

OVERLOON FOREST OVERLORD

THE BATTLE FOR THE FORESTS NORTH OF OVERLOON

You can play this overlord with scenario 1 and 2 off
The Dutch Open 2015



Historical Background

Overloon Forest

After the failure of Operation Market Garden the small corridor that led to Nijmegen was still a dangerous place. The German 107 panzer brigade even managed to break through. German troops still had a strong bridgehead on the west bank of the Meuse. Allied high command decided this had to be destroyed to break German resistance in the Netherlands and to open the way for the British, lead by Montgomery, to invade the Rhineland. The 7th American armoured Division was called in from the Elzas to do the job. Intelligence suspected unorganised German resistance. Venlo should be reached within 2 days. On the 30th of September the attack on Overloon started, this is where the road to Venray was located, and after that to Venlo. Because of the Intelligence the Americans start the battle without any reconnaissance. The next days were very tough for the Allied forces. The Germans had dug in inside the forests and Panzers and Fallschirmjäger carried out severe counterattacks. The Americans run aground in the mud and the heavy German fire Overloon is not taken within two days, let alone Venlo.

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

Briefing

Axis player 10 command cards (you begin)
Allied player 12 command cards

Conditions of Victory

11 medals
Exit is for allied player only
All objectives are temporary medals

Special Rules

Place a badge on the specialized troops (troop card 2)
The tank marked with a battle star is supported armor
Place a badge on the 88 mm gun (troop card 23)
Place a badge on the SWA antitank units (SWA card 5)
late war

Weather chart rules are in effect (Dutch Open 2015)

Command Rules (optional)

If you play this overlord with 8 player, use the following rules, additional to the overlord rules. After every two turns (you played your cards twice), the Commander in Chief and his generals, all move over one place, clockwise. This way the CinC becomes the left Field General, the left Field General the middle Field General, and so on.

Reinforcements

After setup, but before the CinC takes his command cards
The Field Generals of both sides get reinforcements:

All Axis Field Generals get one infantry unit. They can choose from the following unit pool: 2 special forces infantry, 2 combat engineer units, 2 SWA anti-tank (late war)

Axis Field Generals may debate over who get a specific unit

All Allied Field Generals get one unit:
They can choose from the following unit pool:
1 tank unit, 1 special forces infantry, 1 combat engineer
Allied Field Generals may debate over who get a specific unit

The Starting Field Generals first choose their unit, then the other Field Generals. After that, First the second in play Field Generals deploy their units on the baseline of their flank, then the starting Field Generals do the same. The Commander in Chief now gets his command cards and the game starts as normal.

