

Section d'assaut (hommage à Vae Victis)

Putot-en-Bessin-1

Scénario SK

Design : Laurent Martin



A casualty of the 3rd Canadian Infantry Division receives first aid

Putot en Bessin, Normandie, 8 June 1944

The Royal Winnipeg Rifles, belonging to the 7th Brigade of the 3rd Canadian Infantry Division disembarked on the 6th of June in the sector of Courcelles, where they suffered heavy losses. The next day they were sent to occupy Putot-en-Bessin; on their way, they brushed aside elements of the Panzer Lehr Division, but soon they were to be threatened by an altogether different enemy...

Determined to push the allies back into the sea, the redoubtable 12th SS Panzer Division, "Hitler Youth" had just taken up their positions in the face of the Canadian troops. On the 8th at dawn the German Grenadiers started to assault the village.

Victory Conditions :

The German player wins if he takes control of two of the three buildings K9, S5, or Z3.

Balance :

Canadian: Replace a German 9-2 with a 8-1
 German: Remove one Canadian MMG

Mapboard : N↑



Hexrows I-GG inclusive in play only.

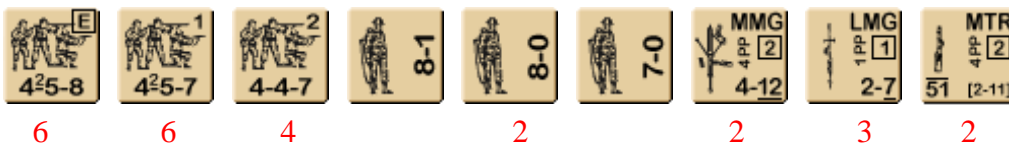
Canadian sets up first

German moves first

1	2	3	4	5	6	7
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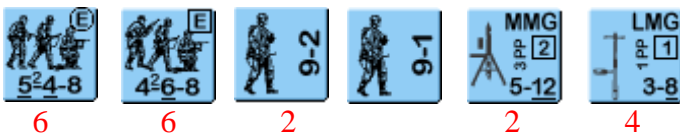
Elements of C company of the Royal Winnipeg Rifles Set up by SSR1

ELR 3



Elements of the 7th company, 26th Panzergrenadier Rgt, 12th SS Panzer Division. Set up North of road I5 – Q1

ELR 4



Scenario Special Rules:

1) The Canadian player has three deployment hexes: K8, Q3, W7. He must set up a minimum of 4 MMC, 1 leader, and 1 SW at a maximum of two hexes from each deployment hex.

2) The German player has 2 mortar attacks from off-board – 1 attack maximum per turn. At the start of his prep fire phase, he may choose a target hex within the LOS of one of his leaders. He makes a dr: on a result of 1-4 contact with the mortar unit is established, and the fire mission takes place. At the start of the Advancing Fire Phase on the same turn, the attack is resolved. He makes another dr with a -2 DRM. The result (0-4) represents the distance in hexes from the target hex where the salvo lands. A result of 0 means the target hex is hit. If the result is not 0, a third dr is made to determine the direction of error. 1=N, 2= NE, 3=SE, 4=S, 5=SW, 6=NW. ALL units in the resultant target hex AND the six hexes around it are hit with a 120mm Mortar attack – One 12 FP attack DR per hex in the 7 hex cluster, modified by TEM is made. If contact is not established during the Prep Fire Phase, another attempt may be made during the following friendly Prep Fire Phase, and so on until the two fire missions are exhausted, or the game ends. The leader that attempts contact with the off-board mortar unit is marked with a Prep Fire counter.

3) German Elite units are granted a broken morale 1 higher than that on the reverse side of the counter.

Consequences :

After the first furious assault, the Germans over-ran the Canadian first lines, and tightened the noose around the Royal Winnipegers, who were in serious danger of becoming encircled.

The Canadian riflemen withstood, come what may, holding out for reinforcements which would be late in arriving.

Translation : Eddy Houghton