



# **The Defense of Wanssum Wood**



## *The Defense of Wanssum Wood*



### Historical Background:

On January 6, 1945, during Operation Schneeman ("Snowman"), the 1st Battalion of the South Lancashire Regiment launched an assault into the Wanssum Forest in the Netherlands. Their objective was to dislodge elements of the Wehrmacht 180th Infantry Division, led by Knight's Cross recipient, Generalmajor Bernhard Klosterkemper, who were entrenched in the dense woodland. Despite determined efforts, the British advance was met with fierce resistance from well-prepared German defenders, resulting in significant casualties and a halt to the offensive.

The stage is set, the battle lines are drawn, you are in command, the rest is history.

### Briefing:

Allied Player (Great Britain)

- Take 6 command cards.
- You move first

Axis Player (Germany)

- Take 5 command cards.

### Conditions of Victory:

\* 6 Medals

\* Sudden death Allied win if the British establish majority control (4 out of 7) of the trenches using the Terrain Control rules. When a trench is occupied by an Allied ground unit the hex is marked with a Control Marker. The Control Marker remains in place until an enemy ground unit occupies the hex.

**Special Rules:**

\* At the start of the Axis Turns 1, 2, and 3 and before playing any command cards, the Germans may execute a "Barrage" using these special rules:

- 1) Roll one die to determine flank effected
- 2) If an infantry is rolled then, target must be in German left flank
- 3) If a grenade or star is rolled, target must be in center
- 4) If a tank or flag is rolled, target must be in German right flank

\*The Germans have one sniper (Troops - 10 Snipers)

\*Special Weapons Assets late war are in effect (SWAs -4 Special Weapons Assets Late War)

\*The Germans have two HMGs (SWAs - 7 Machine Guns)

\*The Germans have one Mortar (SWAs - 6 Mortar)

\*British Commonwealth Forces Command rules are in effect (Nations - 5 British Commonwealth Forces)

\*The Germans have a hero, designated by the star token (Actions 8 - Heroic Leader)

\* Remove the "Air Power" card before start of play

\* Remove the "Behind Enemy Lines" card before start of play

**Setup:**

Forest (Terrain - 3 Forests) x 31

Trench (Terrain - 51 Trenches) x 7

Town (Terrain - 14 Towns & Villages) x 2

HMG x 2

Mortar x 1

Sniper x 1

Star x 1

Exit x 2

British Infantry x 52

German Infantry x 32

Identical Tokens x 3 (to track German barrages)



The **Defense of Wanssum Woods in 1945** was part of **Operation Snowman**, a late World War II engagement in the Netherlands. German forces mounted a stubborn defense in the wooded area near Wanssum to delay the Allied advance.

General Howitzer has some thoughts on this battle:

*Wanssum Woods was a thick, muddy brawl—Germans dug in deep, using every tree and shadow to stall us. The Brits and Canucks had to fight for every damn yard, ambush after ambush. But they didn't quit. They rooted the enemy out, inch by inch, and kept the advance rolling into northern Germany. Forest or no forest, when you're relentless, no defense holds.*

**6 VP's**



**Card Balance:**

Allies (Great Britain) – 6

Axis – 5

**Complexity:**

**3**

**Conditions:**

Winter Forest

**Context:**

**Location:**

Netherlands



**Year:**

1945

**Theater:**

Western

**Campaign:**

**Codename:**

**Summary:**

**Objectives:**

6 VP's

**Battlefield:**

Combination of woods and winter.

**Troops:**

Allies – 13 Infantry

Axis – 9 Infantry



**Allied Strategy:**



1.



## Axis Strategy

1.

## Battle Reports

0

BR - Wanssum Woods



Allies Won



Axis Won

See Results

Vote

### Author:

Days of Wonder

### Resource:

## Campaign Book, Volume 2

Please follow and like us:

