

V29 LUCKY IN LIND

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HISTORICAL ACCOUNT

LOCATION: Lind, Germany

DATE: 18 January 1945

COMMENTARY: In January 1945, in bitter winter weather, the 52nd (Lowland) Division was tasked with the vital undertaking of clearing the Roer pocket, the awkward salient which, bulging into Dutch territory, the Germans still held to the west of that river. As part of 'Operation Blackcock' the Royal Scots Fusiliers entered the fighting on January 18th, straddling the border into Germany itself, intent on taking the villages of Lind, Stein and Heilder. The armour support bogged down in the recent thaw so the infantry had to go it alone. B Company, led by the heroic Major R.L. Reid, who was wounded in the fighting, seized Lind after a short battle.

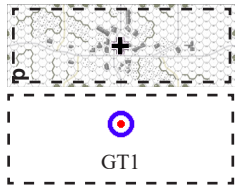
Although wounded in the arm Major Reid returned to the fighting and led his men to victory. After a short, sharp battle, at about 9.30am, the way was clear to Stein and Heilder. Fighting would continue until the last German forces withdrew from the salient by January 26th.



TURN RECORD CHART

+	GERMAN Sets Up First	1	2	3	4	5	6	END
o	BRITISH Moves First							

THE BATTLEFIELD AND CONDITIONS



EC are Moist with no wind at start. Ground Snow (E3.72) is in effect.

Due to connecting trenches snapshots (A8.15) may not be made against units moving from one building to an adjacent building.

VICTORY CONDITIONS

The British win at game end by amassing more VP than the Germans (A26.22). CVP are awarded as normal (EX: Prisoners do not count double). Each side also gains 1VP for each stone building Controlled north of the road between hexrows H6 to V6 (there are 14 stone buildings within this area).

SCENARIO SPECIFIC RULES

- 1 Kindling (B25.11) is N/A.
- 2 Major Reid (British 9-1 leader) is Heroic (A15.21) but suffers wounds as a leader rather than as a hero.
- 3 All British SMC/MMC have Winter Camouflage (E3.712).
- 4 Provided the mortar is possessed by a friendly MMC and not malfunctioned, the British player may place one full-strength Smoke counter in the LOS and Normal Range of it at the start of any British PFPh, prior to any other firing. Placement in this manner is treated as normal SW usage (A9.11) except no TH DR is required, it uses all the mortar's ROF and results in the mortar having no SMOKE for the rest of the game.

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Elements of 176th Infanterie Division, XII SS Corps, 15th Armee set up anywhere on mapboard P.

BALANCE: add one 2-3-7 MMC to the German OOB.

ELR: 4

SAN: 3

4-4-7
 2

2-3-7
 2

8-1
 2

7-0
 2

LMG
 1 pp
 3-8
 2

?
 7 morale
 6

o

B Company, 4/5th Battalion, The Royal Scots Fusiliers, 156th (Scottish Rifles) Brigade, 52nd (Lowland) Division enter on turn one anywhere on the south edge of mapboard P.

BALANCE: add one 7-0 leader to the British OOB.

ELR: 4

SAN: 2

4²-5-7
 1

2-4-7
 1

9-1
 1

8-1
 1

LMG
 1 pp
 2-7
 1

MTR
 4 pp
 2
 51 [2-11]

PIAT
 10 pp
 B10
 15TK
 8-3
 9