



# *Schild & Vriend*

## Miniature Wargaming Club

### Operation Shield Friendly August 1944

#### Introduction

Schild en Vriend presents Operation Shield Friendly, our participation game for Crisis 2004. The game replays a fictional WWII operation during the later days of August 1944, when Allied high command ordered a daring raid behind enemy lines -- although that last might change any time.

The object of Operation Shield Friendly is to block the Leopold Canal in Zeebrugge, where it exits into the North Sea, in order to prevent a German prototype submarine from escaping to the open sea. Like all good daring plans, OSF consists of two parts: Shield and Friendly. Friendly consists of an assault by British paratroopers directly on Zeebrugge, both by air and by sea. Shield is a supporting attack straight along the North Sea coast by 1st Canadian Army, outflanking and rolling up the remaining fortifications of the Atlantik Wall.

#### Background

It is late August 1944. The Allied armies are racing north through France and Belgium after finally breaking through the German defense in Normandy. Everywhere, the German army is on retreat, and HQ's from division up to Army Group are frantically trying to instill some order in the headlong rush and at the same time trying to save what important documents and valuables they can before they too have to relocate.

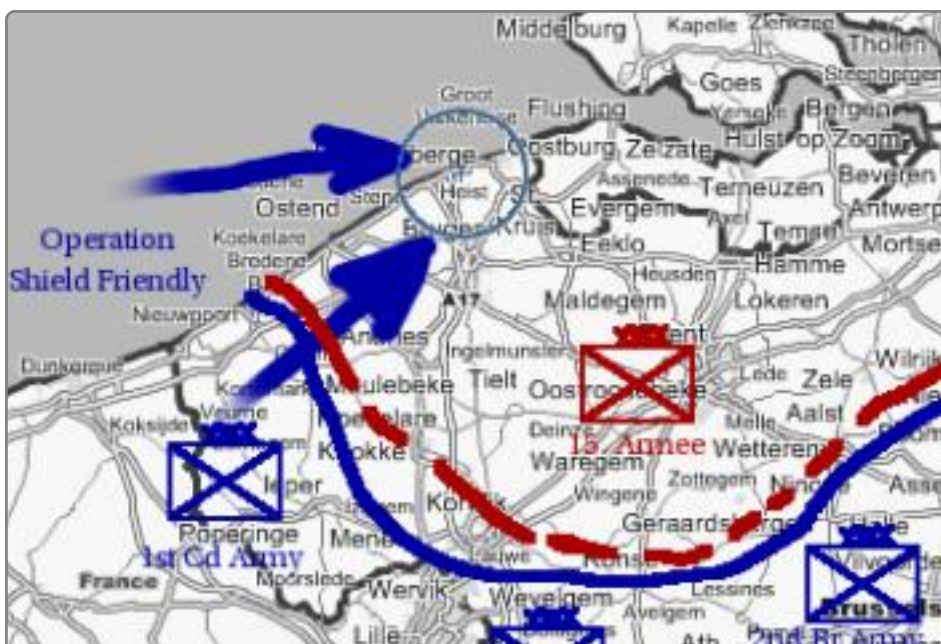
In the city of Brugge, in a recently cleared sub pen of WWI vintage, an experimental submarine of the Kriegsmarine that has been hidden there is in danger of falling into Allied hands. To prevent this from happening, the crew is working all hours to ready the boat to sortie and take its chances on the North Sea, trying to escape to Germany. Unfortunately for them, Allied intelligence is onto them, and has noted the fact that in order to reach the open sea, the boat has to pass through the harbour of Zeebrugge. At that point, someone in Allied HQ with more recollection than sense came up with the idea of repeating the Raid on Zeebrugge in 1918. In those heady days of victory and sweeping advances, this was all that was necessary to set a plan in motion...

The Germans, on the other hand, are retreating all across Northern France and Belgium. An airborne landing

behind their lines in a fairly unimportant harbour is not something to worry about unduly when there are much more important things to worry about elsewhere. This might change however...

#### Building the terrain

The game is played on a terrain consisting of scratch build terrain boards. The boards consist of 50cm square boards of 2mm MDF covered with polystyrene isolation tiles cut to size. The



sides of the boards are taped over to reinforce the polystyrene, taking special care in the corners.

The boards are then covered with ready made plaster filler, which when dry is painted and flocked using Woodland Scenics flock. The sea is modelled by applying plaster directly onto the MDF -- the MDF is prevented from warping by slightly wetting the back of the boards and praying. The plaster is worked to suggest sweeping waves and surf. The plaster is then painted a suitable shade of grey (no body of water, especially anywhere near Belgium, is blue), with the tops of the waves drybrushed white. The whole is then liberally coated with a layer of polyurethane varnish, which gives a realistic tint to the water.



BRITISH TROOPS ASSAULT THE BEACH IN THE NIGHT...

The buildings used in the game are from various manufacturers, from both the miniatures and model train hobbies, as well as some scratch built items. To name but a few, there are buildings from Britannia, Kibri, Faller and Queen's Hussar.

### Building the forces

We use 20mm figures for the forces in this battle. The figures involved are from a variety of manufacturers, including Britannia and FAA for the British paratroopers and SHQ for the German opposition. Most of the armour and other vehicles used are plastic kits from the likes of Revell,

Matchbox & co. The ships used in the game are mostly scratchbuilt from an unlikely assemblage of balsa wood, cardboard and string.

### Playing the game

Operation SHIELD FRIENDLY will be played using Rapid Fire rules. We find these rules to be perfect for fast'n'furious WWII games between consenting players. Throughout the day, you can participate in various games replaying different stages of the operation. Each game should take no longer than an hour to one and a half hours, so you are not tied to our table for the duration of the convention. If you want to participate, or just chat about wargaming, toy soldiers or whatever, feel free to grab hold of one of us.

To give you an idea, these are the games planned:

- \* Airborne landing of British Paras
- \* Seaborne assault by British Paras
- \* Clearing the town
- \* Bringing in the block ships

Good gaming!  
Schild en Vriend

#### About us

Schild en Vriend currently is a loose collective of wargamers from various countries around the world, but all based in a largish area around Brussels and Leuven. We currently operate in the usual endemic way of meeting occasionally at each others' houses. We are looking into ways of setting up a regular meeting place and schedule in the next year, though. If you are interested in playing a few games with us, want to know everything about this game or other games we play, or just like a chat, here's some contact information.

<http://www.nirya.be/snv> - our web page

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