

First Into Antwerp



Campaign Design

Designed and Created by Rtdood

Image overleaf: Carrier Platoon Commanders Carrier in support of 'C' Coy in the centre of Antwerp.

This photograph includes Capt. L. N. Quash, Ptes. Turner and Agar of 'C' Coy-L/c. Davies and Pte. Mulloy (Signallers) and Pte. Williams, H. (Carriers).

Contents

Purpose	3
Introduction	4
Order of Battle	6
Axis	6
Allied	10
PHASE 1: ADVANCE TO ANTWERP	12
Gameplay	14
Battle 1: To Drop A Bombshell – Boom!	15
Battle 2: With Supreme Dash	19
Battle 3: A Walk In The Park	22
PHASE 2: THE MERXEM BRIDGEHEAD	26
Merxem Bridgehead site today:	29
The battles that could have been:	30
Battle 4: A Drowning Man Will Clutch At Straws	31
Battle 5: Crouching Tiger Hidden PIAT	33
Battle 6: Don't Sit Under The Apple Tree	35
Battle 7: When It Rains, It Pours – Taking A Leap In The Dark	37
Battle 8: Come Hell or High Water	39
In Conclusion	44
Bibliography	45
Appendix	47

Purpose

This booklet is aimed to help explain the triumphs, failures, difficulties, and solutions that went into the creation of this campaign. The information provided within WILL contain spoilers for anyone that has not yet played it through, as it includes information about the axis order of battle, AI plans and further details that is not alluded to in the campaign briefing in any great detail.

I have also created this booklet to help explain the way I have designed the campaign and to give a greater understanding about decisions that have been made as a result. It is not all encompassing, and whilst I would like budding campaign designers to gain something from taking the time to read this, I must ultimately direct them to Jon Sowdens valuable resource, *The Sheriff of Oosterbeek: A Scenario Design DAR/AAR*. An excellent resource it helps explain how to make a truly engaging scenario.

Introduction

The idea for this campaign originated from reading about the exploits and challenges faced by the 4th Kings Shropshire Light Infantry Battalion (4/KSLI) in their drive towards Antwerp and subsequent breakout attempts over the Albert Canal to the north between 4th- 7th September 1944.¹

Having a scenario already designed and tested back in 2016 meant I had a firm basis from which to develop the campaign further, so I set about designing the master map that would form the second phase of the campaign. This phase is specifically in Merxem (a northern district of Antwerp) and forms a key battleground that the 4th KSLI fought over during the Western European Campaign in 1944 and is well documented in what makes the largest chapter in *First into Antwerp*.

From reading through the part played the battalion in their liberation of city, I decided to split the battle actions at Merxem down into smaller scenarios, being able to chronically detail the engagements and developments mentioned within. Furthermore, as this takes place in a purely urban environment, unlike many scenarios in CM:BN, it gives the player the opportunity to experience commanding a force in a built-up area where fighting is often within close quarters.

However, I didn't just want to focus simply on the actions within Antwerp, particularly without understanding the strategic and operational context which led the 4/KSLI to this point. As such, I added the scenarios at Boom and along the Boom-Steenwag motorway (A12 as it is known today) which also introduce the use of armoured forces for the player as well as new units to encounter. More about all of the scenarios featured in the campaign will be documented through this booklet.

Each individual scenario that makes up the campaign will have a section within to explain more about the map design, history, AI plans and also any further notes or points of interest that are relevant. The two phases that make up the campaign will have title pages to explain the operational and strategic context which may otherwise be missed from reading the mission briefings on their own.

Naming conventions used for each scenario are mostly from idioms (albeit this does not apply to all). That is to say, a group of words established by usage as having a meaning not deducible from said individual words. This is more obscure to the player, as I wanted to ensure that not too much is revealed about the battle from its title, although a very vague interpretation may be made.

A small point to mention is that geographical names throughout the campaign are those in use today. Within *First into Antwerp* the spelling of Merxem is made as Merksem for example. Although there is an argument for using the older spelling, I decided to use the modern versions instead. For anyone wishing to go on a battlefield tour or review maps from which these battles took place, the modern names are essential if they are to find their way round using a modern map, digital or otherwise.

Researching the campaign was thorough and very enjoyable albeit not easy. Much detail was provided in *First into Antwerp*; however, I would require additional information if I was to

¹First into Antwerp: The Part played by the 4th Bn King's Shropshire Light Infantry in the Liberation of the City in September, 1944. Compiled by Major 'Ned' Thornburn, M.C., T.D., M.A., from original eye-witness accounts. Published by the 4 Bn K.S.L.I Museum Trust. The Castle. Shrewsbury. 1987.

convey this correctly. The internet fielded further results which could be used to gain further understanding for fleshing out the campaign and creating the order of battle. Still, it was not entirely easy. One will notice that using any search engine for results about the battle for Antwerp will throw up countless number findings which can generally fall into two categories.

First and foremost is that most results simply attest the general success of capturing Antwerp on the 4th of September accompanied by many pictures of the citizens welcoming the British troops with great enthusiasm. There is little to account for the smaller isolated engagements that took place within the city as you will soon find out, and why would there? It was in the national interest to claim the Germans were in complete and utter disarray and the city was left completely unopposed not only for purposes of propaganda but also for the interests of politics within the military.

The second category that results can fall into is the Battle of Scheldt which took place in October through to November. This is not much use for finding accounts relating to the isolated actions which took place in *First into Antwerp*. Furthermore, first-hand accounts written by those who fought are even rarer, as understandably recollections from what was experienced was often too painful to recall and societal pressures within post-war Germany did not encourage this. Needless to say, German accounts were difficult to come by to cross-reference.

None the less, persevere I did, finding good results from detailed academic research papers, together with military regiment and specialist websites and indexes. More of these can be consulted in the bibliography section of this booklet.

Map design is something which will be covered in further detail relevant to each section of the campaign. All scenario maps were configured as accurately as possible from historical photographs, (which I might add, were few and far between for the scenarios featured), and also up to-date satellite imagery. This included mapping the topography (terrain heights) accordingly and using the map overlay in the scenario editor for placement accuracy of rivers, roads, objects, and buildings.

The creation of the campaign was done without using many modifications - only those which improved the terrain tiles and vehicle models in retrospect of graphics. The campaign should therefore be fairly accessible to most CM players, with those having the Market Garden and Commonwealth modules being able to enjoy it without needing to download any supporting modifications.

Order of Battle

Axis

schwere Panzerjäger-Abteilung 559 (Heavy Tank Destroyer Division 559) – **CORE UNIT**

schwere Panzerjäger-Abteilung 559 was formed on 10 April 1944 from Panzerjäger-Abteilung (Sfl.) 559 and was equipped with Jagdpanther tank destroyers.² It was the first heavy tank destroyer unit to be equipped with the new standard of one company with Jagdpanthers and two companies of Jagdpanzer IV or Sturmgeschütz III. It took several months for all the required Jagdpanthers to arrive. On the 6 September they had finally arrived on the western front and was ready for action despite lack of training.

In the campaign 2 Jagdpanther tanks are represented. Both form the HQ units from 1st Company, commanded by Oberleutnant Zoske. Also featured are 1st Platoon, 2nd Company which have 4 Sturmgeschütz IIIIG tanks. Two are late war variants which feature the remote-controlled roof mounted MG, and two are mid war variants without. Unit formation quality was set to typical.



Figure 1: Knocked out Jagdpanther tank from Sfl. 559 near Gheel. 13/09/44.

II. & III. Battalions (Grenadier), Grenadier Regiment 743, 719th Infantry Division, LXXXVIII Korps, 1. Fsch Armee, Armeegruppe B. – CORE UNIT

The organization of the 719th division: 2 infantry regiments with 3 battalions, Inf Regts 723 and 743, 1 artillery regiment with 2 light battalions, 1 engineer battalion, 1 antitank battalion, 1 signal battalion, 1 medical company, 1 veterinary company and other columns and supply units.

After the Allied invasion of Normandy and its advance on Belgium, the 719th Infantry Division moved into a defensive section in the area of the 1st Parachute Army near Antwerp. The division then defended a section of the 15th Army on the Meuse-Scheldt Canal at Fort

² The "(Sfl.)" in the title means "Selbstfahrlafette", i.e. Self-propelled gun.

Merksem in the Antwerp area. In the course of the subsequent retreat, the division fought at Woensdrecht and Breda.

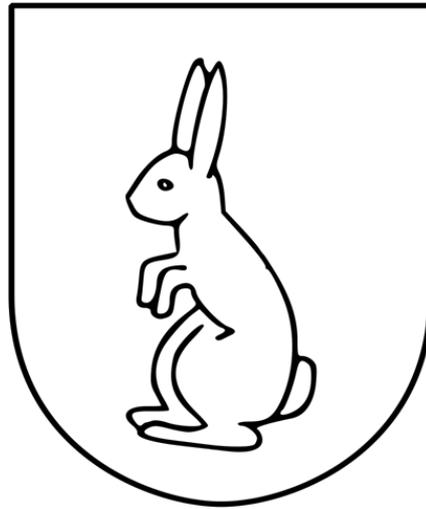


Figure 2: Crest of the 719th Infantry Division - A sitting rabbit.

The order to move towards Antwerp was made at mid-day on the 4th of September and was prepared in order to secure the western rear flank of the 15th Army at Walcheren. Preparations were made in great haste. The division was to reach and block the Albert Canal from Merxem to Hasselt with the point of main effort at Merxem. The movement of troops was rapid, being able to use a train for the fast deployment south which was further aided by the lack of allied air power. On the 4th and 5th of September the Division occupied a solid 80km front with the most important bridges at Merxem and Wyneghem having been blown by the 347th Infantry Division. On the 6th of September contact had been made in Merxem.

These units were not by any means the best of the German Army, mainly having been fitted for static defensive operations. It had not yet been in battle with average combat strength averaging about 60-75% of tables of Organisation. To reflect this in the campaign, one battalion will have a formation setting of 'average' whilst the other will have the setting 'fair'.

Most men in the division were around 30-32 years of age, which showed good promise.

Both battalions only feature during the second phase of the campaign, The Merxem Bridgehead. The player will encounter the III Grenadier Battalion first in 'Crouching Tiger Hidden PIAT' and then again 'When it Rains It Pours' and finally 'Come Hell or High Water'. The player will encounter the II Battalion in the following battle after 'Crouching Tiger Hidden PIAT' as in theory the III Battalion could be resting. In reality both battalions were heavily committed to the 4 KSLI bridgehead and worked alongside one another as will be seen in the final battles of the campaign with both battalions present.

II./Ostbatallion 600

This unit was made up from Russian 'Volunteers' captured from the Eastern Front who had been coerced into service. Typically, Ostbatallions would be poorly equipped compared to the rest of the German army but were sufficient in regard to the general responsibilities placed upon them such as conducting security operations, coastal defence, and rear-area tasks.

In this instance the battalion was responsible for safeguarding the sector between Assche and Duffel. Many in the formation chose to run for their lives in the face of the British advance, with only 63 men making it through to German lines with their commander, Major Brandauer. It is not clear if this unit was the only one encountered at Boom and along the A12, however it is likely that troops from Ostbatallion 600 were encountered given the sector area.

In the campaign however, they have been represented under the 'Sicherungs' formation. Sicherungs battalions typically were security battalions with platoons mostly fitted with standard bolt action rifles as opposed to automatic weapons. Typical formation quality was selected, albeit with some squads manually adjusted to have lower morale settings. These units feature in the first and second battles of the campaign totalling about a company strength force (depleted).

Supply Platoons (Motorised)

It is a common misconception that the Germans mostly used trucks and mechanised vehicles for transportation throughout the war, however most used was actually a far older proven concept - the horse. More reliable, being easier and cheaper to maintain, it became the staple of the German Army particularly towards to the end of the war. Retreating units without other means of organised transportation often commandeered horses for their use. This was applied for many of the regiments of the 719th Infantry Division in their move south towards Antwerp as well as for individual and scattered units retreating from France.



Bundesarchiv, Bild 1011-301-1958-20
Foto: Genzler | 1944 Sommer

Figure 3: Horses pull German supplies in wagons. Note how the wagons are disguised by branches. Photo taken roughly late July-early September 1944.

As horses are not depicted in Combat Mission, I have chosen trucks to help convey the reality of the German army in full retreat. Two motorised supply platoons (one only having 2 trucks present) appear in the second scenario in the campaign alongside a full supply platoon in the first battle at Boom. All supply platoons have retreating orders so if the player is agile enough, he may be able to witness them dashing for the map exit.

Other:

A few other small units were added to the first two scenarios. These have been added for gameplay purposes to make the battles more interesting and challenging for the player, although there is little evidence to suggest any of the below units were actually encountered.

The first is an understrength Pioneer Company (typical settings) which features 1 platoon at Boom together with some individual anti-tank assets – a 50mm and 88mm gun which have been attached to the formation. A further platoon (albeit depleted strength) appears in the following scenario along with the weapons company consisting of 2 on map 81mm mortars.

Two Grenadier platoons are present, but in the second scenario are severely depleted only consisting of two squads which in turn are down to 50% headcounts. They are not attached to the pioneer battalion, instead having been added as part of a Grenadier battalion on the basis of them being a separate retreating unit and are attempting to return to German lines.

Also present in the second scenario is a Regimental Anti-Tank Platoon (Mechanized). Three 75mm PaK guns have been selected with typical formation settings applied with one gun mounted and not deployed. Also attached is a single 50mm AT gun.

Allied

4th Kings Shropshire Light Infantry (K.S.L.I) Battalion, 159th Infantry Brigade, 11th Armoured Division, 2ND Army, 21st Army Group – CORE UNIT



Figure 4: Plastic cap badge of the 4/KSLI. The design remained unchanged from 1898 to 1958, although the introduction of plastic badges during 1941 as a result of material shortages would prove very unpopular with service personnel.

4/KSLI was 1 of 3 motorised infantry battalions that made the 159th Inf. Brigade. The other two being the 1st Herefords, and 3rd Monmouth's.

Receiving training with the 11th Armoured in the run up to the invasion of Europe, the battalion learned of the importance of working as part of an armoured division together with the correct principles of combined arms doctrine.

Landing in Normandy on 14th of June, they saw action at Odon, Mont Pincon, closing the Falaise Pocket, Antwerp (Merxem Bridgehead), and Overloon before moving up through Holland and into Germany. They participated in the battle for Hamburg and successfully captured and accepted the surrender of German Admiral Karl Doenitz and his provincial 'government' at the end of the war in 1945.

In the campaign, they are represented as a Motorised Infantry Battalion. Typical formation quality settings were applied to reflect the standard fitting out reflective of the time period. Morale and veterancy settings were inflated to reflect the high spirits the men were in as described in *First into Antwerp* and subsequent battlefield experience. This also was made on reflection following testing, as with the unit being in repeated contact with the enemy across several battles, having a higher morale setting meant they were more resilient to incoming fire and consequently would not frustrate the player by becoming a broken unit early on in the campaign. It should be noted these changes are not applicable to all sections and HQ units, as some still retain their typical values.

The only other field that was changed was the leadership settings for specific key persons as mentioned in *First into Antwerp*, that is to say, individual persons that performed with distinction or merit worth noting. Consequently, most of the leadership settings were increased to neutral or positive modifiers which were applied to most of the HQ units within the formation. For some of the platoon leaders in C Company negative modifiers were left in place to reflect the actions and decisions made (see more on this under 'Don't Sit Under the Apple Tree'). The player has the chance to improve positively or negatively the leadership, veterancy and headcounts of the formation throughout the campaign.

3rd Royal Tank Regiment, 11th Armoured Division, 21st Army Group. CORE UNIT

3RTR was formed into its own regiment in 1942 taking part in the battles of El Alamein and Tunisia. Landing in Normandy in 1944 it saw action throughout, and accompanied the 11th Armoured Division over the Seine, through Amiens, Aubigny and Wolvertem towards Antwerp. It would continue to advance through Holland and onwards into Germany in 1945. During the Battle of Bulge, it was sent to form a defensive line on the Meuse river which came up against the vanguard of German armour, vigorously forcing the panzers back.



Figure 5: Insignia of 3RTR

In the campaign they appear as a standard Sherman Regiment (4 Troop) which also includes 1 Firefly tank per Troop. There is no mention if Troops of 3RTR were equipped with Firefly tanks or rather just regular Shermans. However, as most British Tank Regiments were kitted out with Firefly's by this time in the war, I have selected this formation accordingly. They appear with 'typical' unit formation settings applied. Only the experience settings have been changed to positive indicators for the Squadron HQ and Regimental HQ tank unit due to the importance and recognition of these persons detailed with *First into Antwerp*.



Figure 6: Insignia of the 11th Armoured Division - The Bull.

PHASE 1: ADVANCE TO ANTWERP

Strategic Situation:

The rout of the German armies in Normandy, magnified by Hitler's ill-conceived intervention in Mortain, had been so completed that the Germans were incapable of organising the defence of their first major water obstacle, the Siene. The 4th KSLI which had outfought the Germans in the advance from Caumont to Presles Ridge at the beginning of August began to realise by mid-August that they were capable of forcing the enemy steadily backwards towards the Seine.

Dempsey's Second Army was ordered to cross the river with all speed and drive north-eastwards to establish itself north of the Somme beyond Amiens. 43rd Wessex Division had already been sent forward to force a crossing of the Seine at Vernon, and by the evening of the 28th of August, in a skilfully fought battle, had secured a bridgehead 3 miles deep. It was through this bridgehead that the 11th Armoured Division, followed by the Guards Armoured, was to advance.

The plan was for 20th Corps to advance on two main axes, 11th Armoured on the left and the Guards Armoured on their right. By nightfall on the 28th the two leading Armoured Regiments (3rd Royal Tanks and 2nd Fife Forfar Yeomanry) were across. The subsequent distance covered by the 11th Armoured is detailed by day below:

29th August – Armoured making 20 miles by the end of the day, with infantry slowed by congestion in the bridgehead only covering 12 miles, reaching Cantiers.

30th August – 22 Miles covered by 16:00 hrs. General Horrocks, decides a bold attempt should be made to Amiens during the night - nicknamed the 'Night drive to Amiens' which is successful with just enough fuel to do so. The outskirts of Amiens is reached by 04:00 hrs on the 31st with the Division covering some 52 miles in just 24 hours.

31st August – Small skirmishes are made within the city. Capture of the main bridge across the Somme river is made at 10:40hrs by the 23rd Hussars with the bridgehead expanding 3 miles by mid-afternoon.

1st September – 33 miles covered. Guards Armoured are directed towards Arras whilst 11th Armoured are directed 9 miles north-west to Aubigny. Various flying bomb sites are overrun with the 4th K.S.L.I. resting at night at Hermanville.

2nd September – 14 miles covered. Recapture of Vimy Ridge (without bloodshed) and sightseeing of the monument by some members of 4th K.S.L.I.

3rd September – Guards Armoured are ordered to seize Brussels with the 11th Armoured directed towards Antwerp. The battalion covers 60 miles, advancing well into the night, before halting 5 miles beyond Ninove. 20 Miles remain to Antwerp.

4th September – This is where the campaign begins with the 4th K.S.L.I and 3RTR advancing towards Boom.

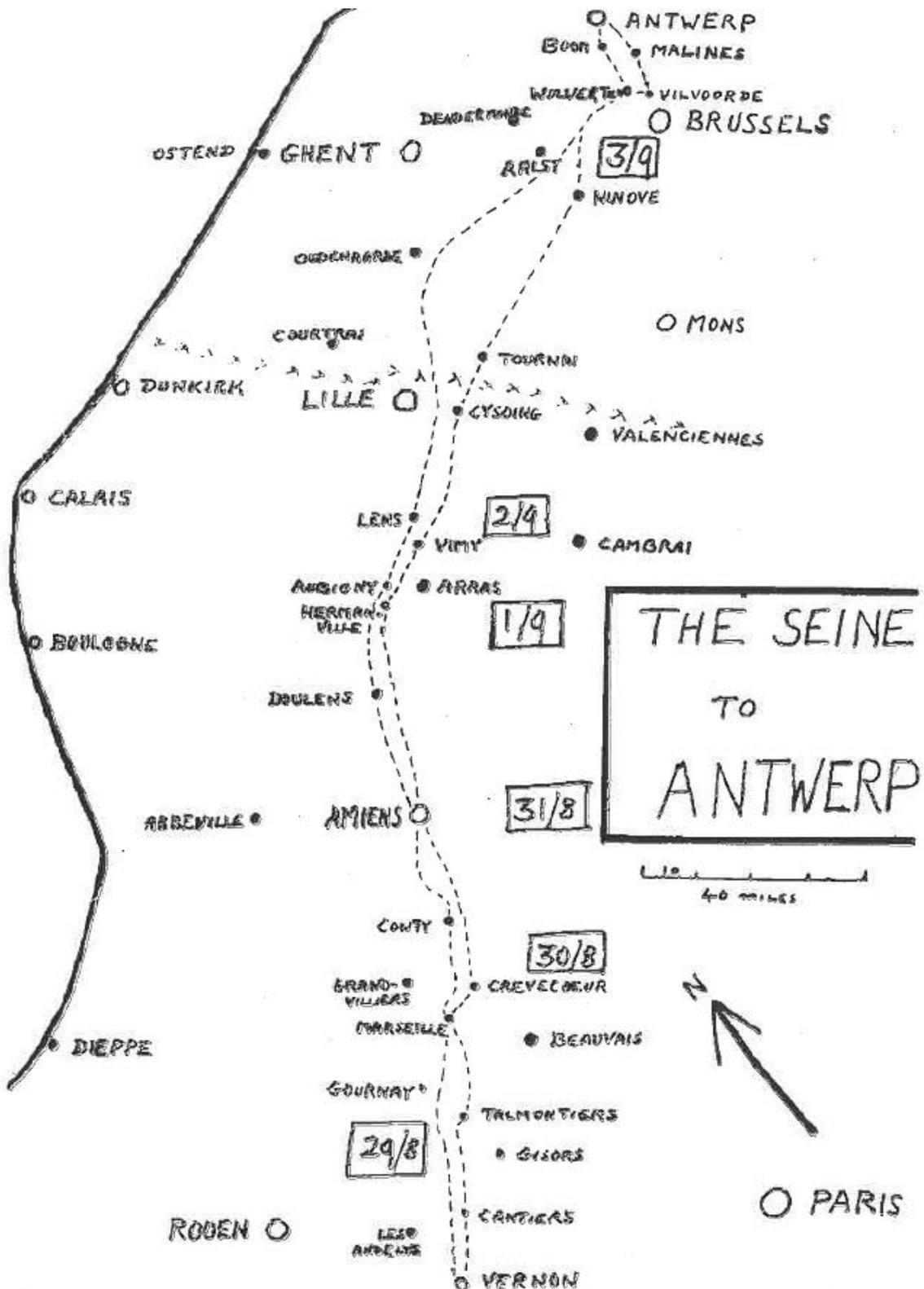


Figure 7: Sketch map showing the advance made the 11th Armoured from the Seine to Antwerp.

Gameplay

The first two battles that comprise the first phase of the campaign generally have been designed to reflect the historical situation of the time. This means that the battles should be relatively easy for the player to win, as typically he will have the greater numerical force and also one which reflects that of combined arms. The motorised element to the players own units emphasise another important point, speed. The use of the transports provided, and tanks will allow the units to cover quite some distance in each battle.

The geography and weather will also be of benefit to the player with the terrain often being easy to cross and flat, offering excellent lines of sight for advancing troops.

The Troop-Carrying Vehicles (TCV) provided in the first two battles can also serve another important purpose which may be overlooked by the player beyond their use of transportation of infantry. TCVs hold a very important asset - and that is ammunition. The player may find it useful to ensure that their troops are able to capitalise on this by acquiring weapons and ammunition when running low or prior to a period of prolonged fighting. This is particularly important given the limited capacity that infantry have to carry bullets and another weapons.

Battle 1: To Drop A Bombshell – Boom!

Map Details:

The map has been accurately recreated from modern satellite imagery sourced from Google Earth. The scenario map reflects this with the urban area of Boom being larger than it originally was in 1944 which was further aided by a lack of historical imagery at the time of creation. Fortunately, I did find a small-scale map in the later stages of development (which is included in the briefing) which shows the settlement area and a small dock in 1944 – the latter of which does not exist today. I incorporated the small docks in its correct location with the layout as depicted. As the map is centred around Boom itself much of the surrounding area is based entirely from the satellite imagery, albeit with the A12 motorway removed (sits between the rail station and town today) and is replaced by fields.

The terrain in the first two scenarios is typical of that encountered in Belgium: often low lying and flat with numerous small bridges dotting the landscape. I put careful consideration in the implementation of bridges in these two battles as I know as the tactical AI struggles with bridge pathfinding, even for the players own forces.

Given the game does not support the idea of mines being placed on bridges (as they tend to terraform to the ground tiles below) I decided to place a destroyed bridge at Boom (based on the idea that the Germans destroyed it) with the remaining bridge structure placed at angles showing it blown out of place. The old toll bridge was going to be a shallow forge, however during testing tanks often tended to bog down and become immobilised which is frustrating for the player as his other forces would struggle to navigate around them. To get around this I placed 2x2 and 4x2 anchored tiles between bridge spans which needed to be connected, helping improve the games unit pathfinding. Furthermore, I also reduced the number of enemy units capable of taking out vehicle units for these reasons.

There is a small chance of a well-known CM bug happening whereby a vehicle crossing the bridge would become glitched quickly jerking forward and then back to its position. If this happens cancel the unit order, reverse order the unit, and try again – as this can usually unglitch the vehicle. Note that pathfinding is helped if no other vehicles are crossing the same bridge either behind the unit or within close proximity to it i.e., when trying to navigate around.

I was able to paint an exit unit objective to the north of the map by the motorway which is from which the units would then travel onwards to Antwerp. Units that are unable to exit the map at this point, by the end of the battle duration, award the Germans points. I decided on this type of objective reason being for the Germans that they have in effect delayed and blunted the British advance by preventing units exiting which is their primary objective. Points cannot be awarded to the same side that the exiting forces belong too as this a scenario editor limitation.

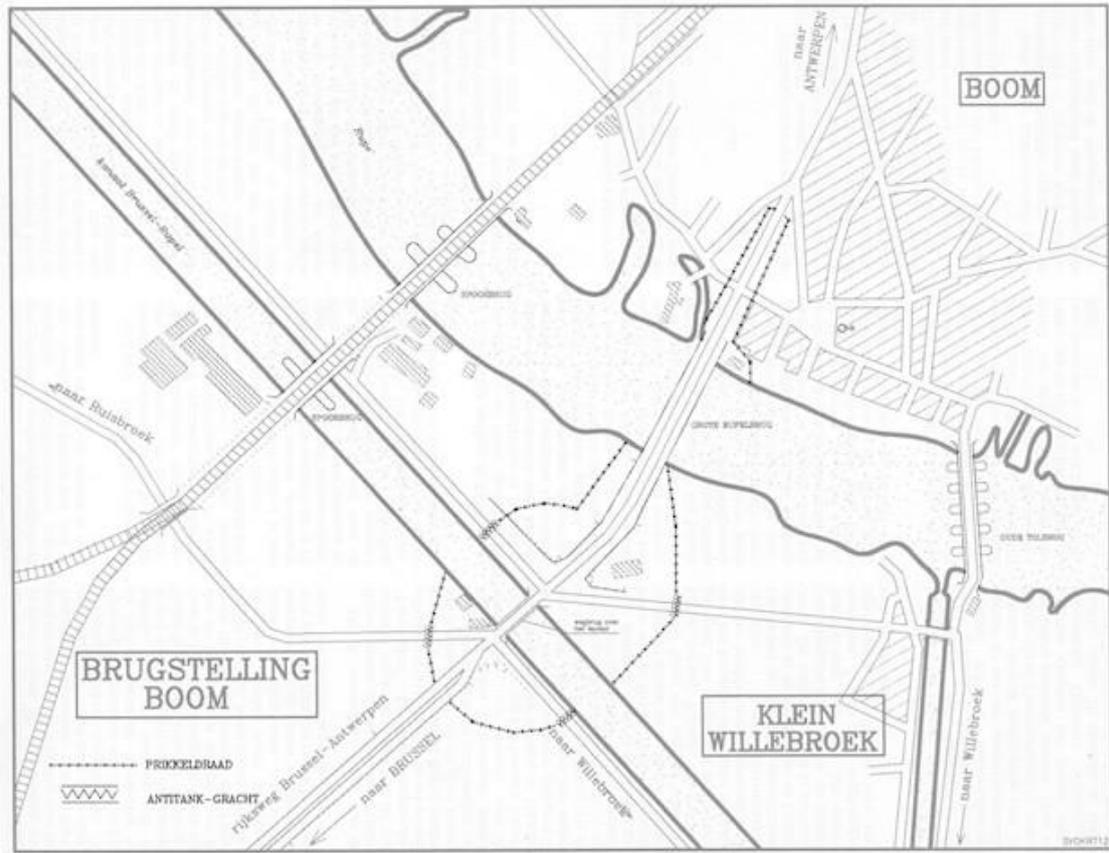


Figure 8: Simplified line drawing of Boom as it was at the time of the 11th Armoured Divisions advance.



Figure 9: Modern satellite imagery of the scenario area. This was imported into the editor and used as an overlay for guidance. Note the sheer expanse of urban development compared with figure 8.

History:

The Germans did not actually destroy the bridge at Boom although the Belgian Engineer, Robert Vekemans stated it was extensively mined by the Germans. Taking his advice, the 11th Armoured instead approached the town via an old toll bridge directly from the south, completing the bouncing of it with a light scout car, and 2 tanks. They sped across without incident, rounding up the Germans in the centre of the town, which took them completely by surprise near the church. There were no casualties, and the engineers were able to disarm the mines on the main bridge for the rest of the division to quickly follow suit in the advance north.

Today the motorway bridge does not exist, the motorway having instead been tunnelled under the Rupel river and canal. The old toll bridge built during the Victorian era which the 4/KSLI crossed with the 3rd RTR was demolished post-war. During the summer months a small tourist boat operates to ferry tourists across the same stretch of the river that the toll bridge would have spanned. Some of the old stone struts are still visible near the southern embankment.

AI:

There are 3 AI plans, with up to 5 active groups, in the mission:

The first – Least active. Whilst trucks will move to exit the map to the north before the player arrives only one other AI group will perform a tactical retreat from the church to a crossroads towards the rear of the town. This plan is set to operate frequently.

The Second – Moderately active. The trucks evacuating the town will vacate to the north at a later time than ordered in plan 1. Rather than there being one group performing a tactical withdrawal to the north there are now two. Both groups are established at different crossroads to ambush the advancing player at close range. There is also a trigger in place that will see a small AI group move to counter the player towards the toll bridge once crossed. This plan is set to operate sometimes.

The Third – Very active. Trucks will navigate a different route through to the town to exit the map unlike the route followed in the 2 other AI plans. At least 2 groups will spawn as reinforcement units and attack both from the western flank (from the station) towards the market square and likewise a tactical withdrawal will be performed by a group on the towns western flank near the toll bridge and forested area. If the player is quick enough, he might be able to respond to the retreating forces when his own forces already in the town. This plan is set to operate rarely.

For the allied player, I did contemplate having the company platoons and tank troop arrive as reinforcement units to help simulate that 11th armoured column is still in transit. This would leave the starting on-map units being the Squadron HQ and the scout car, matching the first units that originally crossed the toll bridge into Boom. The downside to this is that the additional time required for the player to then move his units up through the map (once arrived), which is some distance away. When also considering that the next scenario in the campaign has reinforcement units arriving to simulate the 11th armoured in transit, I decided against having same applying here meaning the player has all available units at the start of the battle.

Battle Honours:

No awards were made for any of the participants in taking Boom. However, Lt Col. David Silvertop was commemorated and has been honoured in the town by a memorial made to him and the 3rd Royal Tank Regiment for their cunning and ingenuity in its liberation.

Vekemans, himself however is not so well known. He assisted the British army in 1940 as an engineering officer having civilian experience in the field from various engineering projects which Belgium had heavily invested in the years prior to the war. He disappeared into ambiguity around Boom during the years of occupation. It has been mentioned in some sources that he was actually a member of the Belgian resistance however this is unsubstantiated. In the post-war years he moved to Paris and remarried. It is thanks to his knowledge of the area and valuable information about the town that ultimately saved lives and kept the British advance moving to Antwerp.

Battle 2: With Supreme Dash

****NOTE: THIS BATTLE IS OMITTED FROM THE LIGHT VERSION OF THE CAMPAIGN****

Map Details:

Much of the map was divided in sections after working from contemporary satellite imagery drawn from a distance due to the nature of working with such a large map. As such, small to medium details such as hedgerows were not able to be seen. These were later added in from closer inspection without using the map overlay. From here parts of the map were able to be drawn in detail around key features, namely the motorway, bridge, and fort. I have included further details about each section and relevant history below:

A12 Motorway

It was one of Belgium's first motorways and was constructed in various stages during the 1930s to connect Brussels and Antwerp. By the outbreak of the war most of the Boom to Antwerp section was complete.

Large Bridge

There is mention of the KSLI being held up at a bridge along the route, however no satellite imagery exists to give a clear idea as to its precise location or length due to an absence of any bridges existing along this stretch of the motorway. I therefore decided to place 2 large steel girder bridges together towards the middle of the map. With the route being on low lying land, and prone to flooding, it made sense for this span type to be selected and for it to act as a defining landmark and focal point for the battle.

After placing the bridge and reviewing satellite imagery and a very rough, not to scale drawn map of the progression of the 4/KSLI in their advance to Antwerp, the bridge was more likely near the fort and roundabout and even then, may have actually been an elevated piece of the motorway. This is supported as the motorway on this section is elevated as seen in Google Street View albeit a road runs underneath which perhaps may have been how the old motorway was laid. Still, the bridge appears in battle further to the south as I was unsure of its exact location at time of map creation and its placement in the middle of the battle helps with battle pacing.

Old Fort:

Fort 7 was originally built between 1860-1864 and was one of several built around Antwerp to protect the port city and interior from invasion. It saw use during the First World War. During the inter-war period however many of the forts fell into disrepair due to financial constraints and the belief that the forts were now redundant in purpose given the advancements in military technology and warfare.

Following a military survey carried out by the Germans shortly after the occupation of Belgium in 1940 it was decided Fort 7 would be brought back into use. The fact it has higher ramparts than the other forts surrounding Antwerp, together with its thick walls and deep tunnels made it a perfect Anti-Aircraft position and ammunition storage facility. It was abandoned once again in 1944 and the fort today is largely preserved including the entrance gates, moat, and a

wooden officer's residence. In the summer months, guided tours are organized regularly by Natuurpunt Zuidrand Antwerp.

During the design of the fort, I spent a fair amount of time detailing it as I envisaged the allied player attacking this objective due to its uniqueness and the challenge it would present. Given the eventual design of the scenario (being on a large map with the forces at the bridge to contend with), I decided - together with speed being emphasised for the player needing to exit the map - against setting the fort as a specific objective.

Airfield:

Between the fort and bridge lies a small phantom German airfield called 'Fliegerhorst Hemiksem'. It existed for deception purposes only and had no fixed buildings apart from a large singular concrete pillbox tower (appears as a standard concrete bunker). In late development I opted to include design a small airfield, as if it existed, given the area without it was fairly barren.

History of the battle:

The 4th KSLI did not actually partake in this battle, although they were informed that they were about to be debussed for action against German forces (near the bridge). Fortunately for them the 8th Rifle Brigade (Mechanised), 29th Armoured Brigade, was able to clear the way in the face of stiff resistance from mostly MG guns and roadblocks. I depicted these obstacles between the bridge and fort, with destroyed buildings forming the latter at a road junction with a couple of MG squads located along some hedgerows with line of sight towards to the motorway for any advancing player units. It is not clear how many casualties there were in the actual attack, although there is no reference of any allied tanks being lost.

Colonel Reeves was able to establish his O-Group (Order Group) at the main Boom-Steenweg roundabout at approximately 15:00hrs. From there the battalion advanced in two long columns along Jan van Rijswick lane, the main central approach road into the city whilst being enthusiastically welcomed by the local population.

The 29th Armoured was actually held up for the rest of the afternoon as the 23rd Hussars were sent to deal with a number of 88mm guns on the right flank from Malines.

AI plans:

There are 3 AI plans.

All 3 plans concentrate on the reality that the German army is in full retreat across this sector. The player will see several different AI groups attempting to do so. Not only will this cement the chaos to the player, but also reinforce why allied command pushed so hard for the 11th armoured to move as quickly as possible for Antwerp. A final point to mention is that retreating AI groups can serve to distract and delay the player from reaching his objectives, particularly if he overestimates the threat that they pose or otherwise becomes too overzealous.

There is not a huge amount of variance between the 3 AI plans other than that the timings differ as to when the units commence their tactical withdrawal from deployment positions. One example is the case for a single Sicherungs company (depleted) which spawns on the map near Boerenhoek, approximately 30 minutes into battle. It is possible for the company to

actually exit the map at the O Group junction objective, if left unmolested by the player, just before the end of the scenario - as was demonstrated during testing. Slight variances take place between pathing routes for this group although out of all the AI groups they are most likely to be noticed by the player. Other AI groups retreating are 3 mechanised halftracks, supply platoons consisting of 3 trucks (south of the main bridge) and 2 further trucks from the Fort to simulate the removal of AA ammunition and weapons from the complex to the north. The player will need to be very quick in order to spot the latter group, meaning it is possible for the player not to spot some of the retreating units.

For the allied player, 2 additional HQ units spawn at the beginning of the battle which were not present in the scenario previous. One is the HQ Support Company and the other being the Mortar HQ. Ideally these would not have been added, however the editor only allows 7 reinforcement groups all of which were in use for other units, I did not want to sacrifice a reinforcement slot for doing so. As such they have been added on map at the scenarios start.

The allied players reinforcement units arrive gradually with no specific times for each as, with the formation still in transit, this would be approximated. Historically the armoured column was very long so the player will only have all units at his disposal closer to the 30-minute mark. The idea of the 11th Armoured moving towards Antwerp is very central to this scenario and is key to the success of it. Not only will the player have to be strategically minded thinking forward, but he must also remember to look at the rear to manage and review how the column is progressing. This is naturally taxing on the player and his success will be measured on him being able to exit all units from the map. It is for this reason that I decided the reinforcement times of units would only be applied for this battle.

Battle Honours:

None.

Battle 3: A Walk In The Park

Map details:

This map was created largely based on satellite imagery and consulting the initial sketch map (not to scale) of the battle provided in *First Into Antwerp*. It is the smallest scenario map featured in the campaign and consequently was one of the easiest to replicate. This is because of a large amount of detail provided in the account by the 4/KSLI (both of the actions and orders made) but also because of the geography.

Remarkably the area of the park remains the same in terms of its dimensions, road layout and the shape of the lake appears as it had been drawn in 1944. The surrounding buildings boarding the park were residential with some mixed used commercial properties. In the scenario, I replicated this with the exception of small factory complex to the south of the map which was added for varying the building types.

Being the smallest of the campaign maps, I was able to add many flavour objects such as debris and junk litter to alleyways that the player might navigate through, such as small garden plots to replicate an allotment which appears to the southeast of the map. This helps the map feel more lived in and realistic – one must remember Antwerp had not seen the same level of destruction that other European cities had to endure at this time in the war. The park area also received further detailing with the addition of benches, a small park keepers shed, bus stop, and streetlights.

This was actually the first map and scenario I designed back in 2015 before deciding I would incorporate it into a campaign to account for the 4/KSLI actions in and around the city. Early designs featured a German PaK 40 bunker at the central park (facing the south-eastern corner) with the player receiving support from 2 allied tanks. Testing revealed that the balance was substantially in the allied players favour and subsequently was removed in later versions.



Figure 10: Drawing of the German H.Q. Bunker in the Central Park, commissioned on the 50th anniversary of the liberation of Antwerp. On display within the Soldiers of Shropshire Regimental Museum.

History:

A Company was able to successfully take park with 8 Platoon (Wrenn) providing covering fire from the eastern side of Van Eyck Lei street whilst 7 and 9 Platoons were able to assault the park bunkers across the small footbridge in the centre after quickly advancing along Van Eyck Lei street from its southwestern side. 7 and 8 Platoons was led by the company commander, Tom Maddocks.

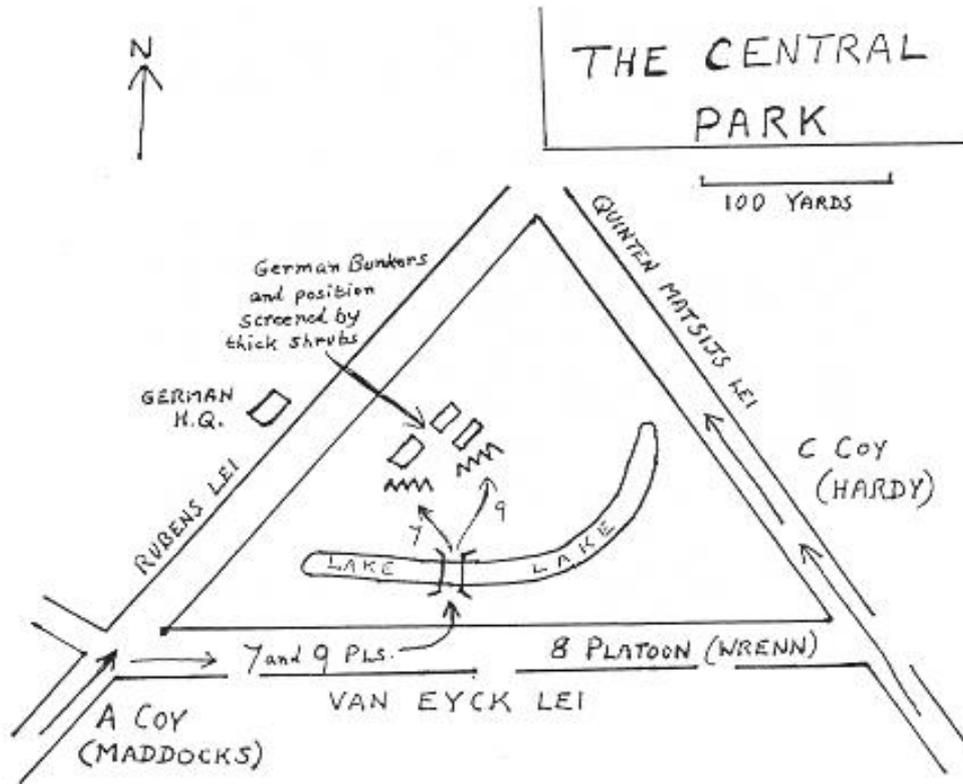


Figure 11: Sketch map drawing of the park area.

Together with Bren gunners he assaulted the bunkers firing from the hip following which white flags appeared from the bunkers and the Germans surrendered including General Stolberg. 300 prisoners were taken in the park and put into the local Zoo whilst under guard from the White Brigade (Antwerp's underground resistance organisation). By the early evening, two hours after reaching the central park, the main German force and its overall commander were safely 'in the bag'. The German HQ nearby was connected by a short underground tunnel to the park bunkers and consequently, without a fight, made a formal surrender that evening.

Maddocks summoned Lieutenant Wrenn to take charge of the German general. Stolberg insisted on being guarded by an officer to which Wrenn had to inform him numerous times that he was. Stolberg was not able to tell due to the standard practice that British officers covered their pips in urban environments in case enemy snipers were present. From the Zoo Stolberg was taken from Brigade HQ about 10pm on the same day.

Tim Ellis recalls a humorous account when he was leading the 'ultra-correct' general down a flight of staircases that he slipped on one step, resulting in his feet shooting out from under him and kicking the general in the rump, sending him for six down several steps! He seemed civil enough about it at the time but mentioned it in his debriefing upon arrival in the UK. At the

Brigade HQ however Stolberg's chief complaint was the 11th Armoured arrived in Antwerp several days before he was ready for them!³

On the 5th of September, the following day after seizing the central park, the 4/KSLI was ordered to briefly halt, and was consequently able to spend most of the day cleaning and repairing equipment.

AI Plans:

There are two AI plans.

The second plan features a small understrength German Platoon arriving as a reinforcement unit which makes a small counterattack from the northern bunker in the park towards the footbridge. This is an ahistorical outcome as there was no German counterattack. The German HQ, which is nearby the park in a building along Rubens Lei street, is where the reinforcement unit will stay in A.I. Plan 1 if the counterattack (A.I. Plan 2) is not made.

The German HQ building is an axis terrain objective, so if the player does decide to stretch his forces to attack this building from the park, and this unit is forced to retreat, he stands an increased chance of a receiving a total victory. The player is not notified of this being an objective as it was not known prior to the battle that there even was a HQ building nearby and that if there was that it had not already been evacuated.

Battle Honours:

Major Tom Maddocks won a well-deserved Military Cross for his skill, leadership, and personal courage during this battle. Part of his citation reads:

'At one period Maddocks was crossing the bridge with his batman, when an M.G. opened up and killed his batman. The M.G. was 20 yards distant and covered by a barbed wired fence. Maddocks promptly threw a grenade at the post, got over the wire into the trench system where he found himself faced with two of the enemy who fired at him and missed. He returned fire with his Sten, which promptly jammed. He then recrossed the wire, seized his dead batman's rifle and grenades and, under cover of another grenade, returned into the trench system where he forced the enemy to surrender'.

Two other decorations were awarded in this action. Sargent Cahill won the Military Medal for his leadership at the bridge. The citation states:

'Sargent Cahill was faced with a water obstacle defended by barbed wire and concrete and under direct fire from M.G.s. Placing a LMG team to cover him he, with two other men, overcame the wire obstacle and got across the bridge under heavy M.G. fire.

One of the other men was private 'Sako' Savage, of whom the citation states:

With complete disregard for his own personal safety, he crossed the bridge, which was defended with barbed wire, with his Platoon Sargent under heavy fire. He then bombed the crew of the MG post and finished them off with his Sten gun.

³ *First into Antwerp*, pp. 26.

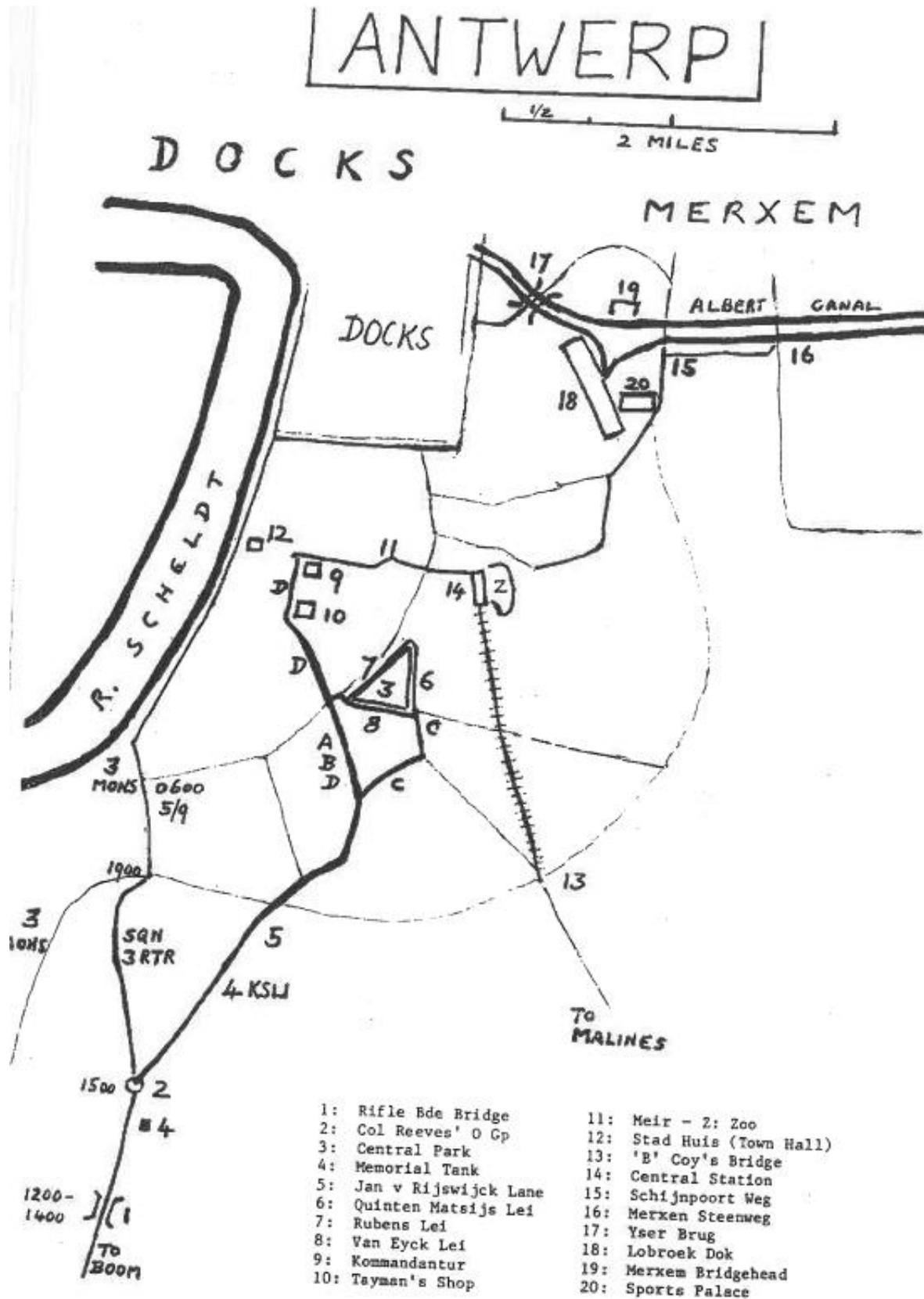


Figure 12: Sketch map showing the advance and routes taken by different units of the 159th Infantry Brigade into Antwerp.

PHASE 2: THE MERXEM BRIDGEHEAD

The Merxem Bridgehead forms the largest chapter within *First into Antwerp* and documents a number of accounts and detailed information about that actions that took place. Naturally this needs an appropriate amount of the campaign to be devoted to it, subsequently forming 5 battles, spanning from the 5th to the 7th of September 1944.

One aspect that is not made clear within the campaign briefings however is the overall strategic situation facing the British at the time - and is very important in understanding the decisions and consequences that were made as a result. On the 4th of September Hitler recalled von Rundstedt as Commander in Chief West and gave Model's Army Group B the First Parachute Army (a training unit) to fill the gap along the Albert canal. The 719th Division was rushed forward from Dordrecht to the canal. One may notice that during this time there is roughly a 24-hour period of inaction for the 4/KSLI battalion between the evening of the 4th through to the night of the 5th. This was not by chance and was made consciously by senior British Command, much to their regret later.

Whilst a stopgap of 24 hours may not seem like much, a lot can happen within it, and sure enough that is exactly what happened. Whilst the 11th Armoured paused in the centre of the city, this gave the German 15th army the opportunity to plug in the gaps along the Albert canal, ensuring most bridges were blown and those which were not, defended; whilst reserves were being moved into place. Furthermore, this meant those troops retreating were able to do so to the north and east. This was the situation facing the British late on the 5th, discovering many bridges blown or otherwise too well defended to force a crossing, or at least in Antwerp.

This leaves the question, why did the British pause for such a period at a critical time when an attack could still be pressed over the Albert canal? The reason is two-fold:

There was crisis at British command - right at the top - as to the direction that British forces should now head in. Montgomery released with Antwerp captured that a solid right hook could be made into Germany over the North German Plain. Likewise, an even-handed attack could be made across the whole front into Germany - which is eventually what transpired. But the Americans, now taking a greater lead in the war thanks to increased material and manpower that was being committed, would need to be consolidated and measured with a possible compromise needing to be made. He would also need to consult his own generals on the merits of his plan and as ever being carefully measured and calculated, to which drove excellent results for the most part in his career, it was during this time that explains the lack of direction for the British at Antwerp.

There is also another reason, far more practical that needs to be understood. The lack of adequate maps. Such was the speed of the advance that there was little or any suitable maps of Antwerp or to the north of it that were available. For the British to advance properly they would need these distributed down to at least battalion level, otherwise without them key-terrain and avenues of attack could not be identified and considered which is essential to give a robust and balanced thrust into enemy territory. It would take some time for these to be gathered and distributed and until then the British would try and fathom their way forward as best they could via small probes.

It is this situation that leads into the title of first battle of the Merxem Bridgehead. 'A downing Man Will Clutch At Straws' is made in reference to Commander Ivor Reeves trying to make the best of a situation which he himself, was not happy with. He noted that establishing a bridgehead without proper reconnaissance, armoured support AND in a built-up area is less

than ideal. Orders are still orders and so he set off with the battalion to try and establish the bridgehead over the Albert Canal.

The thrust over the Albert Canal was also an attempt to cut off the 15th Army from retreating to the east, however, to do so from the city would mean advancing through Merxem. Merxem was the largest district in the city. It stretches to the Scheldt estuary and extensive docklands to the west, Schoten to the east and opens to the plains north of the city. South Merxem was incredibly industrialised given the close proximity to the docks and canal with many workers residing nearby and in the district centre. It was this built-up area that was to cause problems for the 4/KSLI.

In this phase of the campaign all the battles are taken from a single master map that I made of the area using Google maps which was then imported into the scenario editor via the overlay tool. Then I divided the master map down for each scenario, so the player is not fighting over the same ground, or bears witness to future battle areas. This applies to the first battle in particular as the player is not able to see beyond the factory complex, yet in battle 2 this area is expanded meaning he now can, thus helping keep the area intriguing. Due to the nature of this phase however some maps are repeated such as in battles 6 and 7, although buildings become more damaged in later battles giving an indication of time passing (unfortunately this had to be done manually in the editor as battle damage caused to buildings during a scenario is not able to be recalled across maps).



Figure 13: Overlay of the Merxem Bridgehead area taken from 2015 which formed the basis of the Master Map.

Testing this phase of the campaign was mostly completed by myself with the exception of two other testers who reviewed separate battles, albeit as an individual scenario rather than as

part of the campaign. A valid point was concerning the sheer amount of ammunition expended, particularly 9mm bullets. I introduced a small ammunition supply dump; near the factory should the player need to acquire additional ammunition. Severe was set for the ammunition amount given that only small supplies were able to be paddled across the canal until the final night of the bridgehead. Furthermore, only a small amount would be needed given the short battle durations for this phase of the campaign.

Also apparent is the distinct advantage of close assault weapons for the Germans with a play tester asking for the British to be supplied with more Bren guns to combat the fire superiority during this phase of the campaign. This is a valid point, although historically the Germans were better equipped than the British when it came to automatic weapons. However, I did wonder if scout teams would have been sent across the canal from the support company with the rifle platoons, if so, this would give a few additional Bren machine guns to the British. Whilst this wouldn't be enough to balance out the fight it could help potential players.

Interestingly there is actually no mention of any scout teams from the support company being present in the Merxem Bridgehead in *First into Antwerp*. Rather all scouting missions seem to have been carried out from individual or split rifle teams. Whilst I can't rule out that scouting teams from the support company would have accompanied the rifle squads over the canal, I cannot rule them out from not being present either. The balance was conducted without the scouting teams being present and their subsequent inclusion would have meant all battles for this phase would need to be rebalanced, taking considerable time (even if only a couple of teams were committed, given how the game works close infantry support weapons and machine guns in particular). I therefore decided against the inclusion of purpose scouting teams, meaning the player will need to source and establish other tactics to deal with the Germans.

Merxem Bridgehead site today:

The area of the Merxem bridgehead depicted in the campaign still retains its industrial land type today although few, if any, original buildings remain. Below I have included some brief notes of the change's representative to the objective areas and key landmarks.

The Factory Complex (paper and uniform factory):

The area of the old factory complex is currently a construction site. The old factory has been knocked down and completely demolished.

The rowhouses and orchard area just north of the factory complex:

This has mixed land use. A small football playing field has been built with some warehousing present to the west side.

The scrap yard:

The area has been completely replaced with a large bus depot.

The Timberyard:

Today the timberyard no longer exists instead being replaced with warehouses.

Schjinpoort bridge:

The original bridge was destroyed by the Germans and was subsequently replaced during the post-war era, albeit in the same style as before and actually matches closely to the bridge model depicted in the campaign. Today a new modern bridge has been recently constructed next to it with demolition works commencing on the old post-war bridge.

The areas further to the north and east of the Schjinpoort bridge still retain their usage types although no original buildings remain. The roads, as one would expect, have all been resurfaced. Some of the factories however further to the east along the Albert Canal retain some of their original features and buildings.

Sports Palace:

The Sportpaleis was built by the Apostel-Mampaey family from Boom and was completed in 1933 – at the time being the largest indoor arena in Europe. They were internationally renowned velodrome builders from 1907 up until the Second World War. It was from the top floor and rooftop that the British established observation posts to maintain contact with the battalion. It was also from here that the decision to withdraw the battalion was made from the northern bank of the Albert Canal. The sports palace still exists today in its original place although has since seen significant modernisation works, being renovated in 2012-2013, now being able to hold concerts and various other non-sporting events.

The battles that could have been:

I did have the idea of creating further 4 scenarios for the campaign. Two of these would have been centred in the first phase. One being to centre a scenario around all small skirmish that D Co. made to the northwest against a Kriegmarine HQ on the 4th of September and involved alleyway fighting. This was ultimately dismissed however, as there was already a HQ position in battle 3 and takes place in an urban environment.

The second idea was a short 15-minute scenario where an Axis truck convoy is ambushed, which actually happened, albeit more as a skirmish, on the 5th. Whilst it is nice to witness explosions from trucks cooking off and panic German pixeltruppen the implementation didn't really weigh the time against that of a bigger scenario which has more merit as it would have meant the beginning of an a-historical outcome could have been made.

This was to start with the player taking control of D Company, after exiting them off the map from battle 4: 'A Drowning Man Will Clutch At Straws'. The idea was to have the player try to advance and force a crossing, against stiff resistance, over the destroyed Merxem bridge and into a large power station. From here a subsequent scenario (the fifth battle that I could have developed) could be played which could see the remainder of D Co. attempt to break out from the factory into a residential area to the west from which they could then be brought in as a reinforcement unit, in what is now, battle 6. The player could then, if he would be able to link up with C Company on the right flank, attempt to break through to the north of the map in battle 6. If successful, the campaign would end as a victory given the player had succeeded in breaking through German defences over the Albert Canal.

Whilst this is good branching for the campaign, designing, testing, balancing, and reviewing takes time, even just for one scenario. When one thinks that the routing as it currently stands in the campaign would still need to be implemented as an alternative option (i.e. if the player decided not to cross or failed doing so over the Merxem bridge), it also extremely becomes time consuming. Naturally therefore some cutbacks had to be made and this option was not pursued. If this campaign proves popular enough and there is subsequent interest in me developing this route, then I believe coming back into the campaign fresh would result in this being completed.

Battle 4: A Drowning Man Will Clutch At Straws

This battle helps set the scene well for the second part of the campaign as it details the importance and movements needed towards supporting and establishing a bridgehead. I could have left out this battle entirely and teleported the player through to the next scenario where the KSLI are already on the other side of the canal, simply alluding to the crossing in a briefing. I felt if I did this that it prevents real understanding of the events leading up to that point.

History:

Brigadier Jack Churcher of the 159th Infantry Brigade had received orders to force a crossing north over the Albert Canal. Churcher did not like the idea of making a crossing without proper reconnaissance and at least a day's planning. But orders were orders and just as Lieutenant-Colonel Ivor Reeves was considering sampling some of the local wine, he received the order to form a bridgehead covering the Schijnpoort and Merxem bridges. He did not like the idea either, particularly as night would soon fall and the operation had to be carried out at once.

A, B and C Companies were able to make it across without encountering any contact from the enemy. A Company crossed first which was made in the late hours of the 5th which was followed by 'C' company and finally B Company was the last to cross in the early hours of the morning on the 6th. During this time D Company attempted try and force a crossing across the Merxem bridge (a smaller bridge to the west) only to discover that much like the Schijnpoort bridge it too had been destroyed.

B Co. did actually make brief contact with a MG near the Schijnpoort bridge the previous evening. Presumably, this was on the right flank of the bridge and explains as to why they followed C company to forge the crossing with the rest on the left bank. This may have also influenced Reeves's decision.

You may have noticed contrary to the briefing that the crossing is being made at the shortest point between both banks of the canal it is in fact near the widest as the canal opens up into a larger basin which a large dock can be entered (Lobroekdok). This is actually intentional as it was the mistake Reeves made, given if he had been given enough time for reconnaissance, particularly in suitable day light, he would have been able to have realise that to the crossing would have been better placed further to the west where the canal is considerably narrower.

The river crossing itself was a challenge as many of the men had not attempted any since Normandy and their own assault boats were still riddled with holes. As such they had to make do with improvised acquisitions along the banks of the canal. There was also a strong current. Fortunately, all the men were able to get across by the early hours without being pulled downstream. Once safely across they did not find any enemy units in either factory building resting there for a few hours whilst Reeves worked out his next moves to widen the bridgehead. Historically the Germans did not arrive in force to the same area of the bridgehead until about the same time as the 4/KSLI attempt at breaking out from the factory complex at dawn on the 6th. Consequently, no casualties were taken by either side during the initial crossing.

There was some indication that the Germans had knowledge of the British making a crossing, if precise details were lacking, as at 19.50 hours on 5 September LXXXVIII Armeekorps received a report that the "enemy, aided by Partisans" had established a bridgehead in the

Merxem area an hour and half earlier. Reinhard immediately ordered III./Grenadier-Regiment 743, supported by 1./schwere Heeres Panzerjäger-Abteilung 559 to counterattack but the counterattack would have to wait until 559 had arrived later that evening.

AI Plans:

I decided to place Forward Observer and scouting team as the opposing force at the factory on 2 different patrolling AI plans. Besides doing this for reasons of greater immersion, as naturally the Germans would conduct patrols, it was also made to try and mask the force type the player could come up against in the next battles. An eagle-eyed player will most likely try and identify the force type he is up against from identifying the uniform, however in this instance it will be negligible given the core enemy units will not be encountered until the next battle. This helps keep up the fog-of-war allowing for a better surprise in the next battle. I later added in the MG post on the right flank of the bridge to replicate the possible position that B Company scouted earlier that day.

Having a small enemy AI force would also mean this battle could act as a short introduction to urban fighting in CM. This is something I feel would be of benefit to the player, as many scenarios do not feature urban fighting as a main focus with even fewer campaigns having such battles. This scenario also allows for different tactics and methods to be employed for success without concern or worry of penalisation given the players forces are fully replenished both in terms of manpower, resupply, and rest at the end of it.

This battle was also actually considerably larger in regard to the actual deployed force strength than it now appears. Originally, I was going to include B company as well as A Co in full however decided to retract this for a couple of reasons. First is that the lack of enemy force present does not really quantify 2 companies, even with the idea of one company providing cover from the southern bank whilst the other makes the crossing, although this would be realistic.

The other reason comes down to the objective setting. Originally D company was to exit the map, which means the Germans would have a unit objective against them for this to happen. Whilst this is no problem on its own the issue comes from the destroy unit objectives set against A Co. platoon making the crossing are not tied to exit objectives. This means even though they are different the game treats them the same.

For example, during testing at the start of the battle the player could ceasefire, resulting in the Germans receiving full points for the allied units which were meant to attempt the crossing even though the German force had not yet caused any casualties for them to be awarded points for. I spent some time problem solving this, seeing if placing D and A co units into different groups might help but to no avail. In the end I decided to simply replicate the exit areas for D company but set it as an occupy terrain objective instead. This way at least the player can lose points for casualties incurred at the mainstay of the battle. A small loophole is that the player could still move D Co to the southern bank to support the crossing ahead of moving them to the occupy objective before the end of the scenario – if time permits although this would be tight given the time limit.

Battle Honours:

None.

Battle 5: Crouching Tiger Hidden PIAT

This is the first battle in the campaign which features the opening of the bridgehead to which the KSLI attempted to break out of. As detailed in the briefing, the player can attempt to break out towards the north, and west although has a lot to contend with advancing armour and also infantry.

History:

Major Hardy recalls that a AT ambush was established in the Archway to the factory compound, making use of 3 PIATs from a total of 6 available, following sound contacts which took them by surprise. Waiting for the tanks to get close the PIATs were fired at a range of about 15 feet, only to find 2 of the tanks quickly clanking on, albeit with them sufficiently discouraged from returning to the scene for the rest of the day.

The account within *First to Antwerp*, recalls only 1 tank being hit, although it is hard to believe that from such close range that other PIAT bombs would not have made their mark. From German maintenance reports I know that actually one tank was knocked out (appears forthwith as destroyed on map unit in the remainder of the campaign), whilst the another had damage to its tracks and the final one receiving a damaged radio.

To the British, the armour that was encountered was believed to being that of Tiger tanks although this was incorrect and a common misidentification amongst infantrymen. Given that most infantry units would rarely see or even come into contact with an enemy tank, together with the infamous reputation that the Tiger tank had within the allied rank and file, it is not surprising that such a mistake was made. To replicate what was known at the time however briefings, were applicable, will mention Tiger tanks.

Once the tanks had been dealt with MADDOCKS led A company towards the factory with a platoon sent off to clear some of the rowhouses to the western side of Carrettestratt before making over a high wall into the factory, albeit not without some units from the III Grenadier Battalion (the first unit from 743 Regiment to arrive on the scene), firing at them whilst doing so. Likewise, the rowhouses on the northern side of Carrettestratt had been taken - albeit not without incoming small arms fire. The 4/KSLI had enlarged the bridgehead, although not to the extent that was desired by Reeves and it was becoming ever more apparent that there was much more resistance than expected.

AI Plans:

There are 2 AI plans.

AI plans have been co-ordinated on the basis of a couple of different factors. The first is the response time to the attack made against armour, which the player must react to if he is to successfully move beyond Carrettestratt. Plan 2, used most frequently, works on the basis that the Germans react slowly to the British attack, perhaps resulting from radios being damaged on the tanks to no initial or confused communications from them at first contact. Plan 1, used sometimes, demonstrates a strong reaction. The Germans immediately move towards the factory compound, leaving the player less time to react and wield fire control superiority, especially as battalion artillery is not available in this battle.

Battle Honours:

None.

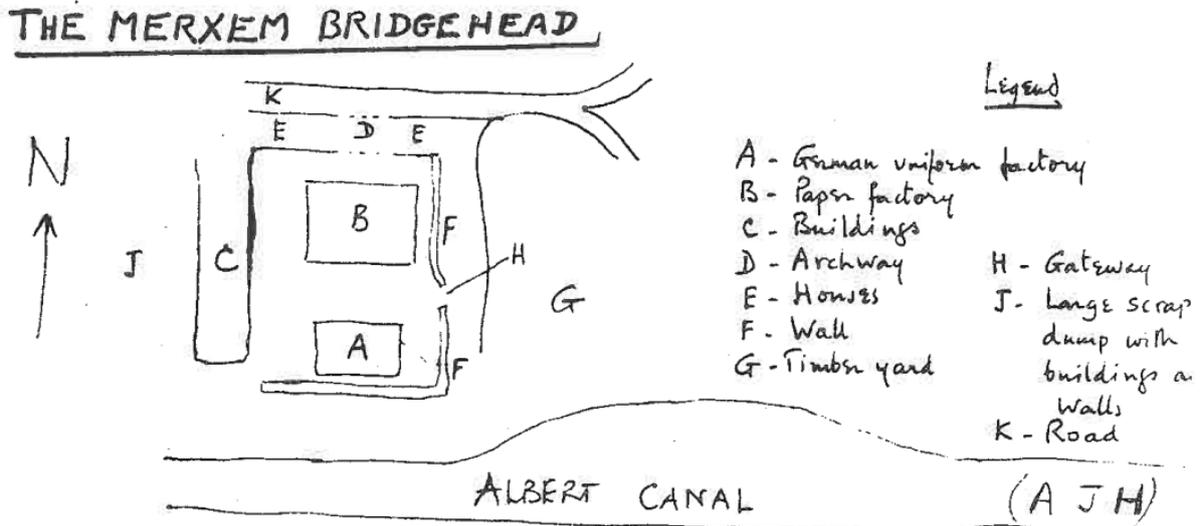


Figure 14: Sketch map showing the layout of the bridgehead including key terrain features.

Battle 6: Don't Sit Under The Apple Tree

This phase of the battle centres around a relief effort being made to ease pressure on the centre and left flanks of the bridgehead. It is not clear from account made in *First into Antwerp* of the exact timings for this phase of the battle, although it appears to have generally taken place in the mid to late morning. For storytelling purposes, I have kept this roughly within the same time period, with the battle starting at 10:30.

The title 'Don't Sit Under the Apple Tree' is not made with any reference to the impending battle for the orchard that the player may venture into as I based the title on Glenn Miller's song by the same name, released in 1942. The lyrics are of two young lovers who pledge their fidelity while one of them is away serving in the war – an ideal many serving men wished for when thinking of their return home.

History:

As the morning of the 6th wore on, it was becoming increasingly apparent that the Germans were putting up a strong fight for the rowhouses and factory to the centre and left flank of the bridgehead. Major Maddocks, C Company HQ, knew he had to do something to try and relieve pressure on both A and B Companies, particularly as German mortaring was becoming quite severe.

He ordered that a patrol was to be sent deep into a nearby orchard. This was to be carried out by C co. Sergeant Joe Lymer and Sergeant Griffiths. They lead their respective platoons successfully into the orchard and into a corner house which overlooked the road beyond. Consequently, they were able to spot on the road ahead enemy armour and infantry milling around. Upon attempting to report back to company HQ, German shelling became quite severe resulting in most men taking cover in nearby houses from which they could return under cover of darkness whilst another platoon attempted to make it back. Before long the Germans set fire to the houses, and they soon found themselves surrounded by the enemy.

The result was that Sergeant Lymer and 11 private soldiers were taken prisoner and marched back for interrogation. Details regarding the section that attempted to make it back is not clear other than that Lance Corporal Chase was killed. Major Hardy was not aware of such bad fortune for some time.

Meanwhile the situation for A and B Company was worsening as German tanks attempted to shoot them up using High Explosive, Armour Piercing and Machine Gun fire. Because of the nature of the battleground the original German counter attack order, to employ the Jagdpanther of Oberleutnant Zoske's 1./559 was changed. The heavy vehicles could not come into their own in this built-up area with its tall factories, alleyways, narrow streets, and factory walls. They would be far too vulnerable and so it was decided to use Oberleutnant Edmund Haile's 2./559 with its Sturmgeschütze (Stugs) to support the attack of the Grenadiers.

The Stugs drove up and down covering the British positions and firing at anything that moved. There was little the British could do following the PIAT ambush as all AT ammunition had been used. German infantry also used what opportunities they could to add to the fray in order to dislodge them, which included a successful flanking attack to some small residential buildings behind the factory that A company were located at, albeit the British held their positions stubbornly, for now despite serious risk of being cut off from the bridgehead.

AI Plans:

There are 3 AI plans.

This is the first battle whereby the Germans make a consolidated effort to attack along all fronts of the bridgehead. One plan involves a small-scale attack being made directly against the factory that C Company HQ is housed in.

Plan 1 – Used most frequently. With the player focused moving tentatively towards and orchard and with his other companies on the other flanks, it is quite possible the attack may go unnoticed as it takes place right towards to the rear of the factory.

Plan 2 – Used Sometimes. In this plan the attack is not lunched against the factory, but rather the same forces flank towards the north and then west as they join other squads in attempts to secure the orchard.

When one factors in that 2 Stugs are committed to offer brief supporting fire in aid of the German attacks, it can be a challenge for the player to counteract these appropriately. The plans focus on the timings being slightly different for each AI group, with one having the Germans forcing an attack early on in the scenario, and the other being more selective, and one might argue, being slower in committal of forces. This is reflective of the AI groups that attack the north and western flanks. Needless to say, the allied player will have his hands full managing an intensive firefight.

Battle Honours:

None.

Battle 7: When It Rains, It Pours – Taking A Leap In The Dark

In this battle we see the player perform a tactical retreat as the player has hopefully noticed the impending doom against his forces, should he continue to hold ground where he is.

By this point in the campaign, it should have become apparent movement within the bridgehead is nigh impossible and a breakout is completely out of the question. For the British soldiers it was a nightmare, being unable to move while the tanks rumbled by outside and put shells into the buildings. All day the fighting raged. The Grenadiers could not force the British out and neither could 4th KSLI enlarge the bridgehead.

History:

The Battalion was informed that sometime during the afternoon that tanks had been sent across the canal from another bridge and would attempt to come to their rescue but did not arrive. Brigadier Churcher ordered the 3rd Monmouths, under Lieutenant-Colonel H.G. Orr, to cross at the Albert bridge where the Albert Canal flowed into the dock area and then turn right (east) to relieve the pressure on the 4th KSLI. The infantry was supported by two troops of A Squadron 23rd Hussars. At eight p.m. B Company advanced eastwards from the docks while C Company advanced along the railway embankment. The two companies were to meet and advance into Merxem. However, enemy opposition prevented the move amongst terrible weather conditions.

The tactical retreat for A and C companies from each factory does not happen during the first day, taking place at night through appalling weather, although it is not clear what time of night the withdrawal was actually made. Despite this I have selected that for this battle the action should take place just before midnight as this is still darkness with the ground condition being wet and muddy in a downpour.

During the same night (6th/7th September) Tom Maddocks managed to lead two of his platoons back across the road with the whole street in flames swept by machine-gun fire to re-join the bridgehead. His leading 9th platoon was not heard of however, and it is not clear what happened to them. The first-hand account of A Company's retreat from the factory is covered in gripping detail in *First Into Antwerp* and is definitely worth reading to quote 'more details I cannot tell you as they would fill a book'.⁴

In short however, the men made quick work, moving in silence in groups of 3 through the rear garden and alleyway from the factory. From here Sergeant Cahill cut a hole through in a fence along the road to which the company had to cross to get back to the factory complex. The road was lined with machine gun fire for each man as he crossed. Out of 30 men that did so, Sergeant Sid Jones became a casualty and would later succumb to his wounds two weeks later. 3 other men from the company were also hit making the dash across. Once safely across the gauntlet the men had to vault across a high wall following which they had a slow task of moving through the Paper factory helping the wounded in order to link up with others. It must be remembered this was completed in terrible weather conditions: driving rain, heavy winds, and complete darkness.

⁴ *First into Antwerp*, pp 43-44.

AI Plans:

2 Plans

Plan 1 – Used Frequently. This will see a flanking attack made on the sawmill factory to the right and is done late into the battle. The same can also be said on the bridgeheads left flank as the Germans make an attack towards to the factory that A Co. is housed in about 20 minutes into battle.

Plan 2 – Used Sometimes. This will the flanking attacks made against both the factory's that both A & C companies at the beginning of the battle made a lot sooner than seen in Plan 1.

Regardless of which plan is used there is still a strong push in the centre directed at B Co which holds the southern rowhouses overlooking the rear gardens, although times differ as to the committal of these forces.

Battle Honours:

Sergeant Cahill was subsequently awarded the Military Medal for his inspiring leadership at Antwerp and was, in Colonel Robinsons words, 'the best type of Regular soldier, having had valuable experience with the Regiment in India before coming to the 4th Battalion.' His control of No. 7 Platoon during their isolation from the main body of the Battalion was outstanding.

Battle 8: Come Hell or High Water

The player will need to conduct a hasty retreat from the northern side of the Albert Canal whilst forming a solid base of fire from the southern bank in order to cover it.

The weather present during the tactical retreat was actually calmer than how it was moments before, however as the battle commences before the start of the withdrawal the weather for this mission matches with the weather as it was at that time.

History:

Early on the morning of the 7th of September Colonel Reeves sustained a painful wound to his thigh which resulted in Major Maddocks taking over command of the force in the bridgehead. Emergency rations were now being eaten whilst the Germans were being kept reasonably quiet by defensive fire from eight artillery regiments.

At 13:00 orders came through for a withdrawal which would take place in the afternoon whilst being covered by a heavy artillery barrage. Originally this was to take place at 15:00hrs however due to poor weather this was delayed 30 minutes until 15:30hrs. At this time the withdrawal took place with the men assembling near the canal. The sappers (engineers) arrived on time paddling furiously to get across the choppy waters against that of a heavy gale.

Against a heavy barrage of H.E. and smoke which came down with good accuracy the men boarded the boats, including the wounded and started paddling back across with almost anything they could use to assist them getting across. Sure enough the entire evacuation was completed within 15 minutes with all men making it back across to the southern bank of the canal. Ambulances from 179 Field Ambulance were on station to take the wounded to the sports palace where the first aid post had been established.

The crossing was not without its casualties however, and one particular action deserves to be retold here. Sergeant Cookson was in charge of some of the stretcher bearers in B company and was able to successfully convince a barge pilot to use his boat to assist with the evacuation of 16 wounded. He returned to the factory, brought out some planks as the barge 6 feet higher than the canal bank, loaded the wounded and assisted paddling the barge to the southern embankment. Once reaching the far side and getting the wounded off into some slit trenches (which had been previously occupied by the Germans) a tank appeared.

The tank started firing A.P. rounds into the barge in order to try and sink it. In the chaos Lieutenant Mullock jumped over the side into the canal and shouted to Cookson to get him out as he couldn't swim. Cookson jumped in and pulled him to the side and got him out safely (the water was about 20 feet deep). Whilst this was happening Lance Corporal Phillips had been blown up and parts of his body were in the bottom of the canal, but he was the only casualty. The tank only halted its shooting on the barge when Cookson took off his armband, in its line of fire, and furiously waved it at the tank. It promptly retreated.

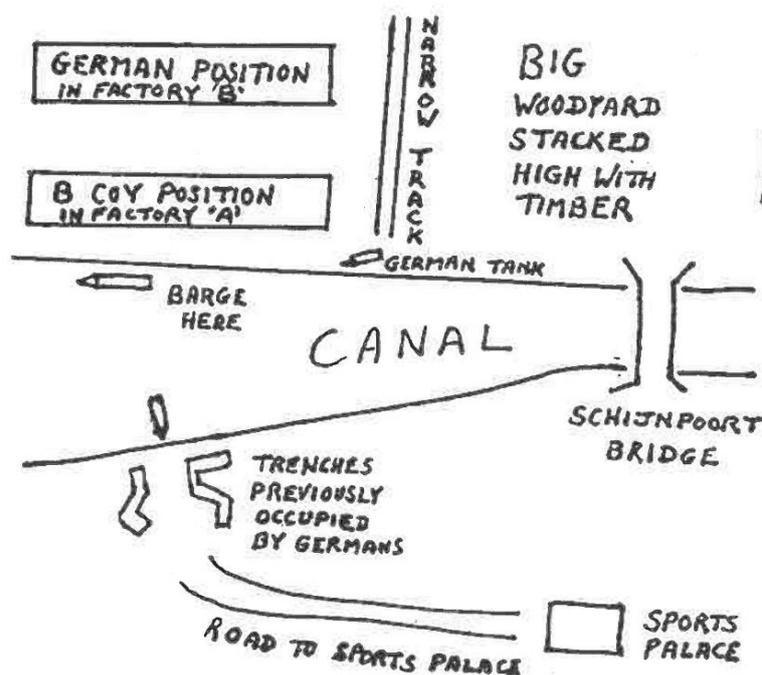


Figure 15: Sketch map (not to scale) of Sgt Cookson's Barge Rescue.

The German infantry however was not entirely inactive during this time either, with some still being able to send rapid machine gun fire towards to the sappers as they went to and from the northern canal bank, although British artillery did great work in keeping most of their heads down for the duration. However, it is remarkable that there were not more casualties during the evacuation, although it is just as well given the casualties were still incredibly high as 150 men were wounded.

None the less the Germans had retaken Merxem and although the confrontation had been short the loss of life was disproportionately high. The 4th KSLI suffered 150 casualties including 29 killed, the German casualties were 35 killed, and an unknown number of wounded. The civilian population had also suffered and in a particularly tragic event that can only be described as a war crime, German troops executed 22 employees of the Merxem power station on 6 September. The rumours about 'Terroristen' attacking them from the rear were widespread by then. In addition, 33 other civilians in Merxem lost their lives because of the fighting.

Aftermath:

The 4th KSLI would spend the rest of the 7th and 8th of September resting after which it was on the move again eastward through Malines and Louvain on the 9th. Commanding the battalion was Major Max Robinson. The battalion would cross the Albert Canal again at Beringen on the 10th September engaging the Germans the following day.

The fighting for Merxem however would still continue for a further month, albeit with the 4th Canadian Infantry Brigade resuming the attack on 2nd of October against Grenadier-Regiment 1018 (replaced Grenadier Regiment 743). The Canadians were able to push through the centre and deep into the north of the district together with help from heavy artillery and several close air support missions flown by the RAF that same day.



Figure 16: British and Belgian soldiers in position on the docks facing Merxem which can be seen in the Background. The large block of flats on the right is occupied by British troops and the large flats on the left by the Germans. 16/09/44. IWM.

Order of Battle:

4.KSLI: A Co., B Co., C Co., and D Company. 1st Section Anti-Tank (x2 57mm Gun) and 2nd Section Mortar

II & III Grenadier Battalions, 743 Grenadier Regiment.

AI Plans:

There are 3 AI plans. Regardless of whichever the computer decides to use, the player will need to ensure that he is quick to remove A, B and C Companies from the northern embankment of the Albert Canal before the Germans can establish a firm holding to ensure otherwise.

Plan 1: Used most frequently. This plan will see the Germans make a consolidated and co-ordinated assault against the player early on in the battle, pushing hard into the complex. The player will, in return, need to have an effective defence to quickly build fire superiority and prevent the Germans from gaining it before the evacuation can begin. Most AI groups are committed to their final orders to take the factory buildings by the 40-minute mark of the battle. The first initial attack that is made comes from the north-west flank of the factory complex meaning the player will have to contend with flanking fire and direct line of sight to both factory buildings.

Plan 2: Used Sometimes: This plan will result still in a hard push for the centre of the complex, but the group orders are more spread out across the scenario time duration, particularly as the German attack that comes in from the right flank of the factory will only do so approximately 35 minutes into battle. Likewise, a second attack towards the factory gateway comes into effect 30 minutes into battle, giving the player a better chance of extraction assuming the withdrawal does not take too long.

Plan 3: Plan used frequently. This plan is based closer to the original I had during testing which represented a fairly good balance. This plan will see the main push made on the western flank, albeit with gradual pressure added including a more concentrated push on the northern gateway, on both sides, albeit fewer AI groups will push into the factory buildings.

This battle will recycle all the core infantry units for the German side as well as that for the allied. This means that the strength that the Germans first present to the allied player in the battle is dependent on how deleted the units already are. Consequently, the Germans can make a strong and firm push for the factory compound with near full headcounts for platoons or do the opposite, making weaker almost piecemeal approach to doing so. This means the player can make this battle easier or harder with various play throughs, although there is still some variable to that.

The difficulty particularly comes in the second half of the battle, with 2 large reinforcements which see the remainder of the German core units (from both II and III Grenadier Battalions) committed on map. Besides causing a minor spike in turn loading time, this will see some new platoons (reserve) that have been committed to the battle near the factory, meaning the player will have to contend with new forces, which are fully replenished virtually on the front line. One may wonder because I have chosen to commit the forces the way I have in 2 large reinforcement groups.

The first reason is that it is having the units arrive in the locations they do is simply to avoid a piecemeal approach to death of forces in regard to AI pathfinding. This is seriously hampered in the urban environment, aside from the best efforts that have made to counter this. Therefore, the reinforcement units are spawned near the front line to aid the unit orders pathfinding, so they take place within the set timeframes, which leads me onto another point.

One must remember it takes time for the AI to complete actions and has to be done in a way in which a balance is struck with the player to give his forces time to exit the bridgehead whilst still presenting a challenge to do so. This was quite hard to get right, and something people will have different views on how right this balance is. I opted for the 2 reinforcement groups to show up within about 10-minute interval of one another roughly about just over a half to two thirds of the way through the battle.

This has the benefit that the Germans start to release their window of opportunity has arrived and so begin to capitalise on it following the realisation that the players forces are now withdrawing from the northern bank. Some AI units will finish their orders on mixed or top floors although I have minimised this where possible so there is not too much incoming fire against withdrawing forces over the canal. For units that have already been in the fight for the bridgehead, one might say, that they would want to keep their heads low on the lower/ground floors of buildings to improve their chances of survival, which is what most of the AI units will choose to do.

Battle Honours:

Lieutenant Mullock subsequently recommended Cookson for a Military Medal although this was not finally confirmed.

Doc Mearns was mentioned in Despatches for his total disregard of his own safety in the carrying out of his duties.

Colonel Reeves would be awarded the Distinguished Service Order (D.S.O.) for his leadership at Antwerp.

In Conclusion

It is likely that the player, so long as he is able to complete the campaign, will achieve a major victory even though it may not seem like it given the player most likely will have been given a bloody nose at Merxem and has to perform a tactical retreat. The campaign end result has been designed like this for a few reasons.

First is that the common phrase 'history is often written from the victor' often rings true. One only needs to look today at the results delivered when researching the capture of Antwerp some 80 years later and it is portrayed as a total victory. There is little to account from the German perspective in terms of available sources although it is clear that whilst they were surprised at the speed and extent of the allied advance, they were still able to improvise a stiff and robust defence line from hastily dispatched recruit's and convalescent units. It is this that is given much less attention in contemporary works.

One must also remember is that this campaign is also focused on the advance to Antwerp not just what happened at Merxem. The allies had succeeded in racing to Antwerp and, with help from the White Brigade, captured the vast docklands and infrastructure intact which was the primary objective of the 21st Army Group in their advance from the Seine. Furthermore, the accounts written in First into Antwerp all give credence to the hard work the battalion did in retrospect of what was asked and expected from high command.

The campaign was not without its own trials and tribulations, of which there were many. The biggest tribulation I endured was attempting to split the campaign into two halves for testing in order to attract more testers. This in theory should have worked however doing so resulted in an import error whereby the core units file could no longer be imported into scenarios when changes had been made. I therefore had to delete it and go back to an earlier core file which means importing units from scratch, checking AI groups were assigned and locations correct. The real problem I had, however, is that the original core file during the tests I did (before it could no longer be imported) resulted in what I think was the best balance between the allied and axis units when faced against each other in the campaign. Alas, one must soldier on and that I did.

It is also the first campaign which I have created which features the greatest amount of AI groups and plans. Experimenting with this aspect of the editor was enjoyable and seeing it put into practice interesting (as well as frustrating!) with different attacking groups and pathing's changed and worked around. There are still aspects of the editor which I feel need further development such as more reinforcement options but even in light of this the editor still suffices. The best AI plans are those which can take place on a large map, allowing freedom of movement and more varied units. The built-up areas and smaller maps were in some respects a hindrance here, but hopefully will be still remotely engaging for the player.

May I also give my personal thanks to Stg.Squarehead, Erwin and another tester who didn't wish to be given credit, for their time and suggestions made to help improve the campaign for the better, as without it the campaign would not be what it is today. It should be noted none of the above have played the campaign in full and, as such, any mistakes are my own.

Finally, it is my hope that you have enjoyed this campaign, despite its very linear pathing. In the future I look forward to developing more intricate campaigns.

Bibliography

Key sources for reference:

First into Antwerp, The Part played by 4th Bn King's Shropshire Light Infantry in the Liberation of the City in September 1944. Published by the 4th bn K.S.L.I Museum Trust. The Castle. Shrewsbury. 1987.

An excellent resource, compiled from using original eyewitness accounts from those involved for which this campaign is based on.

Fighting Spirit. Kampfgruppe Chill and the German recovery in the West between 4 September and 9 November 1944, a case study. Jack Didden.

Available online at

<https://repository.ubn.ru.nl/handle/2066/98661>

A very good thorough study of the period covered by the campaign which looks at the tactical, strategic, and operational situation from the German perspective - notably for Kampfgruppe Chill. This was used primarily for its strategic context value although much more valuable information was gained.

<https://www.axishistory.com>

Various information was used from this valuable online resource to do with researching the Axis Order of Battle, with the *Report on the commitment of the 719. Infanterie-Division in the Antwerp-Breda area* used for additional strategic context.

<https://www.lexikon-der-wehrmacht.de/>

This site was also used to cross reference German units for the Axis order of Battle.

Additional Sources:

Dashing Second World War tank commander to be honoured by town he helped liberate, Chronicle Live, 01 July 2017.

Available online at: <https://www.chroniclelive.co.uk/news/north-east-news/dashing-second-world-war-tank-13552623>

This briefly mentions the actions that took place at Boom in retrospect of the 3RTR.

Een Verrassende Bevrijding, Liberation Route, LRE Foundation. Available online at: <https://www.liberationroute.com/stories/160/een-verrassende-bevrijding>

This online resource has an interactive map that provides brief information at key points and areas relevant to the liberation of the country and the routes made by the allies.

Organisation of the British Infantry Battalion 1938 to 1945. Gary Kennedy. BayonetStrength. August 2018.

Available online at:

<http://www.bayonetstrength.uk/BritishArmy/BritInfBn/Org%20of%20the%20British%20Inf%20Bn%201938-45.pdf>

This was useful in understanding the structure of the battalion and also the platoon numbering of it. I realised the HQ Company and Support Company would often be numbered before the rifle platoons. Hence the first platoon in the rifle companies actually starts off with No. 7, A Co through to finishing with No. 18 Platoon in D Co.

The Soldiers of Shropshire Regimental Museum. Located at Shrewsbury Castle, Shropshire, England.

<https://www.soldiersofshropshire.co.uk/>

I visited this Museum a couple of times and it is well worth it as it holds a spectacular collection of uniforms, weapons, medals, and silverware documenting the evolution of the Shropshire Regiments over the course of some 300 years!

<https://www.freemaptools.com/elevation-finder.htm>

This was used to help identify the terrain heights for all the maps featured in the campaign.

<https://www.iwm.org.uk/collections>

Imperial War Museums online digitised collection of historical items of interest. This was used to find items relating to Merxem.

Appendix

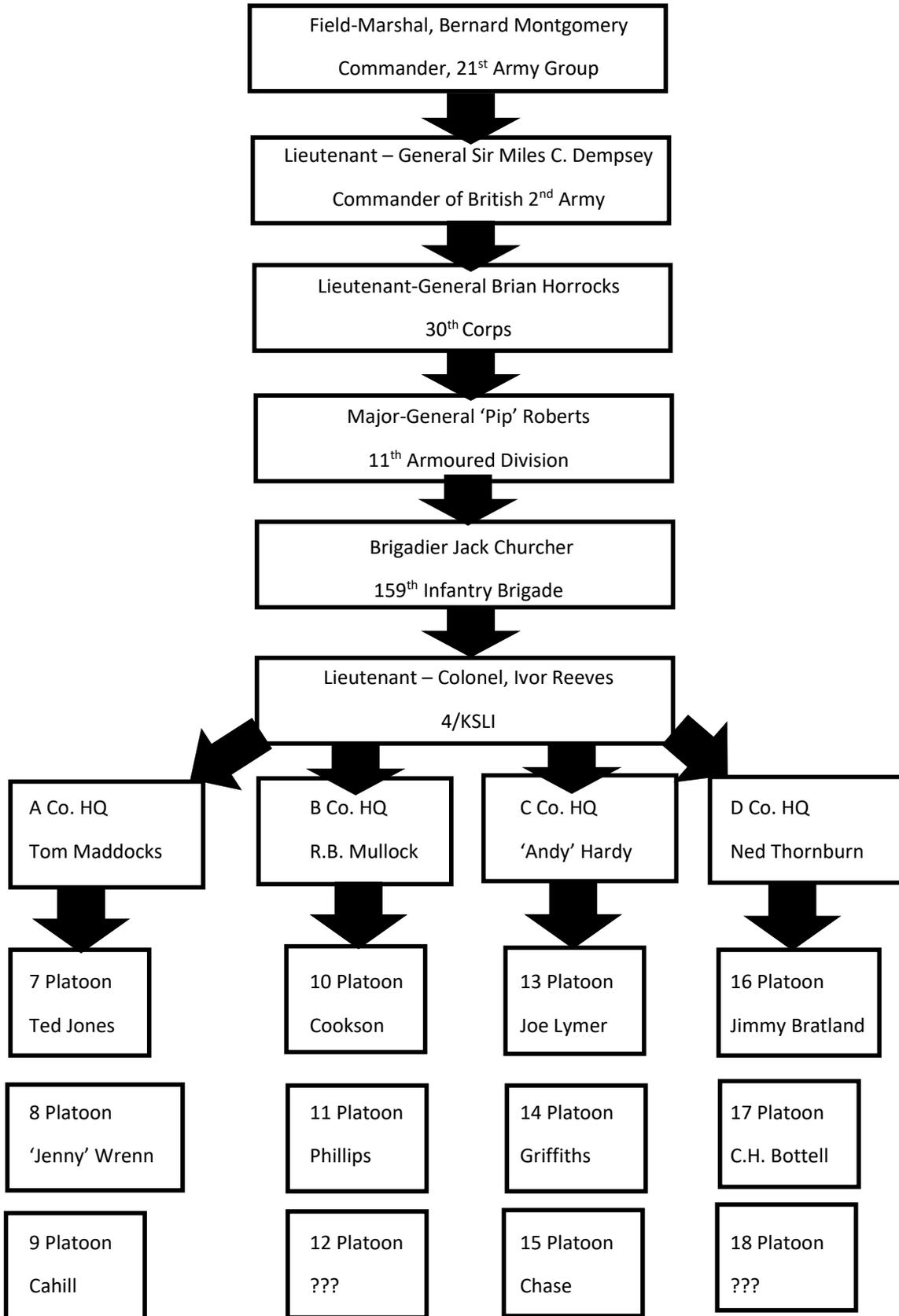


Figure 17: British Chain of Command. Note that some platoon leaders changed temporarily during the Merxem Bridgehead.

Scenario Order	Resupply	Rest	Refit (Non-Vehicle)	Environment	Time	Ground Condition	Wind Strength	Visibility	Map Size	Force Size
1 - To Drop A Bombshell - Boom!	N	N	N	Town	Day	Dry	None	Clear	Medium	Medium
2 - With Supreme Dash	Y	Y	Y	Open	Day	Dry	None	Light Haze	Huge	Medium
3 - A Walk In The Park	Y	Y	Y	City	Day	Dry	Gentle	Clear	Small	Small
4 - A Drowning Man Will Clutch At Straws	Y	Y	Y	City	Night	Dry	Gentle	Overcast	Medium	Small
5 - Crouching Tiger Hidden PIAT	Y	N	N	City	Dawn	Damp	Light	Light Rain	Small	Medium
6 - Don't Sit Under The Apple Tree	Y	N	N	City	Day	Wet	Medium	Heavy Rain	Small	Medium
7 - When It Rains It Pours	N	N	N	City	Night	Muddy	Strong	Downpour	Small	Large
8 - Come Hell or High Water	N	N	N	City	Day	Damp	Medium	Overcast	Medium	Large
9 - Inspection and Review	N.A.	N.A.	N.A.	City	Dusk	Dry	Gentle	Clear	Small	N.A.*

*Size of forces presented will heavily depend on how many units are remaining from previous battles, and only reflect core campaign units.

Figure 18: Scenario order and battle data

Scenario Order	Minimum Victory Outcome Needed to Continue	Notes
1 – To Drop a Bombshell – Boom!	Minor Victory	*If using light version of this campaign a win will progress to battle 3. If using normal version, then progress to battle 2*.
2 – With Supreme Dash	Minor Victory	
3 – A Walk In The Park	Tactical Victory	
4 – A Drowning Man Will Clutch At Straws	Tactical Victory	
5 – Crouching Tiger Hidden PIAT	Draw	
6 – Don't Sit Under The Apple Tree	Draw	
7 – When it Rains It Pours	Draw*	*If loses the player can still progress to scenario 8.
8 – Come Hell or High Water	Draw*	*If loses the player can still progress to scenario 9.
9 – Inspection and Review	N.A.	End of Campaign.

Figure 19: Campaign Progression Table