Company, Essex Scottish Regiment** enter along the west edge on turn one. The 9-1 is Fanatic and Heroic and will only be eliminated by Wounding on a Wound Severity dr ≥ 6. All SMC have an ELR of 4, Elite MMC an ELR of 3 and all other units and ELR of 2.

**BALANCE:** exchange the German HMG for a MMG.

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2

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