CLEARING THE BRESKINS POCKET

HOLLAND, 6 OCTOBER 1944:

Antwerp had fallen unharmed into Allied hands. All that prevented Allied use of one of Europe's largest ports were the German flak and artillery that lined the narrow waterway linking the North Sea to Antwerp: the narrow Scheldt Estuary. Axis and Allied commanders both knew the vital strategic importance of the Scheldt Estuary. Hitler assigned General Eberding as Fortress Commander of the estuary's south shore, OKW permitted flooding of much of the subsealevel terrain and gave Eberding the 64th Infantry Division, totally composed of Russian front combat veterans and heavily armed with support weapons. The Canadian First Army had twice earlier tried to cross the Leopold Canal and reach the Scheldt, and twice had been rebuffed. Today the Canadians, with the help of the British 52nd Lowland Division which had just completed more than two years of special training, would try again.

VICTORY CONDITIONS:

The Allies must destroy all German AA, ART, and AT guns and be sole occupants at game's end of all true second level hexes (including buildings) on the board to have a chance of winning. If neither the 7th Canadian Bde nor the 52nd British Lowland unit has suffered 50% casualties (51 CVP for 7th Bde, 68 CVP for 52nd) and the Allied player accomplishes the above goals it is an "Allied Brilliant Victory." If either unit suffers , but the goals are accomplished, it is an "Allied Costly Victory". If both units suffer, it is a "German Tactical Victory." If the German player is able to prevent the Allied player from accomplishing his goals it is a "German Strategic Victory," regardless of German losses (and may in light of Allied supply usage during the upcoming Battle of the Bulge, prolong the war by months).

BOARD CONFIGURATION

N ↑

8	7
17	6
15	5
19	11
2	3
10	16
7	8
4	6

MASTER TURN RECORD CHART

GERMAN PLAYER SETS UP FIRST   ALLIED PLAYER MOVES FIRST

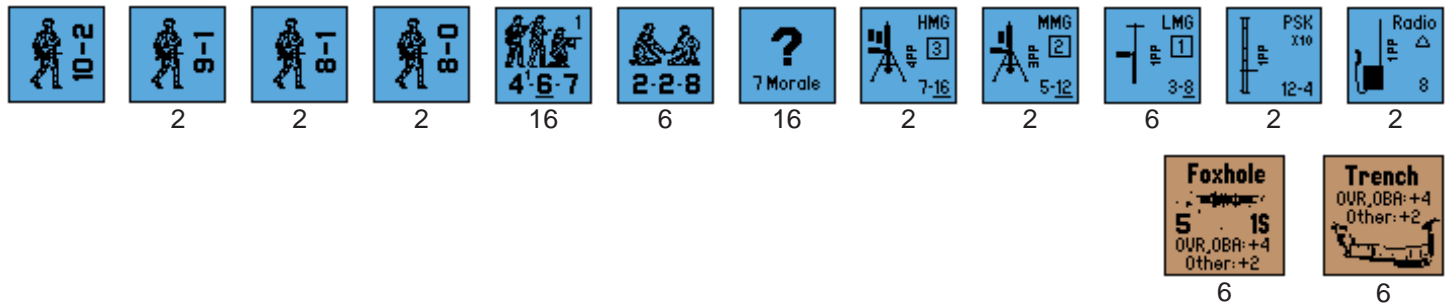| 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	BREAK
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	BREAK
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	END

German Order of Battle

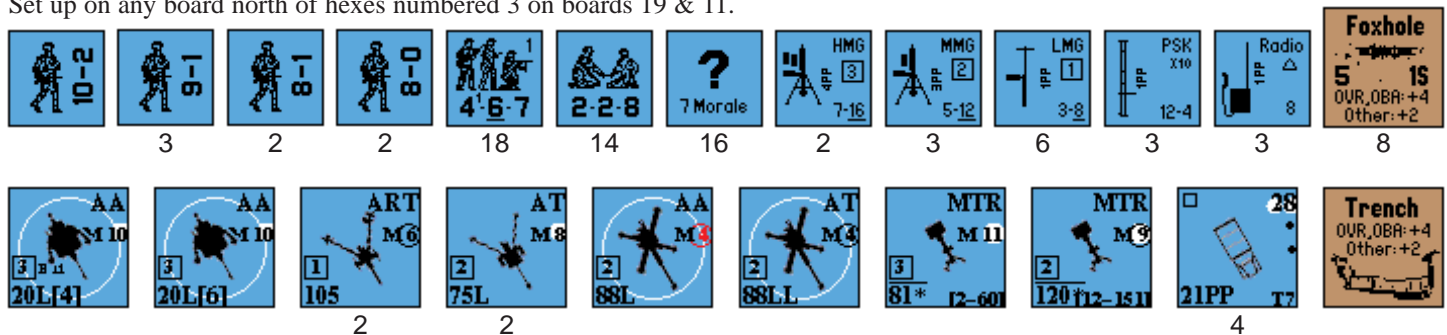## Elements of 1037th Grenadier—Regt of the 64th Infantry Division [ELR: 3] {SAN:4}

Sets up north of Leopold Canal.

| 4-5-10 (×2) | 4-4-6 (×2) | 4-6-8 (×2) | 4-6-8 (×16) | 4-6-7 (×16) | 2-2-8 (×6) | ? 7 Morale (×16) | HMG 7-16 (×2) | MMG 5-12 (×2) | LMG 3-8 (×6) | PSK 12-4 (×2) | Radio 8 (×2) |

Foxhole 5 / 1S OVR,OBA:+4 Other:+2 (×6)
Trench OVR,OBA:+4 Other:+2 (×6)

1038th Grenadier Rgt. & 164 Artillery Rgt of the 64th Infantry Division [ELR:3] {SAN:4}

Set up on any board north of hexes numbered 3 on boards 19 & 11.

| 4-5-10 (×3) | 4-4-6 (×2) | 4-6-8 (×2) | 4-6-8 (×18) | 4-6-7 (×14) | 2-2-8 (×16) | ? 7 Morale (×16) | HMG 7-16 (×2) | MMG 5-12 (×3) | LMG 3-8 (×6) | PSK 12-4 (×3) | Radio 8 (×3) | Foxhole 5 / 1S OVR,OBA:+4 Other:+2 (×8) |

| AA M10 20L[4] | AA M10 20L[6] | ART M6 105 (×2) | AT M8 75L (×2) | AA M3 88L | AT M4 88LL | MTR M11 81* [2-60] | MTR M9 120 [12-15] | 28 21PP (×4) | Trench OVR,OBA:+4 Other:+2 T7 |

Walcheren reinforcements from the 70th Infantry Division subordinated to the 64th Division

enter on/after Turn 40 on any north edge hex(es). [ELR: see SSR 20 (3/5)] immune to casualties/BI

| 4-6-9 (×2) | 8-3-8 (×3) | 4-6-7 (×4) | LMG 3-8 (×3) | DC X12 30-1 (×3) | 2/#4 M10 14PP (×7) |
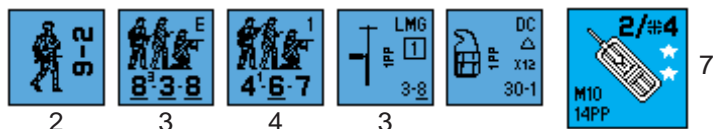
German OBA & Turn Chart

Turn 18-34: One module of 100+mm OBA with scarce ammo (HE and Smoke).

Turn 35-51: One module of 100+mm OBA (HE and Smoke).

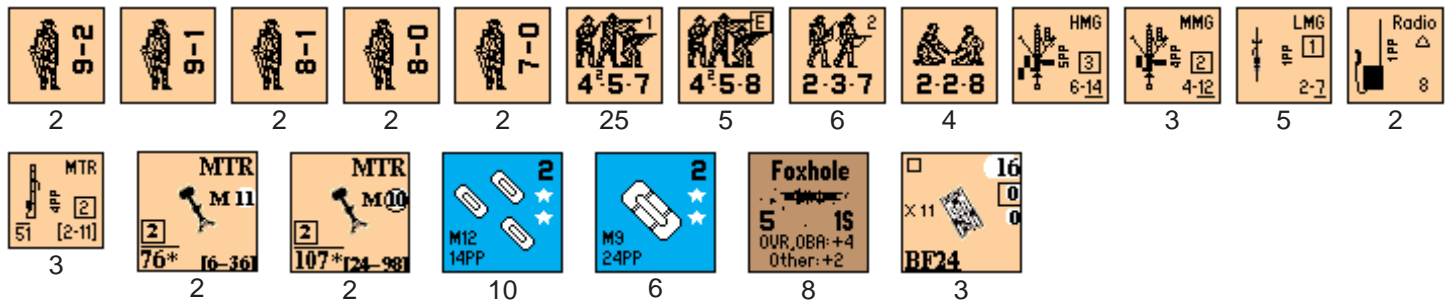**Turn 38-51:** One module of 200+mm OBA with scarce ammo (HE and Smoke).

Turn 40: Walcheren Island reinforcements enter any north edge hex(es).

GERMANS SET UP FIRST   BRITISH MOVE FIRST

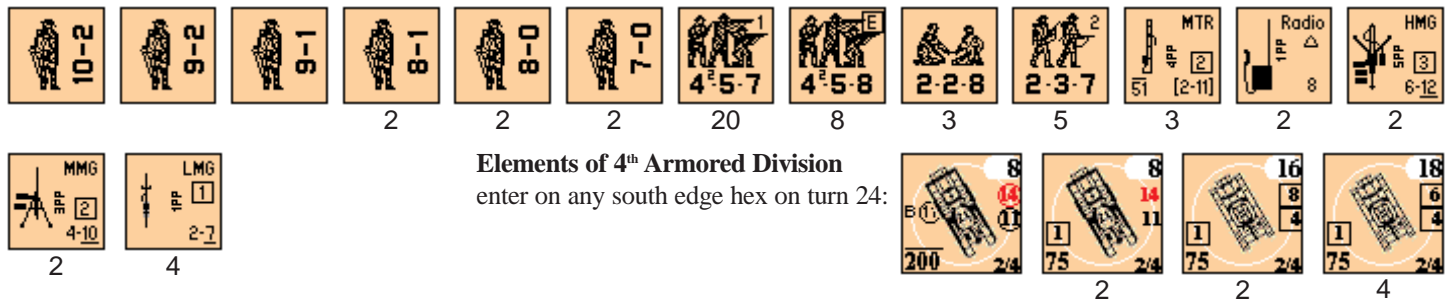| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | BREAK |
| 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | BREAK |
| 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | END |

ALLIED ORDER OF BATTLE

Elements of 7th Bde of the Canadian 3rd Infantry Division [ELR:4] {SAN:2} (50% CVP=51).
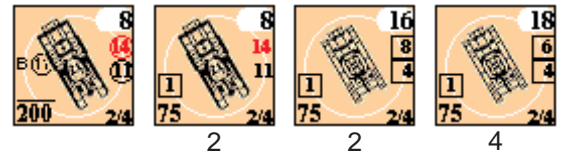Sets up south of Leopold Canal:

(counters: 9-2 ×2, 9-1 ×2, 8-1 ×2, 8-0 ×2, 7-0 ×2, 4-5-7 ×25, 4-5-8 "E" ×5, 2-3-7 ×6, 2-2-8 ×4, HMG 6-14 ×3, MMG 4-12 ×3, LMG 2-7 ×5, Radio ×2)

(counters: MTR 51 [2-11] ×3, MTR M11 76* [6-36] ×2, MTR M10 107* [24-98] ×2, M12 14PP ×10, M9 24PP ×6, Foxhole 5 1S OVR,OBA:+4 Other:+2 ×8, BF24 16/0/0 ×3)

Elements of the 155th Bde of British 52nd Lowland Division and [ELR:4] {SAN:2} (50% CVP=68)
enter on any south edge hex:

(counters: 10-2, 9-2, 9-1, 8-1, 8-0, 7-0, 4-5-7 ×2, 4-5-8 "E" ×2, 2-2-8 ×20, 2-3-7 ×8, MTR 51 [2-11] ×3, Radio ×5, HMG 6-12 ×3)

(counters: MMG 4-10 ×2, LMG 2-7 ×4)

Elements of 4th Armored Division
enter on any south edge hex on turn 24:

(counters: tanks — 8/14/11 200 2/4 ×2, 8/14/11 75 2/4 ×2, 16/8/4 75 2/4 ×2, 18/6/4 75 2/4 ×4)

Elements of 9th Bde of the Canadian 3rd Infantry Division
enter mounted on Terrapins (see SSR 19) immune to casualties/BI:

(counters: 10-3, 9-2, 9-1, 4-5-8 "E" ×12, MMG 4-10 ×3, LMG 2-7, 25PP ×6)

ALLIED OBA & TURN CHART

Turn 1: Canadian 7th Bde sets up south of Leopold Canal

Turn 1-17: Two modules of 80+mm OBA (HE and SMOKE). Air support is available only on turns 1-17 as per SSR 9.

Turn 18: British 52nd Lowland, enter on any south edge hex.

Turn 18-34: One module of Battalion Mortar 100+mm OBA (HE and SMOKE). One module of 80+mm OBA with plentiful ammo (HE and SMOKE).

Turn 24: 4th Armored Division enter on any south edge hex.

Turn 35-51: One module of Battalion Mortar 100+mm OBA (HE and SMOKE). Two modules of 80+mm OBA (HE and SMOKE).

Turn 37: Canadian 9th Bde enter on Terrapins as per SSR 19.

GERMANS SET UP FIRST   BRITISH MOVE FIRST

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	BREAK
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	BREAK
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	END

SPECIAL RULES

1. EC are Wet with no wind at start. Waterway on Boards 7(s) & 8(s) is Leopold Canal. Canal is deep and flows West slowly. Islands in canal do not exist. All crags are orchards. All marsh hexes are open ground. Duplicate boards are denoted by (s)—south or (n)—north.

2. All Level 1 hexes are ground level MUD (D8.23, E3.6). All Level 2 and 3 terrain is treated as Pond (B21.13). (EXC: Roads still exist. See SSR 13 below.) EXC: Board 8n elevations exist normally as per SSR 15.

3. All roads are paved and above water, even in flooded areas.

4. All hexes from (inclusive) the following hexes on board 7(s) to the south shore of the river depiction are open ground. I8, J7, K7, L7, M8, N8, O6, P7, Q8, R6, S6, T6, U7, V6, W7, X6, Y6, Z6, and AA8.

5. No foxholes or trenches may be dug or placed in mud.

6. Infantry may set up concealed in Trenches, even if trench is in open ground.

7. Buildings 3N2, 3O5, 3R3, 3T4, and 3R5 are stone. All others are wood.

8. All buildings are single story, EXC: hex 3M2 is level 2. EXC: 6(n)N4 is level 2 (see SSR 219.7).

9. Canadians automatically get 3 FB (without bombs) on Turn 1. During the Canadian RPh of each turn after the first, roll for additional Air Support. On a dr = 1 an additional FB (without bombs) arrives. Each plane may remain on board for 1-4 turns. Draw a card from a regular deck for each plane to determine how many turns it may remain. club=1, diamond=2, heart=3, spade=4. This air support is available until Turn 17.

10. Canadians may construct Foot Bridges (B6.45) across the Leopold Canal. Such a bridge can be constructed by two Good Order crews or one GO squad in a Large Raft in the canal who become TI during PFPh. The Large Raft is then converted to a Foot Bridge during the owner's next RPh. The canal may be bridged no faster than 1 hex per turn.

11. Radios which are not currently being used to direct OBA may be used for spotting onboard (not SW) mortars. The spotter with the radio need not be adjacent to the MTR being directed, but otherwise is under the restrictions of Spotted Fire (C9.3). Radio contact must be made (-2 drm for maintaining contact) but no Battery Access draw is required. The Blast Area of this indirect fire is only 1 hex, as would be normal for Area Fire from a MTR.

12. Waterway on boards 7(n) & 8(n) is the Scheldt Estuary. ALL hexes north of the south shore are water (including islands). It is deep and flow is moderate to the East.

13. No entrenchments or trenches may be dug or placed on any Level 2 hexes except for the special trench (SSR 14).

14. There is a special trench in 8X4. It's not really a trench, more like a 360 degree pillbox. It has a TEM of +4 and LOS is not obstructed by adjacent wall hexsides. This is in addition to the OB granted trench.

15. All terrain elevations on board 8(n) represent true elevations. This rule supercedes SSR 2.

16. The stone wall around 8X5, 8X4, and 8W5 has a special +3 modifier.

17. Building 8X7 doesn't exist. Building 8V6 is stone and Fortified (B23.9). Building 6N4 is wooden and second level. All other buildings are single story and wooden (EXC: those listed in SSR 7 above).

18. Both German ART pieces must set up in Trenches. Other Guns set up HIP as normal (A12.34). All German ART and AA guns must set up in hexes with LOS to at least one Scheldt Estuary (SSR 12) hex.

19. Prior to play (or during second BREAK) British player secretly records hex and turn of entry of the 9th Bde. They may enter along any board edge, but all must enter adjacent to at least one other member of their unit and must all enter on the same turn. The earliest turn they may enter is Turn 3C. If their designated entry hex is occupied, they may maneuver offboard according to the normal ASL rules for entry (A2.5).

20. German 8-3-8s are Assault Engineers with ELR:5.

21. Casualties suffered by units of the various brigades must be kept on separate tallies. If Battlefield Integrity (A16) is used, each brigade can be affected separately.

22. Any Bde which suffers too many casualties is withdrawn. All AFVs, all crews, units of the 9th Bde, and the Walcheren reinforcements are immune to this rule. (They are also exempt from ELR loss due to Battlefield Integrity (A16) see SSR 21.) For the Allies, the critical threshold is 70% including AFVs (72 CVP for the 7th Bde, 96 CVP for the 52nd) and 60% for the Germans (37 CVP for the 1037th, 60 CVP for the 1038th). Any unit from a withdrawn formation is immediately removed from the map. AFVs and crews from withdrawn formations remain in the battle. If all the German guns have been captured/eliminated/malfunctioned, the German critical percentage drops to 50% (33/1037th, 50/1038th).

23. After turns 17A and 17B there is a BREAK in the fighting for both sides to regroup. During each BREAK, each German unit (EXC: immobilized vehicles) may move one hex due north and any Allied unit may move one hex due south if the target hex is not enemy occupied and terrain permitting. Allied units move first. All combat activity ceases during a BREAK. All berserk units revert to normal status. Units in Melee must move one hex north or south (depending on side) or be eliminated.

24. During each BREAK, a player may attempt to fix each malfunctioned weapon. For the Germans a dr of 1-4 results in repair, dr of 5-6 results in elimination. For the Allies, a dr of 1-5 results in repair, a 6 eliminates it. AFVs whose MA is eliminated in this fashion are immediately removed from play. All special ammo is replenished, and all bogged/mired vehicles are freed.

25. During a BREAK, units out of LOS of enemy units may gain concealment according to A12.121.

26. During a BREAK, all broken units must take a NMC after choosing if they wish to move one hex according to SSR 23. DM is NA, Leadership drm applies if in the same Location as a leader, otherwise Self Rally penalty applies (EXC: Disrupted units are eliminated if not in same location as a leader). Units which fail this NMC while Self-Rallying are eliminated, those who fail while Leader Directed remain broken, and those who pass are returned to Good Order status. Heroes and Fanatic units retain their status.

27. Leaders from another Bde are treated as Allied (A10.7).

28. Allies may build Bailey Bridges. These are steel bridges with a maximum span of one hex. To emplace one requires a crew to become TI on each side of the hex to be bridged for six full turns. The turns must be consecutive and uninterrupted by a BREAK. Treat Bailey Bridges as a one lane stone with rails and girders. Only two may be erected and once erected may not be removed or replaced if destroyed. Bailey Bridges need no transport and appear automatic ally when the crews have fulfilled emplacement conditions and the Allied player wishes them emplaced.

Breskins Pocket Map Printing Guidelines

Playing "Clearing The Breskins Pocket" can be a daunting challenge, but a special hurdle to overcome is the map setup. Because several of the boards are used more than once, if two players combine their geomorphic mapboard collections, they can easily find enough boards to complete the necessary set. But the SSR terrain changes are quite numerous, and almost impossible to visualize, much less remember, for a playing area of this size.

Realizing this, we at Coastal Fortress decided to print and mount our own mapboards. After downloading the VASL maps of the needed boards, we edited them in Photoshop, adding, deleting and modifying terrain as set forward by the lengthy SSR. The boards were edited individually, as there was no way to print out even half of the playing area at once.

After careful measurement of our playing table, we realized that even this combined mapboard would be too big to effectively manage; up to 6 inches would still hang over each side! It was finally decided to output the final map files at 95%, thereby creating slightly smaller hexes, but still playable, and easily fitting on our table.

The mapboard files were output on a color laser printer on tabloid-sized (11x17) paper in horizontal format. Each mapboard tiled to take up 2 pages, and these were trimmed to butt up to each other.

Mounting the sheets posed it's own set of problems. A single sheet of 1/8" foam core board large enough for the entire playing area was almost impossible to find, so we decided to mount the maps onto 2 equally sized pieces, cut down by our local artist's supply store to 32"x44", thus leaving about 2" extra on the right and bottom edges. This extra amount will be trimmed off after all the mounting is done, leaving 2 boards measuring approximately 30"x42". Obviously, if you have the room and wish to print the mapboards at a 100%, you need to purchase larger foam core boards.

Next we trimmed each map sheet into halves, spray mounted each with "Super 77", an extremely powerful spray adhesive, and hand placed them one at a time onto the foam core boards. We recommend printing out a test map, trimming it, and mounting the two halves onto a spare piece of cardboard to get a feel for the process.

In the downloadable Breskins Pocket map file (zipped) you will find 16 board files saved as gifs. Each file in named in alphabetical order, to be laid out starting from the upper left hand corner. The illustration below shows the correct order:

N ↑

BOARD CONFIGURATION

A	B
C	D
E	F
G	H
I	J
K	L
M	N
O	P