



# COMMAND OPS 2

# WESTWALL

## ORDEAL at OVERLOON PART 2

PLANNING AIDS  
by Daz

This is a short pdf which I will add to as I progress.

The main reason for putting this up early, is that I have included various images (with graphical style objectives and a minimalistic version) of the full map and a tutorial so that they can be printed out and stitched together in order to plan your battle pen and paper style if that is your preference.

KEY

- Object is linked
- Grey represents times objective is closed.
- Green Lit segments represent 1 point each.

**Objective Name**  
D2, 04:00 to D6, 18:00

**Occupation 4**

**Completion 4**

The timeline stretches across the objective info box starting at D1, 12:00 to D6, 18:00 which is the entire duration of the scenario.  
Blue is daylight black is night separated by orange sunrise and sunset.  
The days (D#) begin in the middle of the black night time areas the first one being D2.  
A yellow arrow indicates the objective start and end times on the line with closed periods represented by greying out the top half of the bar.

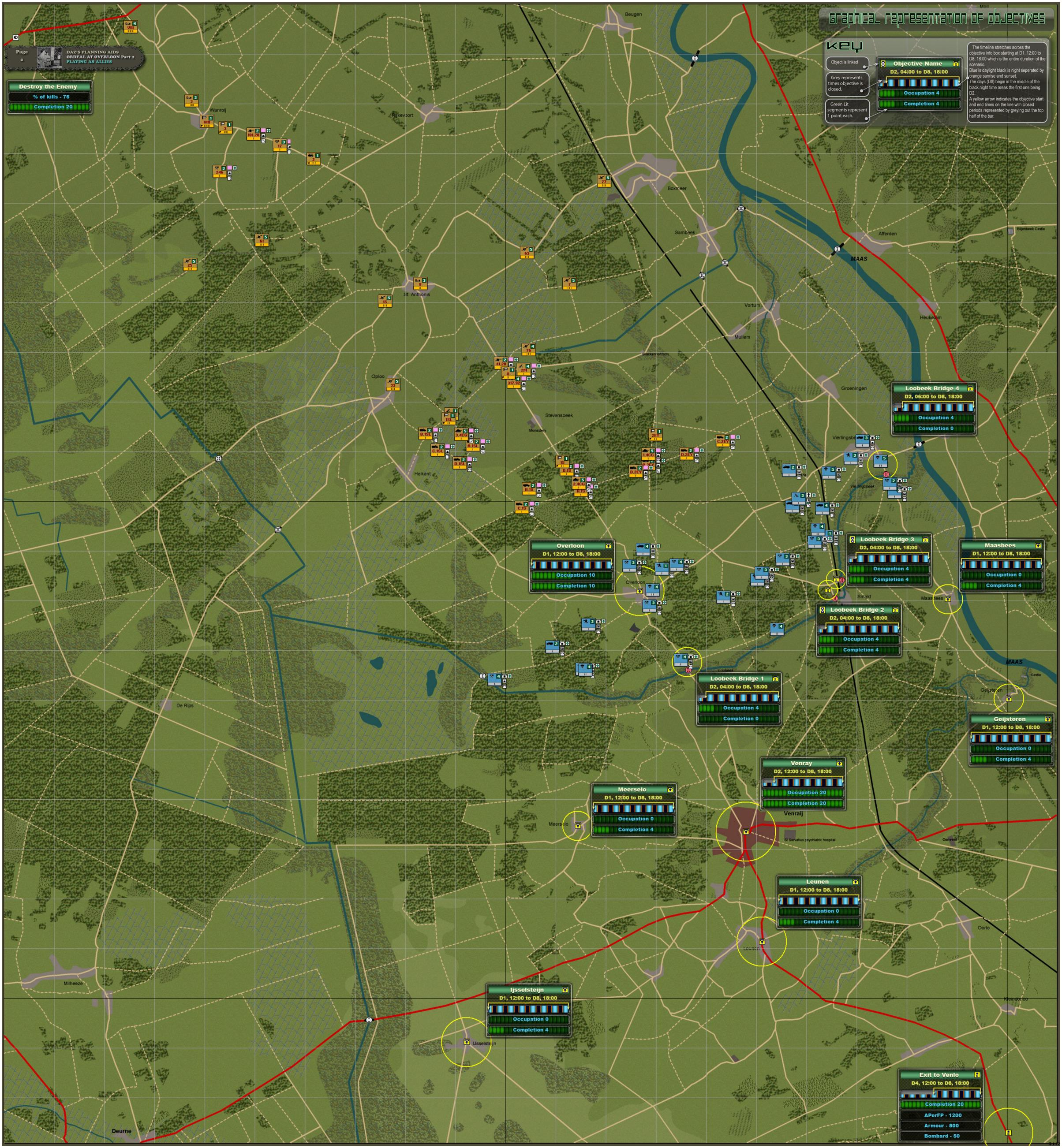
Page 2

DAZ'S PLANNING AIDS  
ORDRELEAF OVERLON Part 2  
PLAYING AS ALLIES

**Destroy the Enemy**

% of kills - 75

Completion 20



**Overloon**

D1, 12:00 to D6, 18:00

Occupation 10

Completion 10

**Loobeek Bridge 3**

D2, 04:00 to D6, 18:00

Occupation 4

Completion 4

**Maashees**

D1, 12:00 to D6, 18:00

Occupation 0

Completion 4

**Loobeek Bridge 2**

D2, 04:00 to D6, 18:00

Occupation 4

Completion 4

**Loobeek Bridge 1**

D2, 04:00 to D6, 18:00

Occupation 4

Completion 0

**Geijsteren**

D1, 12:00 to D6, 18:00

Occupation 0

Completion 4

**Venray**

D2, 12:00 to D6, 18:00

Occupation 20

Completion 20

**Meerselo**

D1, 12:00 to D6, 18:00

Occupation 0

Completion 4

**Leunen**

D1, 12:00 to D6, 18:00

Occupation 0

Completion 4

**Ijsselstein**

D1, 12:00 to D6, 18:00

Occupation 0

Completion 4

**Exit to Venlo**

D4, 12:00 to D6, 18:00

Completion 20

APerFP - 1200

Armour - 800

Bombard - 50

# ORDEAL AT OVERLOON 2

## REINFORCEMENTS LIST

12th October 1944, 12.00 hours. Overloon, Holland

Historical scenario

October 12, 1944, Overloon, north of Venlo

Historical Scenario

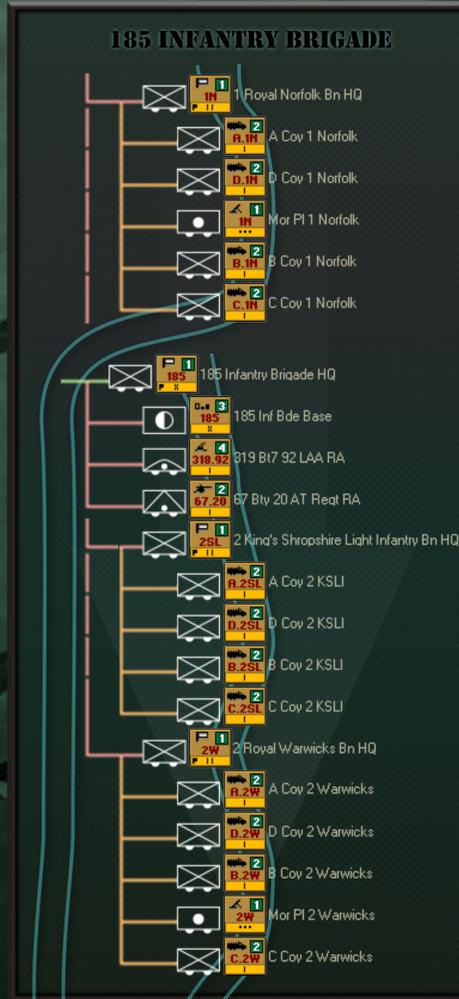
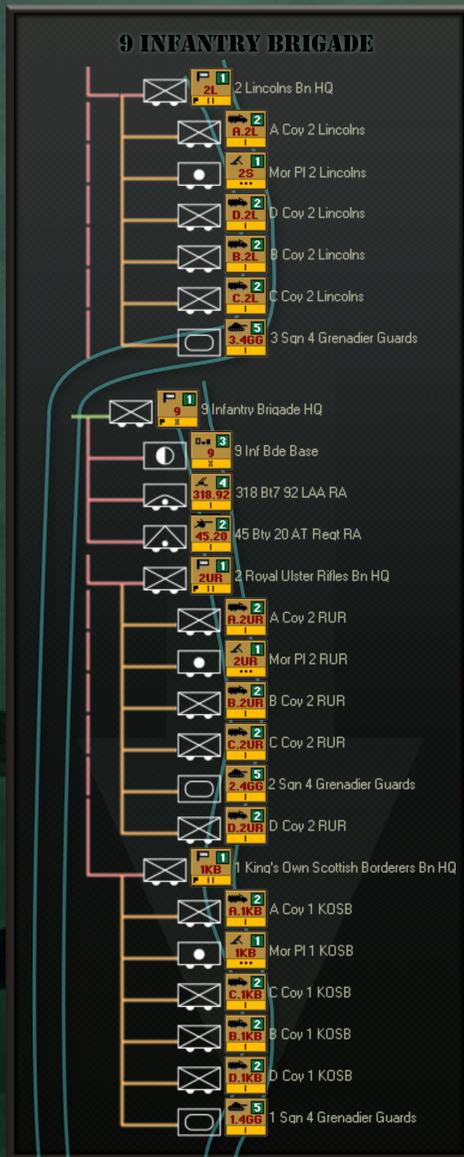
After the failure of the US 7th Armored Division to capture Overloon, the Americans were relieved by the British 3rd Infantry Division. The attack by this division, scheduled for October 11, was part of a much larger design, codenamed 'Contellation'.

In the first phase, 'Pollux', 3rd Division was to clear the Overloon-Venray area. Once this was achieved, the 11 Armoured Division was to attack to the south.

The 7th Armored Division would at this stage attack along the road Deurne-Venray ('Pollux').

To make sure that the 3rd Division would succeed where the 7th Armored Division had failed, the British had concentrated a large number of guns in the sector.

The Germans have withdrawn the SS units in LXXXVI Korps, and have replaced them with more Fallschirmjaeger. All their units are well dug in.



### KEY

- Object is linked
- Grey represents times objective is closed.
- Green Lit segments represent 1 point each.

**Objective Name**  
D2, 04:00 to D8, 18:00

**Occupation 4**

**Completion 4**

The timeline stretches across the objective info box starting at D1, 12:00 to D8, 18:00 which is the entire duration of the scenario. Blue is daylight black is night separated by orange sunrise and sunset. The days (D#) begin in the middle of the black night time areas the first one being D2. A yellow arrow indicates the objective start and end times on the line with closed periods represented by greying out the top half of the bar.

It is now October 12. The attack, postponed for 24 hours because of the appalling weather, is about to go in. It has rained so much that streams have turned into small rivers, and some of the land along them is flooded. Still, the British are confident that they will capture Overloon and Venray in a few days, at the most.

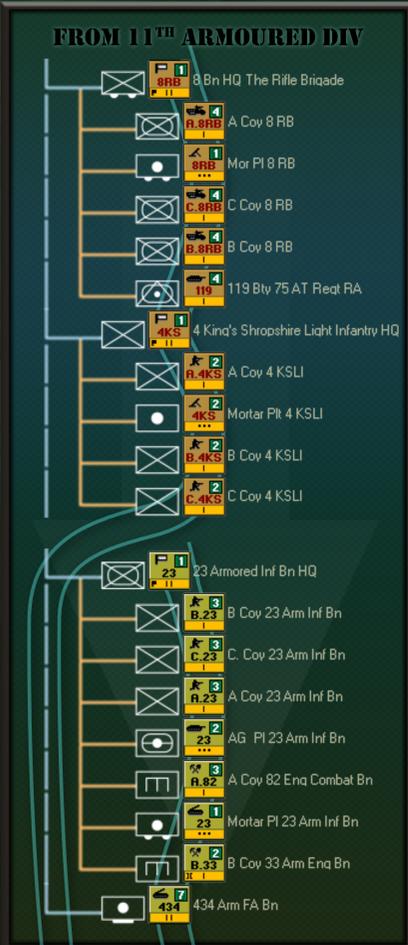
Mission: You are to clear the German positions west of the river Maas. 3 Division will attack from the north, first with 8 Infantry Brigade, and from October 13 with 8, 9 and 185 Infantry Brigade.

3 Division will be supported by the Grenadier Guards and the Coldstream Guards. Units from US 7 Armored and 11 Armoured will attack across the canal in a few days time.

As long as the weather stays clear, you can expect air support.

Although the Germans have had time to dig in, we believe that their positions lack depth. Once you've broken through their front line you are expected to advance without much opposition.

- Destroy the Enemy**  
% of kills - 75  
Completion 20
- Loobeek Bridge 1**  
D2, 04:00 to D8, 18:00  
Occupation 4  
Completion 0
- Venray**  
D2, 12:00 to D8, 18:00  
Occupation 20  
Completion 20
- Overloon**  
D1, 12:00 to D8, 18:00  
Occupation 10  
Completion 10
- Leunen**  
D1, 12:00 to D8, 18:00  
Occupation 0  
Completion 4
- Geijsteren**  
D1, 12:00 to D8, 18:00  
Occupation 0  
Completion 4
- Loobeek Bridge 4**  
D2, 06:00 to D8, 18:00  
Occupation 4  
Completion 0
- Loobeek Bridge 2**  
D2, 04:00 to D8, 18:00  
Occupation 4  
Completion 4
- Loobeek Bridge 3**  
D2, 04:00 to D8, 18:00  
Occupation 4  
Completion 4
- Ijsselsteijn**  
D1, 12:00 to D8, 18:00  
Occupation 0  
Completion 4
- Meerselo**  
D1, 12:00 to D8, 18:00  
Occupation 0  
Completion 4
- Maashees**  
D1, 12:00 to D8, 18:00  
Occupation 0  
Completion 4
- Exit to Venlo**  
D4, 12:00 to D8, 18:00  
Completion 20  
APerFP - 1200  
Armour - 800  
Bombard - 50





# ORDEAL AT OVERLOON 2

## FRIENDLY FORCES



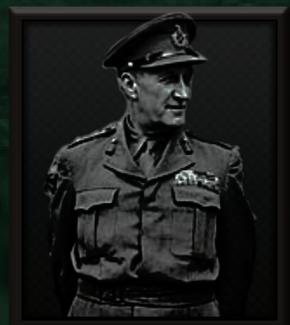
### The Commanders



VIII Corps is commanded by the very experienced, Sir Richard O'Connor. He is the On Map Boss for this scenario, which means that all formations and units that you take personal control of will have a direct

impact on his command Capacity, which is set at a reasonable 28.

Although we have a Corps commander in charge, the first five days of the scenario are conducted with just the 3rd Infantry Division, commanded by Maj General Lashmer "Bolo" Whistler.



This means that we should have plenty of command capacity in order to play at a relatively high interference level.



**Wanroij**

Name	Sir Richard O'Connor
Rank	Lieutenant General
Leadership	██████████
Aggression	██████████
Determinat...	██████████
Efficiency	██████████
Judgement	██████████
Staff Quality	██████████
Staff	██████████
Capacity	28
Load	2



### Artillery

We have a huge amount of very capable Artillery in this scenario, consisting mainly of 25 pdr Field Guns and the larger 5.5in Medium Regiments, as well as ten 4.2in heavy mortars.

The use of artillery was vital in an offensive operation when facing a well prepared entrenched enemy, as the commanders of this operation were well aware.

The following is an extract from an Article by: Peter ter Haar.

*On October, 12th the shelling of Overloon and surroundings began at 11:00 hrs. Heavy and medium artillery, in all 92 pieces, opened fire. Half an hour later, 216 25 pounder field guns joined in the high explosive din.*

*At 12:00 hrs the creeping barrage began, designed to protect the attacking British infantry. Every five minutes the barrage would move 100 meters. Three battalions charged, one west of Overloon, one at Overloon itself and one east of the village.*

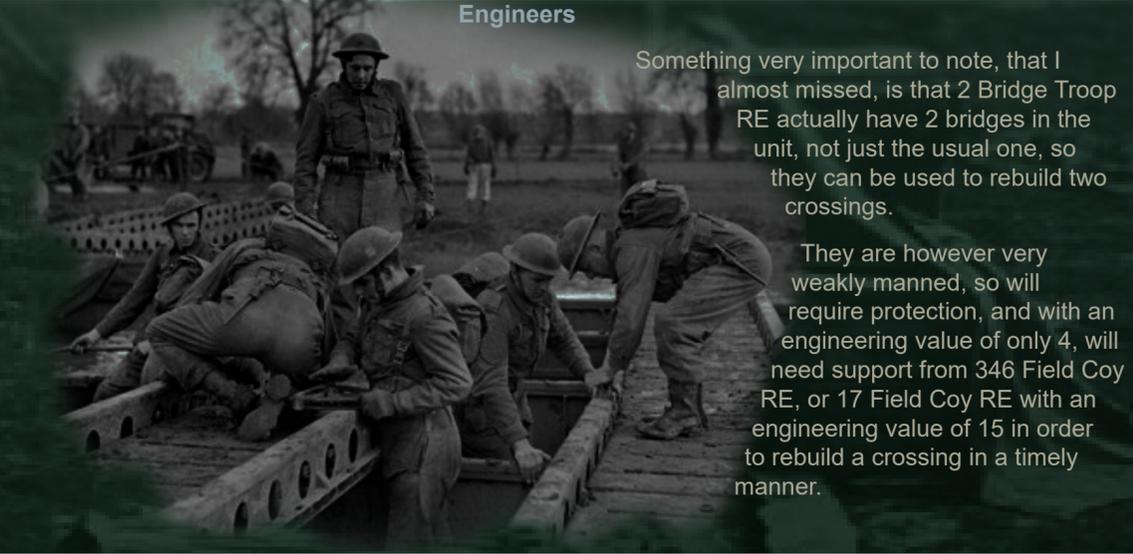
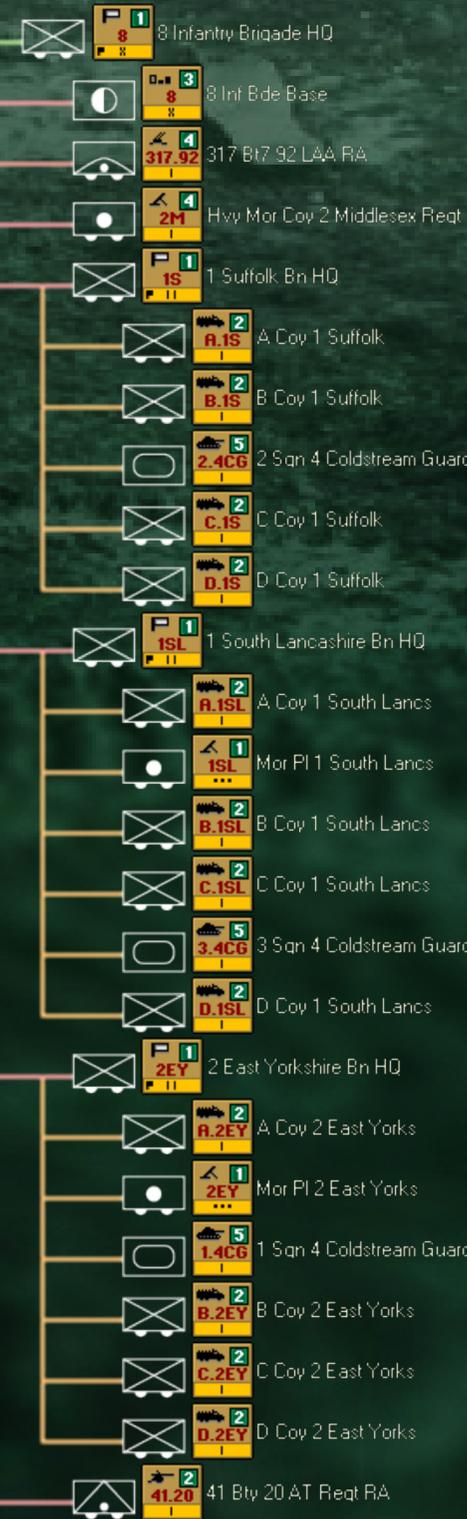
Its estimated that 100,000 shells fired at the German positions. The village of Overloon was destroyed.

Unfortunately the game is not capable of doing this kind of preparatory bombardments, so its up to the player to manually time and control these fire missions.

I personally find doing this vital task adds to the enjoyment of the game, but it does leave the enemy AI side at a considerable disadvantage against the human player when its on the offensive.

There are 11 Bombard capable units at the start of this scenario, their combined stats are listed left.

Personnel	3222
AFVs	122
Non-AFVs	310
Guns	176
Bridges	0
Anti-Persnl	1755
Anti-Armour	898
Bombdmt	1954
Armour	175



### Engineers

Something very important to note, that I almost missed, is that 2 Bridge Troop RE actually have 2 bridges in the unit, not just the usual one, so they can be used to rebuild two crossings.

They are however very weakly manned, so will require protection, and with an engineering value of only 4, will need support from 346 Field Coy RE, or 17 Field Coy RE with an engineering value of 15 in order to rebuild a crossing in a timely manner.

### Armour

The infantry Bn's of the 1st Suffolk, 1st South Lancashire and the 2nd East Yorkshire have each been reinforced with a Squadron of tanks from the 4th Battalion Coldstream Guards.

These squadrons consist of 11 -13 Churchill VII, and 4 Churchill VIII-95mm tanks.

The 'Heavy Churchill', A22F (A42 from 1945), featured heavier armour (up to 152mm on the front), a new turret with cast sides and a welded roof, new doors with rounded corners and a slightly conical shape. The A22F also received an improved gearbox and heavier suspension.

It was armed with the 95mm howitzer, a close support weapon capable of firing a much more powerful high explosive shell than the 75mm, but at a slower velocity. These tanks are primarily used for close infantry support and are not capable of firing AP rounds in this scenario, so should not be expected to take on Axis armour, although being paired with the more capable (against armored targets) Churchill VII with its 6 pdr gun can hold ground against them in an emergency.

Although the Churchill's with their 6 pounders could outgun many contemporary German medium tanks (like the Panzer IV with the short-barrel 75 mm gun and the Panzer III's 50 mm gun) and the thick armour of all Churchill models could usually withstand several hits from any German anti-tank gun, in the later years of the war the German Panther tank had a 75 mm high-velocity cannon as its main armament along with increased protection, against which the Churchill's' own guns often lacked sufficient armour penetration to fight back effectively.



I have collated some of the relevant information on how to print out one of my large images onto multiple sheets of paper so they can be glued or taped together at home. It just so happens that Adobe Acrobat have a print feature built in that is ideal for this very purpose. This Tutorial is with Adobe Acrobat Reader DC which is free to download for viewing pdf's.

1. First select Print from the File menu. The print dialogue window will appear shown right in my tutorial.
2. Ensure the paper size you wish to use in your printer is selected by clicking on Page Setup (lower left corner).
3. The Page Setup will appear shown below in my tutorial, select your paper size and...
4. Click ok
5. Click on the Poster tab in the Page Size & Handling section.
6. Change the additional options as detailed on the far right of this image.
7. Hit print and stand well back ;-)



### Print large-size documents



You can print a large format document, such as a poster or banner, by splitting the page across multiple sheets of paper (called "tiling"). The Poster option calculates how many sheets of paper are needed. You can adjust the size of the original to best fit the paper and specify how much each "tile" overlaps. You can then piece together the tiles.

- In the **Print** dialog box, click **Poster** and then specify the tiling options.

**Page Sizing & Handling**

Size | **Poster** | Multiple | Booklet

Tile Scale: 100 % Overlap: 0.005 in

Cut marks  Labels

Tile only large pages

Set the following options as needed:

- **Tile Scale** Scales the pages by the amount you specify.
- **Overlap** Determines the amount each tile overlaps adjacent tiles.
- **Cut Marks** Adds guide marks to each page to help you trim the overlap.
- **Labels** Adds the filename and page number on each "tile".

**Print**

Printer: Kyocera FS-C5030N KX Properties Advanced Help

Copies: 1  Print in grayscale (black and white)  Save ink/toner

**Pages to Print**

All  Current page  Pages 1 - 10

**Page Sizing & Handling**

Size | **Poster** | Multiple | Booklet

Tile Scale: 100 % Overlap: 0.005 in

Cut marks  Labels

Tile only large pages

Orientation:  Portrait  Landscape

Comments & Forms: Document and Markups

Scale: 100% Pages: 20

41.34 x 46.77 Inches

Page 1 of 10

Print Cancel

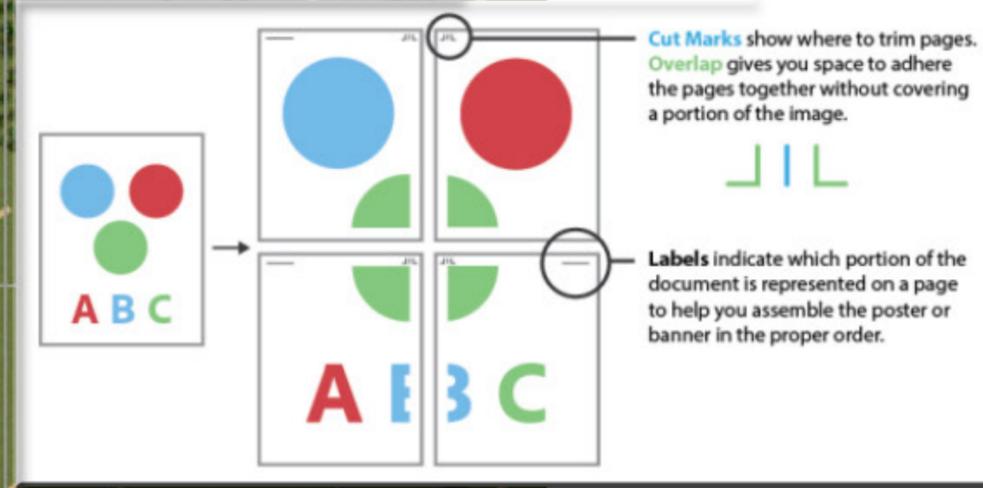
**Page Setup**

Paper Size: A4

Orientation:  Portrait  Landscape

Margins (inches): Left: 1 Right: 1 Top: 1 Bottom: 1

OK Cancel



2. Select Page Setup...

3. Select the Size of paper to use in your printer.

4. Hit OK

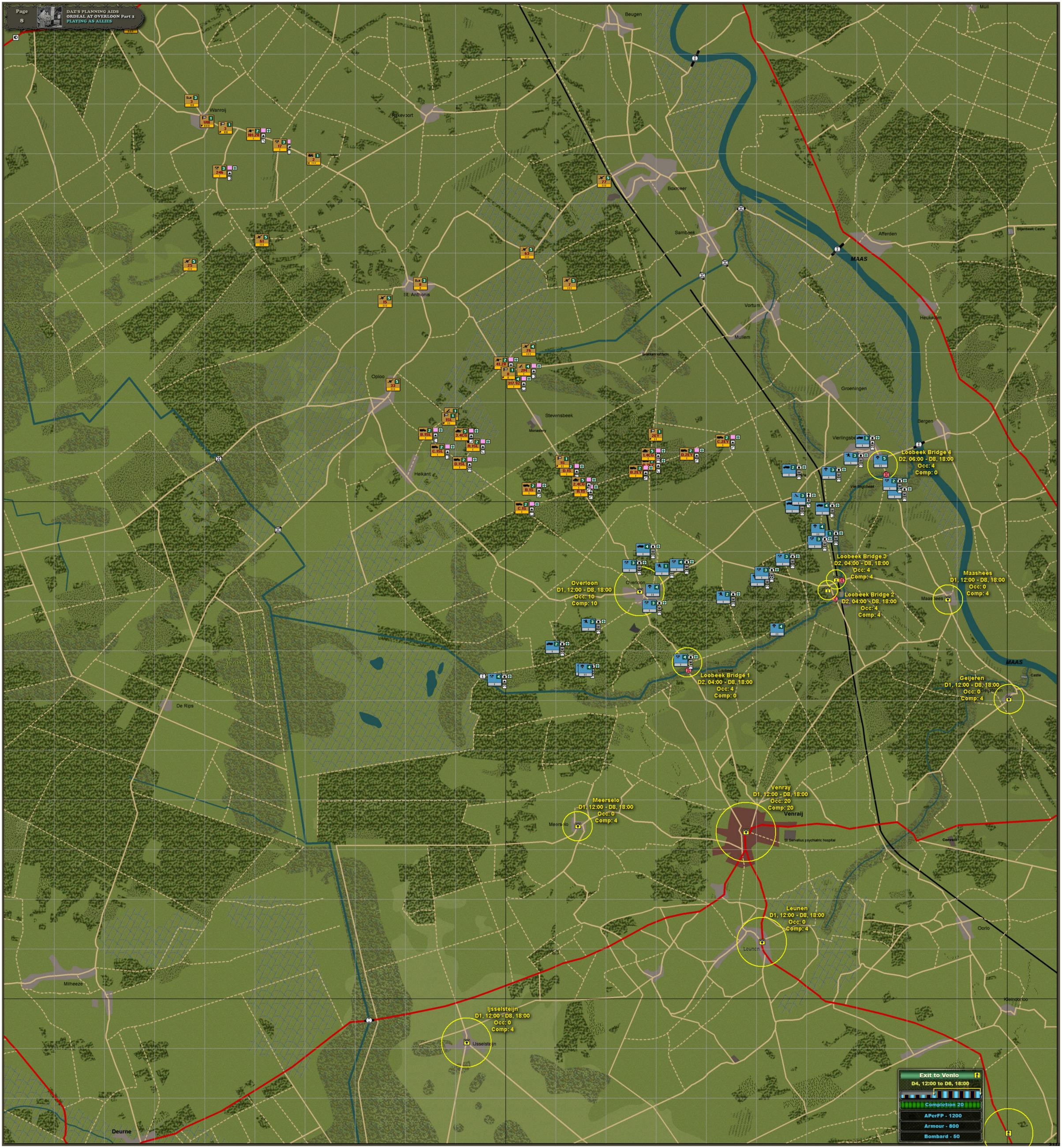
5. Select Poster.

6. Change additional options like Cut marks. See far right for more info on options..

7. Hit Print







Overloon  
D1, 12:00 - D8, 18:00  
Occ: 10  
Comp: 10

Loobek Bridge 1  
D2, 04:00 - D8, 18:00  
Occ: 4  
Comp: 0

Loobek Bridge 2  
D2, 04:00 - D8, 18:00  
Occ: 4  
Comp: 4

Loobek Bridge 3  
D2, 04:00 - D8, 18:00  
Occ: 4  
Comp: 4

Loobek Bridge 4  
D2, 06:00 - D8, 18:00  
Occ: 4  
Comp: 0

Maashees  
D1, 12:00 - D8, 18:00  
Occ: 0  
Comp: 4

Geijeten  
D1, 12:00 - D8, 18:00  
Occ: 0  
Comp: 4

Meerselo  
D1, 12:00 - D8, 18:00  
Occ: 0  
Comp: 4

Venray  
D1, 12:00 - D8, 18:00  
Occ: 20  
Comp: 20

Leunen  
D1, 12:00 - D8, 18:00  
Occ: 0  
Comp: 4

Ijsselsteijn  
D1, 12:00 - D8, 18:00  
Occ: 0  
Comp: 4

Exit to Venlo  
D4, 12:00 to D8, 18:00

Completion 20

APerFP - 1200

Armour - 800

Bombard - 50







