

Community Event

20:00 BST 26th August 2018

Hosted by 7th Armoured Division



Key Details:

Servers will be open from 19:00 BST – Server 1 [7AD] Desert Rats – Password: event1

If numbers permit a second server will be set up Name TBC – Password: event2

Please try and have the majority of your units online and in the designated server by 19:30 BST. Event starts at exactly 20:00, please be ready to go at that time!

There will be a Commander's briefing at 19:00 BST

Special Rules:

Usual 5 minute set up time for defender will apply.

Defenders must wait until 10 minutes after the attack begins until they can bring up their MSPS beyond the 2nd objective.

Extra Assets will be spawned in by Admins during the 5 minute deployment stage

Scenarios:

Provided we have the numbers to make this feasible we intend to host 2 servers (although we may need a volunteer to provide the 2nd one) which will have linked objectives.

On Server 1 the British will be playing the role of XXX Corps with the objectives of pushing the Germans back in order to link up with 1st Airborne. The role of the Germans in this scenario is to hold the British advance.

Server 2 will see the British Airborne digging and defending with the Germans trying to push them away from the advance of XXX Corps.

The two objectives are linked so in order to win the day the British need to link up. By contrast the Germans need to stop that from happening by either stopping the British capturing points on Server 1 or by capturing points on Server 2.

For Example: If the Germans push First Airborne back to the 3rd objective on Server 2 but the British push the Germans back to the 4th objective then the British will have "linked up" and Operation Market Garden will have been a resounding success.

If however the Germans hold XXX Corps at the 2nd objective on Server 1 and manage to drive 1st Airborne back to the 3rd objective on Server 2 then they have managed to keep the British from linking up and won the scenario.

Each side will have assets spawned in that reflect their role in the engagement. Defenders will have 2 x AT guns spawned at each of the capture points on the map and armoured/transport assets to use during the match. Once these run out then standard map assets can be used.

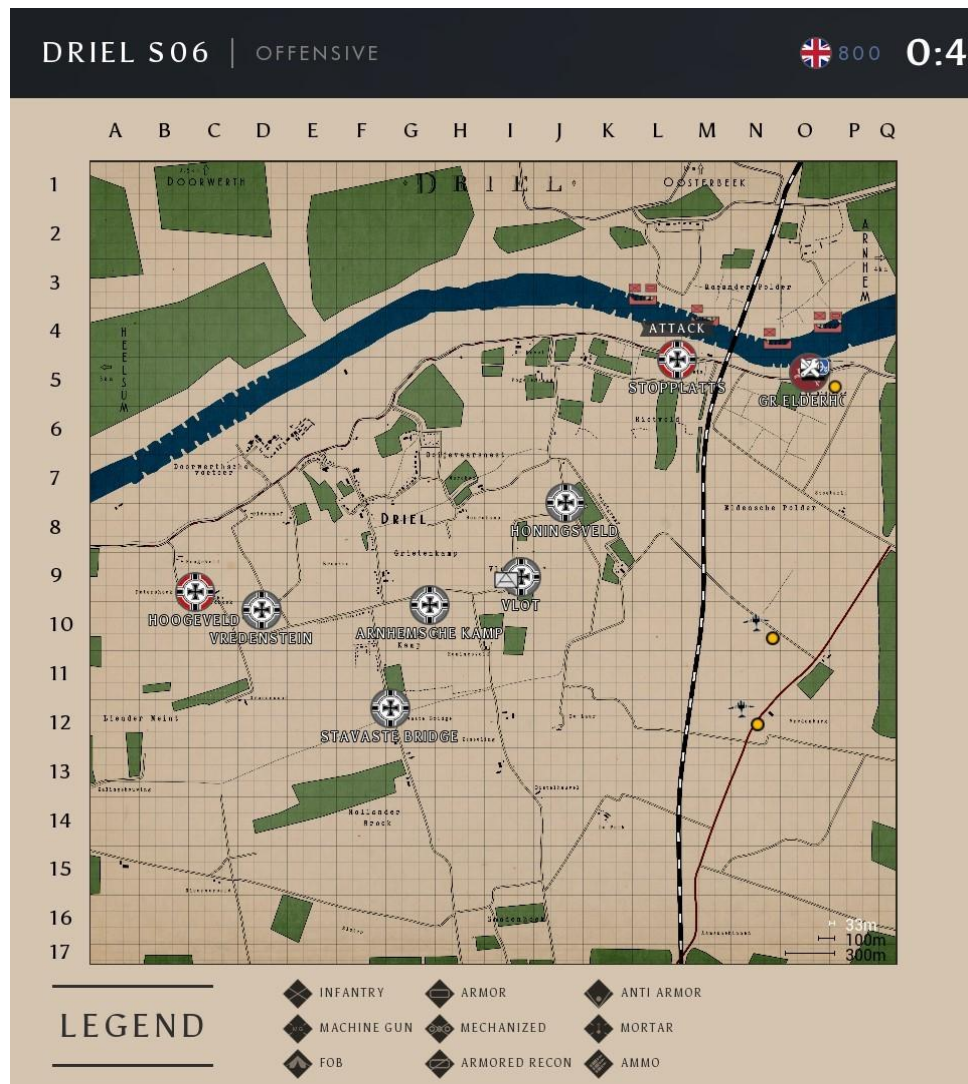
On the XXX Corps map the Germans will largely rely on Jagdpanzer/StuG's to encourage defensive and ambush tactics. While the Brits on the 1st AB server would be reliant on light Armour to reflect what could have been bought in in gliders. The corresponding opposition will be as balanced as possible to keep things fun. These can be changed mid game if one side has a clear advantage and both sides agree.

Server 1

XXX Corps

Map:

DRIEL SINGLE 06



Map Details:

Attacker/Defender: Allies/Axis

6 Objectives

In game Assets:

One 88mm Gun

6 Objectives

German Vehicles:

PzKpfw III Ausf. H

Sd.Kfz. 232 (FU)

Sd.Kfz. 222

Sd.Kfz. 251

Sd.Kfz 7 with Flak 38

British Vehicles:

M5A1 Stuart

T17E1 Staghound

Daimler Armoured Car Mk II

Universal Carrier

Extra Assets/Restrictions:

British will have access to 9 x Cromwell + 3 x Sherman Firefly + extra transport

NB: SPECIAL RULE British must use Sherman Fireflys at the ratio of 1 per 3 Cromwells under no circumstances should there be more than 1 firefly in use at any given time

Germans will have access to 3 x Jagdpanzer + 5 x StuG spawned in from the start of the game + 2 x PaK AT gun per objective also at the start. NB: SPECIAL RULE Germans must use Jagdpanzer/StuG before using the Panzer IIIs

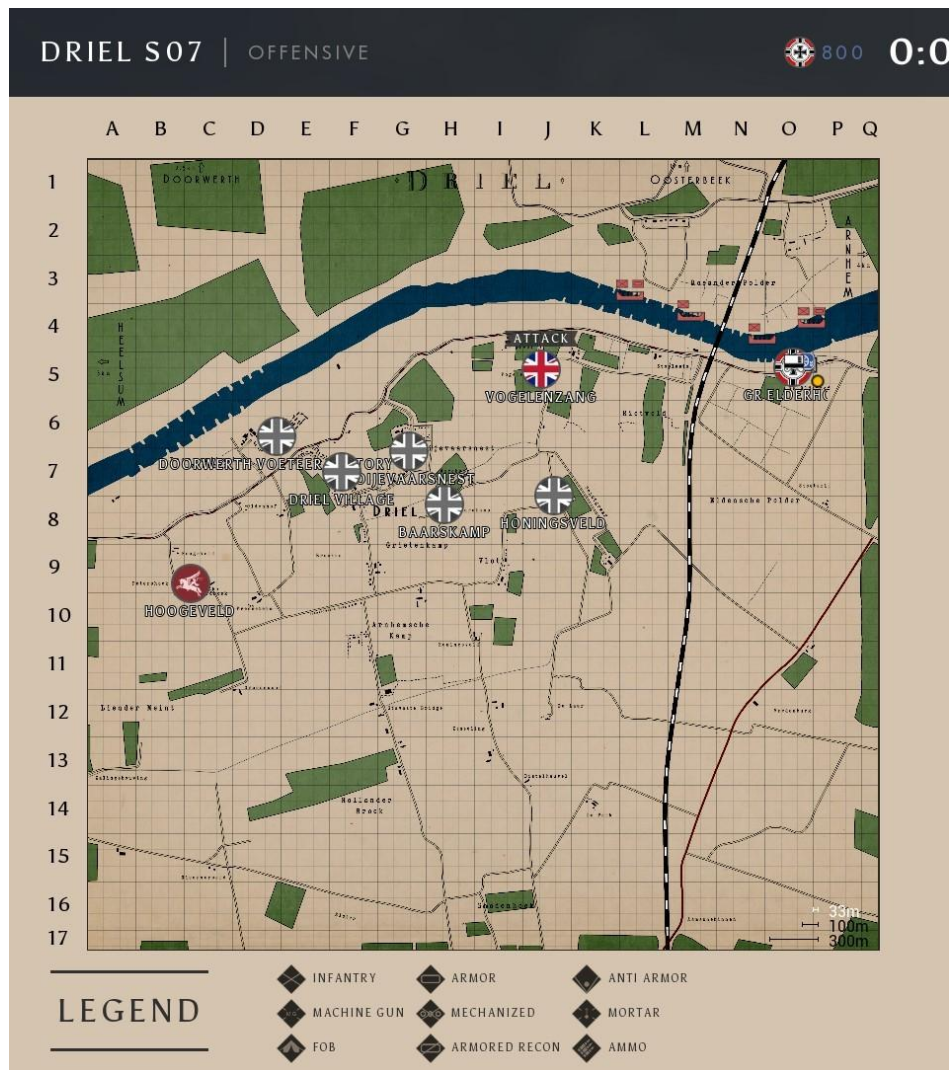
If the match ends quickly and both sides wish to have a 2nd round then the map can be switched to Driel Single 07 and the Germans can attack. British will have access to the AT guns and the Germans may replace the Jagdpanzers with Panthers and the StuGs with Panzer IVs. Alternately the sides could play either scenario from Server 2.

Server 2

1st Airborne

Map:

DRIEL SINGLE 07



Map Details:

Attacker/Defender: Axis/Allies

6 Objectives

In game Assets:

German Vehicles:

PzKpfw III Ausf. H

Sd.Kfz. 232 (FU)

Sd.Kfz. 222

Sd.Kfz. 251

British Vehicles:

Cruiser Tank Mk VIII A 27M Cromwell I

Tl7El Staghound

Daimler Armoured Car Mk II

Universal Carrier

Extra Assets/Restrictions:

British will have access to 6 x Stuart spawned in at the start of the game + 2 x AT 6lbr AT gun per objective also spawned in at the start

NB: SPECIAL RULE British must not use the Cromwell unless mutually agreed after the game has started for balancing issues

Germans will have access to 3 5 x StuG. NB: S

If the match ends quickly and both sides wish to have a 2nd round then the map can be switched to Driel Single 06 and the British can attack. Germans will have access to the AT guns and the British may use the Cromwells + 2 x Firefly. Alternately the sides could play either scenario from Server 2.