



# Monkeys with Typewriters

An Experiment in Scenario Design

Battles of Carpiquet, France, July 3-5, 1944

## The Idea

"All in all, both scenarios are a pleasure to play, and are an interesting demonstration of what different designers can do with a similar historical situation."  
Robin Reeve, aka Montagu on Game Squad

## The Challenge

"Following on from the excellent thread about different scenarios covering the same action, interest has been expressed in putting a bunch of scenario design monkeys in a room to see what they'd come up with given exactly the same reference materials. What'd be the outcome? The ASL equivalent of Hamlet or just a pile of poo covered typewriters?" Ian Percy, aka Mr.P on Game Squad

The contest, dubbed "Monkeys with Typewriters", was a challenge offered on the GameSquad forums to the ASL designers. Given a set of historical reference materials, how similar or dissimilar would each final product be from the others? It incited 13 submissions from 12 authors, which were converted into a common format and all references to the author taken out to make them anonymous.

A panel of judges were selected to review the submissions. The original intent had been for the judges to playtest all the submissions, but the utter volumn of submissions lead to a rethink of the judging, with a preliminary "out of the box" rank with the top five of those being playtested by the judges. The "out of the box" portion was won Kevin Meyer's submisson The following is a list of the orignal submissions:

<u>ID</u>	<u>Title</u>	<u>Author</u>
MWT1	Field of Fire	Steven (sswann) Swann
MWT2	Fourth of July	Chris Olden
MWT3	50 Butchers	Glenn (Glennbo) Houseman
MWT4	Stalwart Sons	Gary (Fort) Fortenberry
MWT5	Carpiquet Ballet	John (Corwin) Bock
MWT6	Rifles Standing Where They Fell	Grayston (Graystonw) Ulery
MWT7	The Streets of Carpiquet.	Kevin (rottenroller) Meyer
MWT8	The Hangars of Carpiquet	Bruce (BruceC) Childs
MWT9	LaLande Leads	Bill (King Billy) Brodie
MWT10	Party Boys	Pete (wrongway149) Shelling
MWT11	A Choice Morsel	Ian (Mr.P) Percy
MWT12	Sweeping the Doorstep <i>(withdrawn)</i>	Michael Dorosh
MWT13	Prelude to Caen	Michael Dorosh

The original submission MWT 12 was withdrawn right after the preliminary judging to become a SK submission to MMP. Steven Swann graciously supplied a scenario he had previously done that covered the contest action(MWT12.2) to replace the with drawn MWT12. Ian Percy also rendered a geo board version of his submission(MWT11b) after having received comments on his scenario from the masses. Dave Ramsey is providing prizes for the winners and the hosting of the free scenario pack on his site: [www.aslscenarioarchive.com](http://www.aslscenarioarchive.com) .

Five scenarios were chosen to move on to final playtest judging. The judges were Tom (Jazz) Jazzbutis, Steven Linton, Ian (Mr.P) Percy, Tom (Tuomo) Repetti, David (ASLSARGE) Roth, and James (JT) Taylor. The order of the final judging is as follows:

<u>Rank</u>	<u>ID</u>	<u>Author</u>
1 <sup>st</sup>	MWT 7	Kevin Meyer
2 <sup>nd</sup>	MWT 9	Bill Brodie
3 <sup>rd</sup>	MWT 10	Pete Shelling
4 <sup>th</sup>	MWT 3	Glenn Houseman
5 <sup>th</sup>	MWT 2	Chris Olden

# FIELD OF FIRE

# MwT1

**Carpiquet, France, 4 July 1944:**

On the early morning of 4 July, 1944, leading elements of the Le Regiment de la Chaudiere, of the Canadian 8th Infantry Brigade stepped out across the wheat fields west of Carpiquet. Their orders? To capture the village of Carpiquet and the aircraft hangers located just south of the village. The Canadians

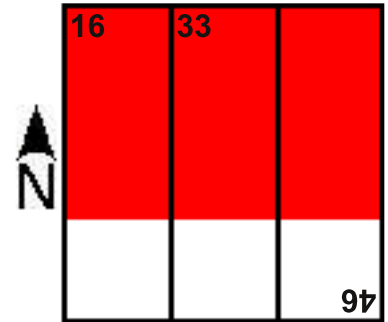


knowing that the attack would be difficult against elements of the German 12th SS Panzer Division, loaded up their support of the attacking infantry with massive artillery support, on-call Typhoon fighter-bombers, tanks from the 10th Armored Regiment and a few British 'funnies' from the 79th Armored Division.

Crossing their line of departure at 0500 hours behind a creeping barrage, the infantry moved against the village.

**Scenario Designer:**  
**Steven Swann**

**Board Configuration:**



Only hexrows A-T on boards 16 and 33, and hexrows N-GG on board 46 are playable.

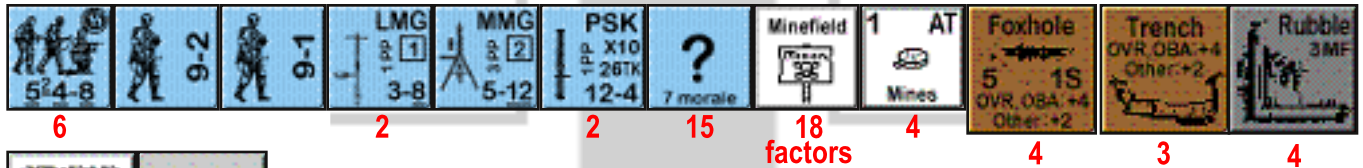
**Victory Conditions:** The Canadians win immediately when there are no German units in a Stone Building (Hangers are NA for this); otherwise the side with the most VP win. *VP are determined as follows: CVP count normally, 1 VP for each Hanger hex, 1 VP for each Stone Building/Rubble location, and Canadians get Double VP for SS Prisoners.*

**German forces(Set up first.)**

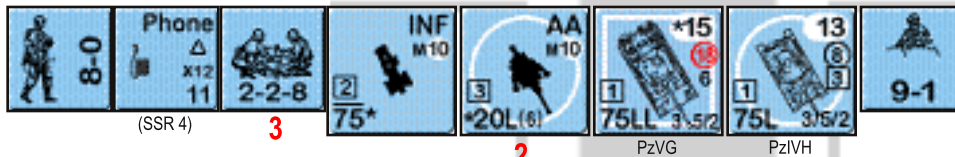
**Balance: Add one 6-5-8 Squad to the OoB.**

**Company elements, ss-Panzergranadierregiment 25, 12th SS Panzer Division: [ELR 5] Set up on board 46 (including half-hexes); and/or ≤ 3 hexes from either Aircraft Hanger (includes part of board 33). [SAN 4]**

(SSR 3)



**Supporting elements of 12th SS Panzer Division: Set up HIP within the German set up limits (above).**



# FIELDS OF FIRE

MwT1

Canadian forces(Move first.)

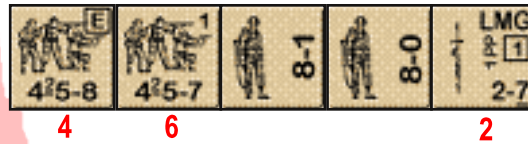
Balance: Add one 4-5-7 Squad to each of the starting Infantry Companies.

Elements, 8th Brigade, Canadian 3rd Division and supporting units: [ELR 3] Set up/enter as directed. [SAN 2]

Company, Le Regiment de la Chardiere: Set up on board 16 on/north of hexrow I.



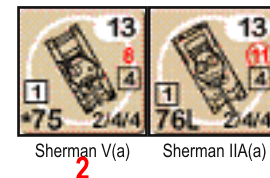
Company, Le Regiment de la Chardiere: Set up on board 16 on/south of hexrow J.



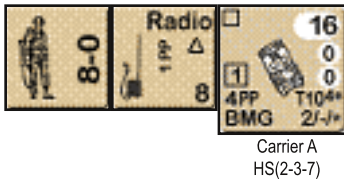
Elements, 16th Field Company and Cameron Highlanders: Set up on board 16.



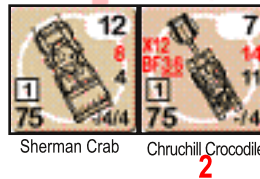
Elements, 10th Armored Regiment: Enter on/after Turn 1.



Artillery Observer: Enter on/after Turn 1.



Elements, 79th Armored Division: Enter on after Turn 2.



Air Support: Enter on a dr = 1 less than Turn Number.



- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- END

**SSR:**  
 1. EC are Moist with no wind at start. Early Morning Sun Blindness (F11.611) is in effect.  
 2. Place Overlays as follows: **G4** on 33R8-Q9, **OG5** on 33S7-S8, **OG4** on 46M3-N2, **X16** on 33T0-S1 and **X23** on 46N5-N4. Buildings X16 and X23 are aircraft hangers and are treated as Factories (B23.74). Rooftops (B23.8) are NA.  
 3. Orchards are Shellholes (B2.). Prior to setting up, the German Player places 4 Rubble counter in locations of his choice. Check for Falling/spreading rubble normally.  
 4. Germans may freely deploy prior to set up. Two German Squad equivalents may set up HIP along with any SMC/SW stacked with them.  
 5. German tanks may set up HIP if they start play

In a building location. German Field Phone represents 100+ ART OBA with a Pre-registered hex. The first Battery Access is automatic; remove one Black chit from the German draw pile. A non-Creeping Barrage (E12.1) is available to the Germans.  
 5. Canadian 3-3-8 HS are Assault Engineers (H1.22) and may not recombine during the scenario. Canadian Radio represents 80+ ART OBA with Plentiful Ammo. 8-0 and Radio must remain with Carrier. Canadian Air Support may only remain in play for two turns.  
 6. Canadians receive a 120mm ART (HE only) Creeping Barrage (E12.7) starting on Turn 1.  
 7. PzIVH: Schuerzen (D11.2) are NA.

**Aftermath:** The Germans immediately fired a counter-barrage, catching the Canadian leading companies in the open fields. The attack slowed to a crawl across the wheat fields as the infantry struggled through the artillery and against the small arms fire of the well fortified SS troopers. After an hour and a half of hell the soldiers of the Chaudiere Regiment reach the village at about 0630 hours along with elements of the Queen's Own Rifles, attacking on the Chaudiere's left flank. With elements of two Canadian battalions in the village, it was soon cleared of the SS infantry and declared secured by 0900 hours. Later it was reported that the village was defended by only 50 troopers of the 12th SS.

# FOURTH OF JULY

MwT2

**Carpiquet, France 4 July, 1944:** The French-Canadians of Le Regiment de La Chaudiere supported by armor of The Fort Garry Horse, were tasked with taking the southern portion of Carpiquet during Operation Windsor. Facing them in Carpiquet were the depleted remnants of the 3rd Company of SS Panzer-Grenadier Regiment 26. Carpiquet had been severely damaged by the pre-attack bombardment by not only the Canadian artillery, but by fire support from the Royal Navy. The fight to clear Carpiquet and the defending German artillery would completely destroy the village.



**Scenario Designer:**  
**Chris Olden**

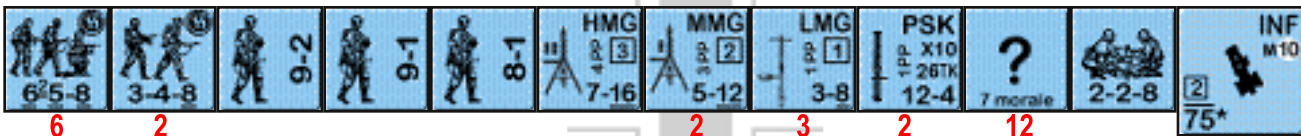
**Board Configuration:**



**VICTORY CONDITIONS:** Provided the German player does not inflict  $\geq 50$  CVP on the Canadian player, which results in an immediate German victory, the Canadian player must control all Stone buildings in the German set-up area West of Hexrow "X" at Game End. (Rubbled single-hex buildings and rubbled multi-hex building locations do count towards the Canadian VC's)

## German forces: Set up first.

Elements of 3./26, 1./26 and 4./26/ 12 SS Panzer Division "Hitlerjugend"[ELR:5] set up east of road I1-L2-L6-I8-I10: {SAN:6}



## Canadian Forces: Move first

Elements of Canadian 3rd Infantry Division/ Le Regiment de La Chaudiere, "A" Squadron The Fort Garry Horse and 16 Company Royal Canadian Engineers[ELR:4] set up west of road I1-L2-L6-I8-I10: {SAN:3}



### 1 SSR:

1. EC are Moderate, with no wind at start. Orchard and Orchard-Road hexes are considered Shellholes (B2). Building Hex P3 has Ground, 1st, 2nd levels and a Steeple location with an inherent stairwell.
2. Prior to set-up, the German Player may place  $\leq 8$  Rubble counters of the appropriate type, at Ground Level in any building hex in the German set-up area (EXC:hexes in buildings P3 & S7). Falling Rubble is not rolled for. In addition, the German Player may place a Rubble counter in a non-building hex adjacent to a Rubble counter placed in a multi-level building hex; however, a Rubble counter thus placed counts as 2 counters placed. No building may contain more than one Rubble counter.
3. After placing Rubble counters, the German player makes a dr for every Rubble counter placed in a building hex. If a 1 or 2 is rolled, a Flame counter is placed in that hex. If a 3 is rolled, a Blaze counter is placed. No counter is placed if the dr was a 4,5 or 6. Flame and Blaze

spreading are rolled for normally.

4. The German player receives 5 Fortified Locations (Tunnels are NA).
5. The German player receives one module of 150mm+ OBA with one pre-registered hex, directed by an off-board observer (C1.63). The German player must pick one hex along the north board edge, on/east of hexrow "Q" from which to trace the off-board observer LOS. LOS is considered traced from Level 4. Each time a non-extra OBA battery access red card is drawn (C1.21), place it back in the draw pile with another red card. In addition, Battery Access is never permanently lost when more than one red card is drawn. Extra card draw mechanics remain unchanged.
6. The German player may set up  $\leq 2$  squads (or equivalents) HIP, and any SMC/SW stacked with them.
7. Both sides may declare HitH CC.

**AFTERMATH:** The Canadians fought their way into Capriquet backed by Sherman tanks from the Fort Garry Horse and Wasps from the 16 Company Royal Canadian Engineers. Despite artillery and rocket barrages from German guns zeroed in on the village and a tenacious defense by the Hitlerjugend, the attacking Canadians ground forward through the razed village. By 1400 hours, the Canadians had achieved their objective.

END

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# FIFTY BUTCHERS

MwT3

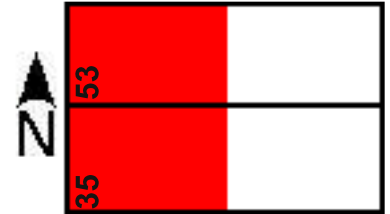
Carpiquet, France, July 4, 1944:

"Operation Windsor" was the Canadian attack upon the Carpiquet Airfield. This was part of a larger plan to capture the vital city of Caen as part of the Normandy breakout. The first stage of the plan involved the capture of Carpiquet itself as well as the hangars north and south of the village. The Canadians attacked at dawn with plenty of tanks, troops, and planes. Little did they realize how viciously the German SS soldiers would resist. Despite having only fifty men to defend with, the SS were extremely well prepared, equipped, and led.



Scenario Designer:  
Glenn Houseman

Board Configuration:



Only hexrows A-P on boards 53 and 35 are playable.

**VICTORY CONDITIONS:** The Canadian's win immediately upon controlling nine stone building locations or at game end if there are no Good Order German MMC in any stone building hexes.

**German forces: Set up first.** **Balance: Change OBA to 100mm**

Elements of 25th SS Panzer Grenadier Regiment [ELR 5] set up North of road 35 P5-H4 and on/East of hexrow H: {SAN 4}

4	5	2	2	3	2	2	2	14	2	3	

			PSW 234/2	Flak Pz 38(t)	Marder II	

**1** **Canadian Forces: Move first** **Balance: Gets 2 new planes each turn.**

Elements of Regiment Chaudier and the North Shore Regiment, 8th Infantry Brigade and the 10th Armored Regiment [ELR 4] enter on Turn 1 and/or Turn 2 on South and/or West edges: {SAN:3}

4	8	6		2	2	2	2	4	2		3

	3	2		2	

- 6** **SSR:**
1. EC are Moist with no wind at start. Kindling is NA. Bore Sighting is available for Ordnance only. Place Shellhole counters in hexes 53 G7, H8 and 35 P6 (buildings in these hexes do not exist).
  2. German player may Fortify one building location. All German Ordnance must set up on map. Germans receive one module of 80mm OBA with an Offboard Observer at level three located on any East edge hex on/between 53 P1 and 53 P9. "Pleva Rule" is in effect: each time a red non-extra OBA Battery Access card is drawn (C1.21), place it back in the deck with an additional red card. Battery Access is never permanently lost when more than one red card is drawn. Extra card draw mechanics remain unchanged.
  3. Canadian 6-4-8's are Assault Engineers (H1.22). Canadians receive Air Support (E7) in the form of two Fighter Bombers with bombs on turns 1,2 and 3 only.
  4. AFV crews of both sides may not voluntarily abandon their vehicles.

**AFTERMATH:** German artillery rained down on the Canadians, chopping them up as they lurched through the bloody grain. The position of fallen soldiers was marked by rifles stabbed into the soil. Onward they pressed, enduring grizzly casualties as they neared the village. Finally with the help of armor and air support they forced their way in and cleared the town, amazed that only fifty SS soldiers had held Carpiquet rather than a whole battalion.

# STALWART SONS

# MwT4

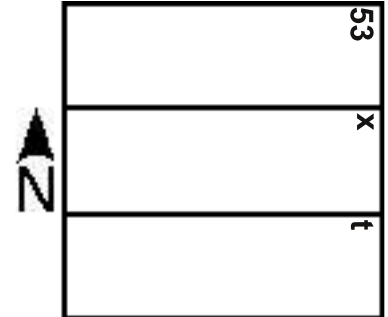
**Carpiquet, France 4 July 1944:**

In a move to isolate and cut off the town of Caen, two Regiments of the 8th Canadian infantry Brigade were given a difficult task; taking the southern half of the town of Carpiquet and the airfield hangars surrounding it, the northern half of Carpiquet was assigned to yet another regiment. 8th Brigade was supported by units of the 7th infantry brigade, elements of 10th armored regiment, and 79th armored Division. Artillery and gun support was massive, with typhoon fighter bombers, as well as naval gun support from the BB Rodney pounding the area.



**Scenario Designer:**  
Gary Fortenberry

**Board Configuration:**



**VICTORY CONDITIONS:** Canadians win if at game end they control all buildings in any 2 of the SSR3 German set up areas, as long as they control at least 1 building in each of the three set up areas, and buildings 53R6,P3,M7

**German forces: Set up first.** **Balance: Add 1 HMG, 1 crew and 1 PSK to OB**

**Elements 12th SS "Hitlerjungend" Pz Div [ELR: 5]: see SSR 3 {SAN: 6}** (SSR 7)

16	2			3			2	6	4	2	12	36 factors

**Set up within 3 hexes of xM7:**

2	3	4	

**Set up within 3 hexes of tQ3:**

2	3	4	

**Set up on board x/t on/east of Row S:**

5	2

**Set up w/in 5 Hexes of 53K4**

2	2

**Enter on board t on west/South Edge on/east of hexrow r on a Reinforcement dr < Turn #:**

2	

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- END

**Canadian Forces: Move first**

**Balance: Air support stays on board for 3 turns.**

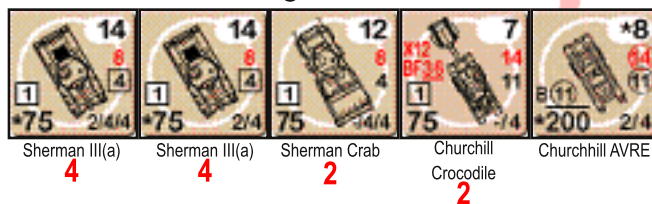
**Elements of the Royal Winnipeg rifles and Cameron Highlanders of Ottawa [ELR:3]:** Set up west of hexrow CC on board t and board x (in hexes numbered < 6 on board x): {SAN: 3}



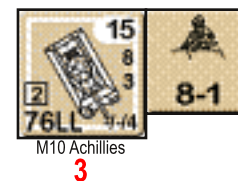
**Elements le regiment de la Chaudiere, Cameron Highlanders of Ottawa and 16th Field Company Royal Combat Engineers:** Set up west of hexrow CC on board 53 and board x (in a hex numbered ≥ 6 on board x):



**Elements 10 Armored Regiment and 79th Armored Division:** enter west edge on/after turn 1:



Enter on/after Turn 3 along the west edge:



**SSR:**

1. EC are moderate, with no wind at start.
2. Germans receive one module of 100mm OBA with two pre-registered hexes and an Offboard observer off the east edge at level 2. The Canadians receive one module of 120MM OBA with one Pre-reg hex with an offboard observer at level 2 off the west edge, which may use a Creeping barrage E12.7, each radio represents 1 module of 80mm OBA.
3. The German forces must set up with ≥ 4.5 squad equivalents, 2 SMC, and 4 SW in each of the following set up areas. 1 - Within 6 hexes of 53R6 (any/all MMC in this set up area may freely deploy), 2 - w/in 3 hexes of xM7, 3 - w/in 4 Hexes of tQ3. In each of these areas 1 squad equivalent and all SW/SMC set up with it may be set up HIP.

4. Canadians receive Random Air Support in form of 1-3 44 FB's with Bombs, they may not be rolled for before Turn 4. These aircraft are recalled on the following Canadian RPH after arrival.
5. Board 53 on/between hexrows K and W suffers pre game bombardment after the german setup.
6. Place overlays as follows: G1-tP9, G2-tX3/Y3, X11-tM4/M5, X17-tR2/Q2, X13-xK5/L5, X14-xO7/N7, X8 xI2. X18 xL9/L8 (overlay X8 is level 2). All woods/brush on boards t and x are grain, all mutli-hex buildings on boards t and x are factories with vehicular entrances on all hexsides adjacent to a road/runway location. All orchards on Board 53 is shellholes. All locations of the xR6 grainfield are runway locations.
7. Mine fators not allowed on board 53

**Aftermath:** They would need all this heavy metal and more as the town and airfield was defended by elements of the elite 12th SS Panzer division, "Hilterjungend". The town itself was lightly defended but the defenders drew their weight in blood from the Canadians. By late afternoon the town and northern hangars were in allied hands, but the southern hangars were still held by the SS, who had inflicted heavy casualties on the Royal Winnipeg Rifles.



# CARPIQUET BALLET

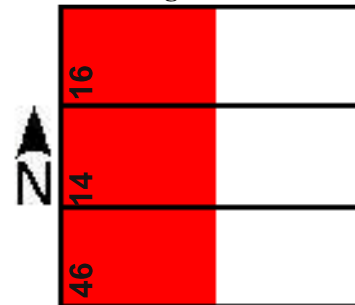
MwT5

Scenario Designer:  
John Bock

Carpiquet, France, July 4, 1944: As a prelude to capturing Caen, the 1st British Corps needed to take the village of Carpiquet and the airfield complex just to its south. This multipart operation found The Royal Winnipeg Rifles' assigned to capture the southern airfield hangers. A previous attack had already been called off when armour was finally released for direct assault. With air and armour in support the new attack kicked off at daylight.



Board Configuration:



Hex rows  
a - o  
playable  
on boards  
16, 14, 46

**VICTORY CONDITIONS:** British win by capturing 3 of the 4 fortified hangers by game end

**German forces: Set up first.**

**Balance: Remove 1 76mm MTR from Canadian OB.**

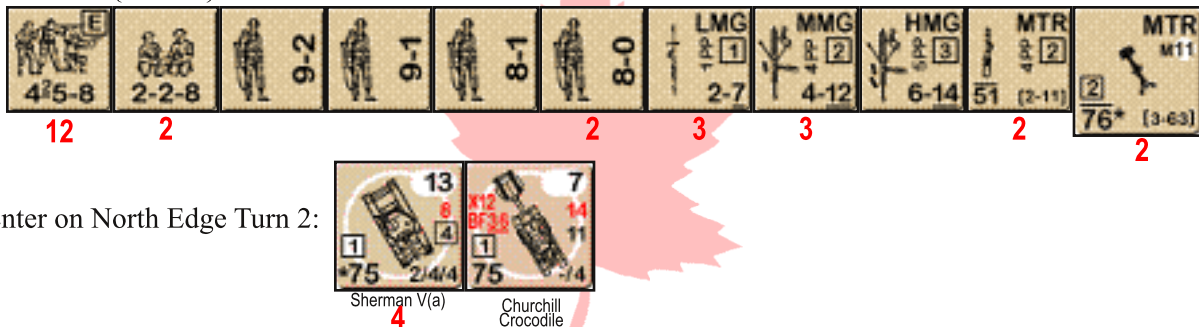
**Elements the 12th SS Panzer Division [ELR: 5]** Setup on any whole hex of Board 14 or 46 {SAN 4}



**Canadian Forces: Move first**

**Balance: Remove 1 37mm AA from German OB.**

**Elements The Royal Winnipeg Rifles and 10th Armoured Regiment [ELR: 4]** Setup on any whole hex of Board 16 {SAN 3}



Enter on North Edge Turn 2:



1

2

3

4

5

6

END

**SSR:**

1. EC are moderate, Weather is Clear with no Wind.
2. All Woods is Brush
3. Buildings 14L5, 14L7, 14K8 and 14I9 represent fortified wooden hangers with a +4 TEM despite being of wooden construction. They are Level 2 LOS obstacles, and contain a ground level location only.
4. All other buildings are as depicted on the map
4. The board 46 Orchard hexes are shell holes

**AFTERMATH:** The attack was met with fierce resistance. Heavy MG fire swept the fields from the hangers and the high ground south of the airfield. It was too much fire for the Royal Winnipeg's to overcome. The hangers remained in German hands.

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5. The Canadians have a Level 2 offboard Observer on the North edge that represents 1 module of 120 mm OBA, HE and Smoke, with plentiful ammo
6. German radio represents 1 module of 80 mm mtr OBA, HE and Smoke, normal ammo
7. Canadians have 1 Air Mission (FB with bombs) beginning on turn 2 that lasts until the end of turn 3
8. Germans may use HIP for 1 squad equivalent and any SMC / SW that stacks with them

# RIFLES STANDING WHERE THEY FELL

MwT6

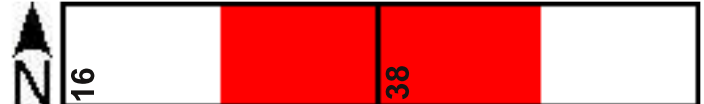
**Carpiquet, France, July 4, 1944:** A massive barrage marked the start of Operation Windsor, the Canadian 8th Brigade's attempt to capture the town of Carpiquet and its airfield. The Royal Winnipeg Rifles were attached to the 8th Brigade for the operation and tasked with capturing the hangars to the south of the runways.



**Scenario Designer:**  
Grayston Ulery

**Board Configuration:**

Only hexrows R-GG on board 16 and A-P on board 38 are playable.

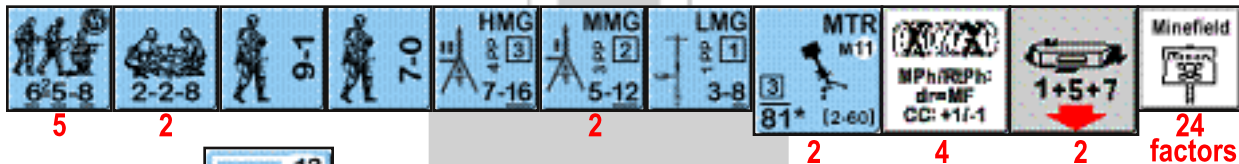


**VICTORY CONDITIONS:** The Canadians win at game end if they Control all of the buildings on overlays X12 and X15.

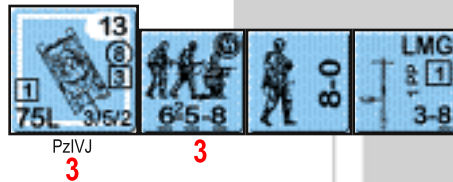
**German forces: Set up first.**

**Balance:** Replace the LMG in the starting OB with an MMG.

**Elements of the 26th SS Battalion [ELR: 5]** set up on board 38 on/east of hexrow C: {SAN: 4}



Enter on Turn 4 along the east edge:



1

**Canadian Forces: Move first**

**Balance:** Shorten the game by half a turn.

**Elements of the Royal Winnipeg Rifles [ELR: 4]** set up on board 16 on/west of hexrow Y: {SAN: 2}



Enter on Turn 3 along the west edge:



2

3

4

**Assault Engineer Detachment [ELR: 5]**  
Set up on board 16 on/west of hexrow Y:



5

**SSR:**

1. EC are Moderate, with no wind at Start.
2. Place overlays as follows: **OG1** on 38E6, **OG2** on 38B4/C5, **OG3** on 38I8/J7, **OG4** on 38B7/C7, **X11** on 38F9/G9, **X12** on 38I8/J7, and **X15** on 38M6/M7.
3. Each hex of the Rowhouse is considered a separate, single-story building and the black bar is considered

open ground. Marshes do not exist, treat them as open ground.

4. One German MMC and any SMC / SW stacked with it may begin the game HIP.
5. The Canadian Assault Engineer Detachment are assault engineers(H1.22).

END

**AFTERMATH:** The Royal Winnipeg Rifles twice advanced through mortar shelling to reach the western-most hangars, and twice the SS troops and their supporting Panzers refused to give them up. The 8th Brigade had succeeded in moving into Carpiquet, but because the Royal Winnipeg Rifles' two assaults on the airfield were repulsed, Operation Windsor was only considered a partial success.

# THE STREETS OF CARPIQUET

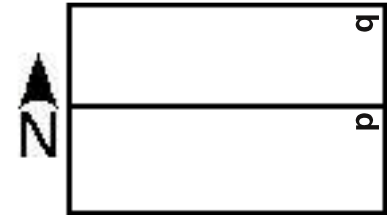
MwT7

**Carpiquet, France, July 4, 1944:** Prior to the capture of Caen the 3rd Canadian Infantry Division was assigned the task to capture Carpiquet and the adjacent airfield. The North Shore Regiment and La Regiment de la Chaudiere were ordered to clear the village. Armour support was to be provided by the 10th Armoured Regiment and funnies from the 79th Armoured Division.



**Scenario Designer:**  
Kevin Meyer

**Board Configuration:**



**VICTORY CONDITIONS:** The Canadians win at game end if they control buildings dI4 and dF2.

**German forces: Set up first.**

**Elements of the 25th SS Panzer Grenadier Regiment, [ELR: 4]** setup anywhere on board d or on board b in any hex  $\leq 3$ . {SAN: 4}



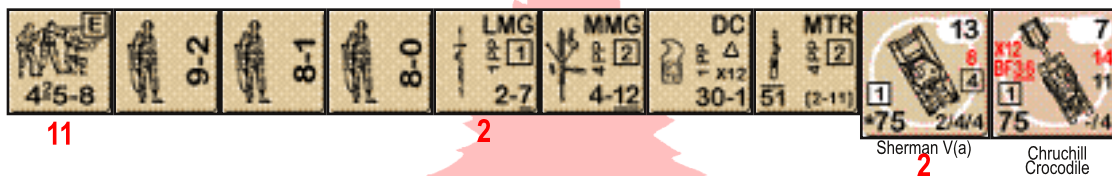
1

**Canadian Forces: Move first**

**Elements of the North Shore Regiment, [ELR: 4]** enter on north edge on Turn 1 or later. {SAN: 3}

2

3



4

5

**END**

**SSR:**

1. EC are moderate, with no wind at start.
2. All buildings are stone and ground level only.
3. Place stone rubble counters in hexes bE1, bK1, bI3, dK3, dL5, bF1 and dE4.

4. The Germans may deploy 25% of their squads (FRU), instead of the normal 10%. The Germans may use HIP for 2 squads and any SMC/SW which setup with them. The Germans may use 1 Fortified Building Location (no tunnels).

**AFTERMATH:** The regiments moved across the start-line behind a creeping barrage at 0500. The Germans hit them with a counter barrage, causing heavy casualties as they moved through the wheatfields. Reaching the edge of Carpiquet the Canadians proceeded to clear the grenadiers of the 12th SS Panzer Division from the buildings. At the end of the day the village was held, but not the airfield.

# THE HANGARS AT CARPIQUET

MwT8

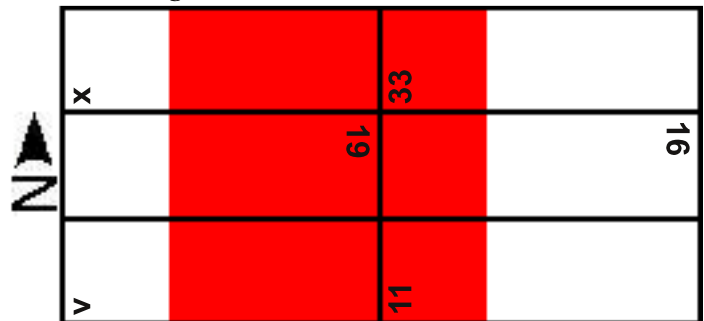
**Carpiquet, France, 3 July, 1944:** The plan for Operation "Windsor" was for 2 Infantry battalions ( North Shore Regt and the Regt de la Chaudiere) to attack and capture the village of Carpiquet. To the south, the airfield and hangars were assigned to another battalion (Royal Winnipeg Rifles).



After these objectives were secured, the Queens Own Rifles of Canada was to send a battalion in to secure their objective beyond the airfield. These attacks were supported by AFVs from the 10th Armoured Regt, 62d AT Regt, and 79th Armoured Division, with over 600 tubes of artillery support, including naval gunfire. These forces were observed by the defenders as they moved into attack position. Behind a creeping barrage, the attack commenced.

**Scenario Designer:**  
Bruce Childs

## Board Configuration:



Only hexrows Q-GG on bds x & v, A-Q on bd 19, A-K on bds 33 & 11, and WW-GG on bd 16 are playable.

**VICTORY CONDITIONS:** Germans win if at game end there are no unbroken Canadian squad/HS in any hangar building or hangar rubble hex.

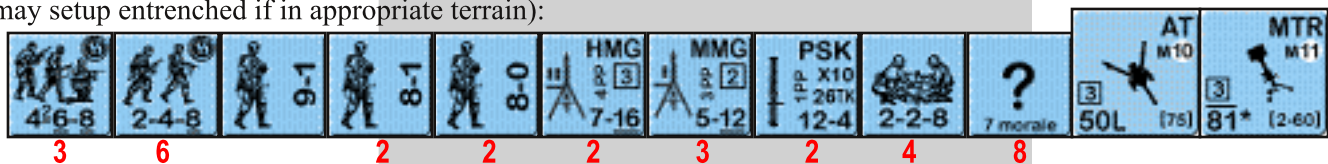
**German forces: Set up first.**

**Balance:PzV armour reinforcements enter turn 5**

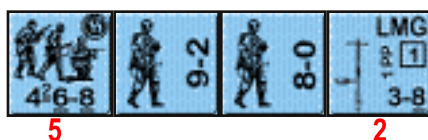
**Elements of 12th SS Pz Div.(Hitler Jugend) [ELR:4] setup first within 6 hexes of a hangar building hex (see SSRs) {SAN:3}**



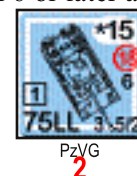
Setup east of hexrow R on board X and/or east of hexrow P on board 19 and/or any hex on any other board(s) (may setup entrenched if in appropriate terrain):



Enter turn 4 or later along east and/or south edge(s):



Enter turn 6 or later along south edge:



# THE HANGARS AT CARPIQUET

MwT8

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- END

**Canadian Forces: Move first**

**Balance: Add 1 full game turn.**

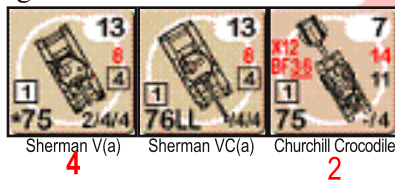
**Elements of Royal Winnipeg Rifles[ELR:4] setup last on board X west of hexrow S (see SSRs):{SAN:2}**



Enter turn 1 along west edge of board X:



**Elements of 10th Armoured Regt and 79th Armoured Division:** enter turn 1 or later along west edge of board X:



**Elements of K Troop 248 Batty 62d AT Regt.:** enter turn 4 or later along west edge of board X:



**SSR:**

1. EC is moderate, no wind at start.
2. Place overlays **X16** at 33I7/J6, **X17** at 33G8/F8, **X23** at 33C6/C7 (note:VASL uses co-ordinates 33C7/C6). These buildings are hangars and are treated as 1.5 level wooden factories (use of rooftops is NA). A non-rubbed hangar hex has a vehicular-sized entrance through each hexside adjacent to a road hex. Before setup, each player must place a rubble counter in 2 different hangar hexes, alternating, Canadian first (falling rubble NA). Treat all woods hexes as brush, all orchard are shellholes.
3. The Germans setup as if the Canadians enter from off-map. The Germans may use HIP for up to 4 MMCs and any SMC/SW stacked with them.
4. Fortifications: The German player may fortify any 2

building locations (tunnel exchange NA). Mine exchange of any type is NA. In addition to the OB given AT Mines, all open ground hexes within 2 hexes of a hangar contain an A-T Mine factor of 1. All fortifications (exc: Mines and fortified building locations) are placed onboard at setup.

5. Both sides have one module of 80mm Bn MTR OBA (HE/smoke) available with 1 pre-registered hex directed by an offboard observer which setup before setup at level 1 (Canadian west edge, German east edge). On turn 1 the Canadian may place a FFE:1 (smoke only) on the Pre-registered hex (no chit draw required, remove one black chit), and any red chits drawn later are replaced into the draw pile, along with an additional red chit for each returned red chit, but battery access is never lost permanently.

**AFTERMATH:** The barrage failed to make much of an impression on the defenders in their fortifications and German mortar fire rained down upon the platoons as they left the startline and crossed the fields toward the hangars. Casemates, mines, trenches, and wire were encountered around the hangars, and German forces on high ground to the south near Verison kept up a flanking fire. Dug-in tanks and 88s around the hangars inflicted heavy losses in the Canadian armoured units, and even the flamethrowing tanks were unable to root out the defenders from their casemates, but the determined attackers were able to gain a foothold in and around the hangars. Unable to knock out the German AT weapons, the armour was unable to provide close support for the troops at the hangars. The Winns position at the hangars was found to be untenable and they were eventually withdrawn and the follow-up movement by the Q.O.R. was called off.

# Le Lande LEADS

MwT9

Carpiquet, France, 4 July, 1944:

Operation Winsor, the plan to take Carpiquet airfield, commences with the weight of the 3rd Canadian Infantry Division falling on the village of Carpiquet. As Lieutenant Gaston LaLande and his platoon of the French-Canadian Le Regiment de la Chaudiere advanced against the village, they become pinned down by numerous snipers in the houses and woods ahead. With sporadic but deadly artillery fire coming in, Lelande knew it was time to take the lead.



Scenario Designer:  
Bill Brodie

Board Configuration:



Only hex rows M to Y are in play.

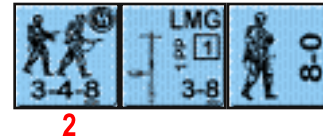
**VICTORY CONDITIONS:** The Canadians win if at game end they control 9 of the 11 building/rubble hexes on board.

**German forces: Set up first.**

**Balance: Add a LMG to at start forces.**

Elements of the 1st Battalion, 26th Panzergrenader Regiment, 12th SS Panzer Division Hitlerjugend [ELR:5] Set up on/south east of the hexrow from P10 to Y6 in any woods, rubble or building location. (SAN:7)

Enter on East Edge Turn 2



**Canadian forces: Move first.**

**Balance: Reduce German SAN to 6.**

Elements of Le Regiment de la Chaudiere supported by 10th Armoured Regiment [ELR:3] Enter on the west or north edge between T10 and Y7. (SAN:3)



**SSR:**

1. EC are moist with a mild breeze from the North West. Weather is overcast.
2. Prior to setup, the German player rolls a dr for each building hex. On a roll of 1 ground level rubble is placed in the hex (falling rubble is NA.) Setup allowed in rubble hexes. The German player places 6 shell hole counters in hex R4. A random location roll is made for each shell hole counter, which is then moved to that location. If the location is a building hex, the whole building hex is rubble, with no falling rubble. Shell holes remove all grain, brush and woods terrain from the selected hex, but do not remove bocage. Reroll if a shell hole counter is placed in a hex containing shell holes, or off map.
3. The first non-heroic Canadian leader to pass a morale check becomes heroic.
4. All hedges and walls are bocage (B9.5)
5. The Germans may set up 2 MMC, and any SMC/SW stacked with them, HIP (A12.3)

**AFTERMATH:** Fired up by their fearless and indefatigable leader, and supported by the tanks of the 10th Canadian Armoured Brigade, the troops stormed successive buildings and sniper posts, killing and capturing many of the young fanatical German defenders, breaking the back of resistance in the southern part of the village. For his actions during this engagement Lt Lelande was awarded the Croix de Guerre avec Etoile d'Argent. Despite the capture of the village, the attack stalls as the Canadians try to cross the open fields leading to the airfield.

6. All German sniper dr on a 3 and 4 generate additional effects. A dr of 3 results a target selection as a normal sniper attack. Instead of a sniper attack the whole hex is subject to an immediate 80mm OBA attack, including FFNAM and FFMO modifiers (as applicable) if a unit in the location was moving at the time of the sniper activation. No FFE counter is placed as a result of the attack.

On a dr of 4 a Germans 348 SS half squad is created and is placed in a hex determined by a Random Location DR (A 14.2, however the sniper counter is not moved.) If the selected location is concealment terrain and unoccupied by a Canadian unit, the German player may place the half squad, concealed, in that location. If the selected location does not meet these conditions, or at the German players option, the half squad can be placed concealed in any location within the nearest unoccupied building or rubble/partially rubble building. HIP units are ignored for determining unoccupied buildings. If neither option is possible, no half squad is generated.

1

2

3

4

5

END

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# PARTY BOYS

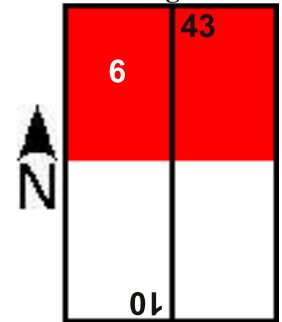
MwT10 rev.

**Carpiquet, France, July 5, 1944:** The 12th SS 'Hitlerjugend' Division was recruited from teenage Hitler Youth who had known nothing but National Socialist ideology all their lives. These young fanatics were led by Ost Front veterans and commanded by Kurt 'Panzer' Meyer. Hardly a month after D-Day, they had already established a reputation for ruthlessness and an arch-nemesis in the Canadian 3rd Infantry Division. These units had been fighting each other tooth-and-nail, with incidents of atrocities on both sides adding to the already viscous nature of the Normandy battlefield. As the Canadians advanced inland, the HJ extracted a heavy price in blood for each piece of ground. After finally taking Carpiquet and its airfield on the evening of July 4th, the tired and battered North Shore Regiment braced for yet another counterattack.



**Scenario Designer:**  
Pete Shelling

**Board Configuration:**



Only hexrows A-P on board 43 and R-GG on board 10 are in play.

**VICTORY CONDITIONS:** The Germans win if at game end they have  $\geq 5$  Victory Points. Each multi-hex stone building is worth 1 VP if controlled by the Germans (EXC: Building 43oCC4 is worth 3 VP). Each AFV wreck deducts 1 VP from the German total at game end.

<b>1</b> †	<b>Canadian Forces: Set up first</b>	<b>Balance: Add hero and PIAT to OB</b>
<b>2</b>	<b>Elements North Shore Regiment:[ELR:4]</b> set up on board 10/ any bd 43 hex numbered $\geq 3$ (SAN:4)	
<b>3</b>		
<b>4</b>		
<b>5</b>	<b>German Forces: Move first</b>	<b>Balance: Delete SSR 3.</b>
<b>6</b>	<b>Elements, 12th SS Panzer Division [ELR:5]</b> enter turn 1 along the east edge (SAN:3):	
<b>END</b>		

**SSR:**  
1. EC are moderate with no wind at start. There is an LV hindrance of +1 at all ranges on turn 1, and normal mist on turns 2 and 3. Kindling is NA.  
2. AFV crews may not voluntarily abandon AFV. Hand-to-hand

CC may be declared by either side, and no quarter is in effect for both sides.  
3. Canadians may setup in foxholes in allowable terrain.  
4. Place overlay 6 on 10S2/S1

**AFTERMATH:** The counterattack came on the morning of July 5, when storm troopers from the 12th SS attacked the hilltop town with help from artillery and Panther tanks. Now fighting without anti-tank weapons or armor of their own, the Newfoundlanders were able to separate the HJ landers from their supporting Panthers. No quarter was expected or given among the knee-high wheat and the rubble-strewn streets of Carpiquet. Short on infantry, Meyer withdrew from Caen altogether, but only after several more days of artillery and rocket bombardment ensured that the railroads—and Carpiquet airfield—were unusable by the Allies.

# A CHOICE MORSEL

MwT11

**Carpiquet, France, July 4, 1944:** 8th Canadian Brigade had been given the "choice morsel" of taking the village and airport of Carpiquet. As the creeping barrage lifted and Phase I of the attack on the village unfolded, the North Shore Regiment, supported by a squadron of the Fort Garry Horse and the funnies of the engineers attempted to spread out around the church.



**Scenario Designer:**  
Ian Percy

**Board Configuration:**

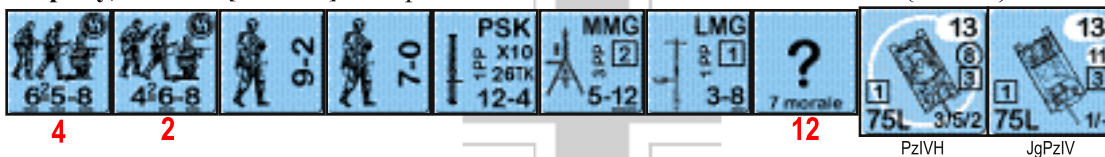


Only hexrows A – Z are in play.

**VICTORY CONDITIONS:** Each multihex building hex in the German setup area is worth 1VP (EXC: building S7 hexes are worth 2VP) Canadians win by amassing  $\geq 15$ VP at game end

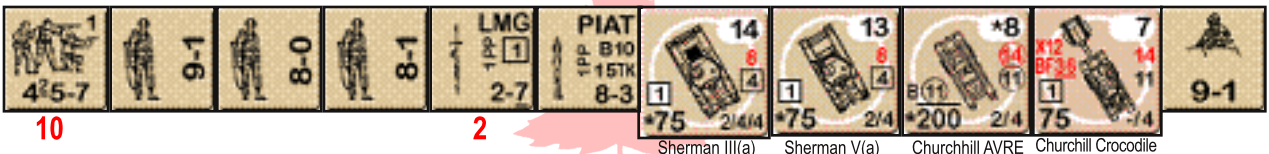
**German forces: Set up first.**

3/26 Company, 12th SS [ELR: 5] Setup E of Hexrow V in hexes numbered  $\leq 11$  {SAN 4}



**1** Canadian Forces: Move first

Elements of North Shore Regiment, C Squadron Fort Garry Horse and 16 Company Royal Canadian Engineers [ELR: 4] Enter on West edge or between N18 and Z18 {SAN 4}



**SSR:**

1. EC are Dry, Weather is Clear with no Wind.
2. Singling SSRs are not in effect. EXC: Boresighting is NA
3. The playing area undergoes a pre game bombardment (C1.8)
4. Orchards are in season

### Singling Map Terrain

Several hexes contain a building with a road running through the hex. For all purposes, the building is treated as either a normal single story or two story house and the road is treated as a Narrow Street (B31.1) {EXC if there is no building in the hex on the opposite side of the hexside that the road runs along, the TCA restrictions of B31.121-.122 do not apply, instead a vehicle using VBM along these Narrow Street hexsides may never have its own hex within its TCA}

**AFTERMATH:** In the village around the church, the SS under Lt Duvel and the tanks of 12th SS fought bravely and tenaciously but, following the example and selflessness of soldiers like Croix de Guerre winner Private Hosford, acting with great initiative and total disregard for their own safety, the North Shore regiment carried the day.



# A CHOICE MORSEL

MwT11.b

**Carpiquet, France, July 4, 1944:** 8th Canadian Brigade had been given the "choice morsel" of taking the village and airport of Carpiquet. As the creeping barrage lifted and Phase I of the attack on the village unfolded, the North Shore Regiment, supported by a squadron of the Fort Garry Horse and the funnies of the engineers attempted to spread out around the church.



**Scenario Designer:**  
Ian Percy

**Board Configuration:**

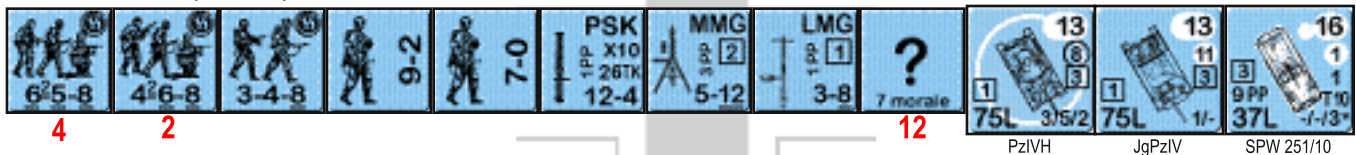


Only hexrows A – Z are in play.

**VICTORY CONDITIONS:** Each multihex building hex in the German setup area is worth 1VP (EXC: building P5 hexes are worth 2VP) Canadians win by amassing  $\geq 10$ VP at game end. A Rubble hex counts as a building hex for VP purposes.

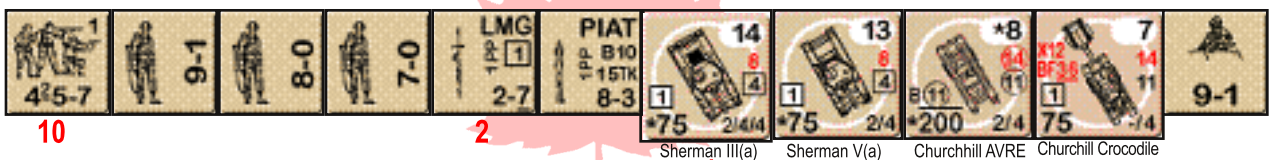
**German forces: Set up first.**

**3/26 Company, 12th SS [ELR: 5]** Setup On Board 53 W of Hexrow G and/or on Board 44 W of Hexrow G on hexes <4 {SAN 4}



**Canadian Forces: Move first**

**Elements of North Shore Regiment, C Squadron Fort Garry Horse and 16 Company Royal Canadian Engineers [ELR: 4]** Enter on East edge and on/ between 44A10 and 44I10 {SAN 4}



**SSR:**

1. EC are Dry, Weather is Clear with no Wind.
2. Boresighting is NA
3. The playing area undergoes a pre game bombardment (C1.8)
4. Germans may use HIP for 1 MMC and any SMC/SW stacked with it.
5. Place overlay **OG1** on 53I7.

**AFTERMATH:** In the village around the church, the SS under Lt Duvel and the tanks of 12th SS fought bravely and tenaciously but, following the example and selflessness of soldiers like Croix de Guerre winner Private Hosford, acting with great initiative and total disregard for their own safety, the North Shore regiment carried the day.

- 1
- 2
- 3
- 4
- 5
- 6
- END

# TENACIOUS DEFENSE

# MwT12.1

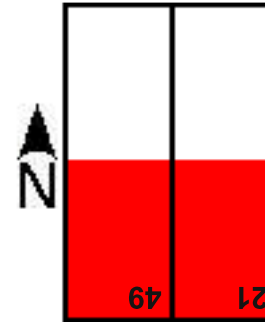
**Carpiquet, France, 4 July, 1944:**

On July 1st, Rundstedt had signalled OKW from Supreme Headquarters West to advise that Caen should be evacuated, supporting his view with an endorsement from Geyr von Schweppenberg, commander of Panzer Group West. Hitler replied by dismissing them both. Hitler then telexed to Rommel, "that the present lines are to be held. Any further enemy breakthrough is to be prevented by tenacious defense or local counter-attacks."



**Scenario Designer:**  
**Steve Swann**

**Board Configuration:**




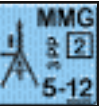

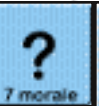



Only hexrows  
A - P are  
playable.

**VICTORY CONDITIONS:** The Canadians win at game end by controlling all of building 21J4. The Germans win immediately if all Canadian Tanks are eliminated/Immobilized.

**German forces: Set up first. Balance: Player may select two Groups instead of one.**

**Elements of 12th SS Division: [ELR 5]** Set up in hexes number  $\geq 7$  on board 49 and/or on board 21. See SSR2. {SAN 5}





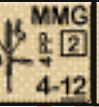






 6 <sup>2</sup> 5-8 5	 2-2-8 2	 9-2 2	 5-12 2	 1PB X10 26TK 12-4 2	 7 morale 9	 M10 50L (75)
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**Variable German Units:** Select one Group and set up or make changes as directed.

Group	Effect
1	Exchange the 50L ATG for a 75L AT Gun.
2	Exchange one MMG for a HMG.
3	Pf usage as if 1945.
4	Set up 18 AP mine factors at start.
5	Receive 2 Fortified Buildings and two Tunnels.

**Canadian Forces: Move first. Balance: Player may select two Groups instead of one.**

**Elements of Queen's Own Rifles of Canada and the Fort Garry Horse, 3rd Canadian Infantry Division: [ELR 4]** Enter on Turn 1 along west edge. {SAN 3}

 4 <sup>2</sup> 5-7 11	 9-1 2	 8-1 2	 8-0 2	 4-12 2	 2-7 2	 B10 15TK 8-3 51 (2-1)	 2 2	 14 6 4 75 2/4 3	 13 6 4 76LL 1/4 2	 9-1
---	---	---	---	--	---	---	---	---	---	--

**Variable Canadian Units:** Select one Group and enter on north edge or make changes to OoB accordingly.

Group	Effect
1	Croc Flame Tank enter on turn 2 along north edge.
2	Exchange three 4-5-7 MMC for three 4-5-8 MMC.
3	Priest SPA enter on Turn 2 along north edge.
4	Add a HMG and a LMG to initial OB.

- SSR:**
1. EC are Moderate with no wind at start.
  2. Germans may set up three squad equivalents with any SMC/SW stacked with them HIP. Germans may freely Deploy at start. German HS are Fanatic.
  3. Germans may Fortify any two building locations.
  3. Canadians are Stealthy.
  4. No Quarter is in effect for both sides.
  5. Germans must declare H-t-H CC when they are the Attacker.

**AFTERMATH:** With no reserves for counter-attacks, only the tenacious defense was felt, and the order was followed to the letter. How seriously this order was taken emerged during their fighting for Carpiquet on July 4th, when the Queen's Own Rifles supported by the tanks of the Fort Garry Horse struggled all day in a fight to the death with SS troops for the nearby air field. Later it was found that this garrison was no stronger than fifty SS troops of the 12th SS Panzer Division.

# PRELUDE TO CAEN

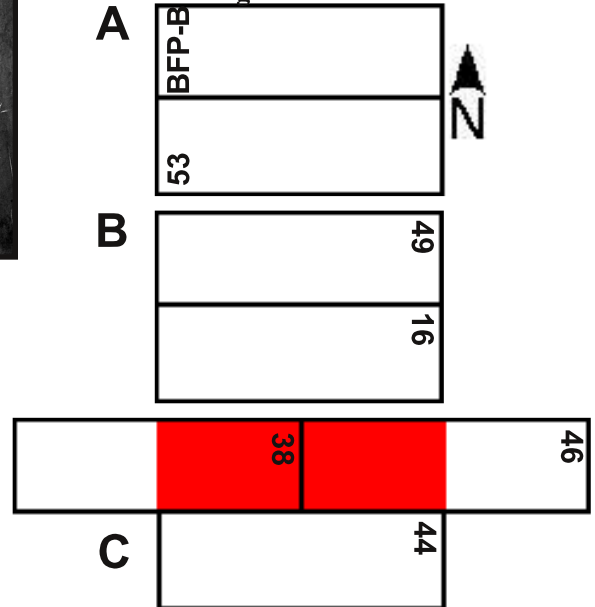
MwT13

**Carpiquet, France, 4 July 1944:** One of the housekeeping chores prefacing the belated assault on Caen - finally scheduled to fall a month after D-Day in Normandy, when it had initially been an objective - was the capture of the airfield at Carpiquet. The task was entrusted to a reinforced brigade of the 3rd Canadian Infantry Division who planned for the attack in the best 21st Army Group tradition, laying on dozens of field and medium artillery batteries, medium machine gun platoons, and armour support of all kinds to shoot the infantry onto the objectives. Unfortunately, the Canadians' old foe, the Hitler Youth Division, was waiting patiently in fortified positions.



**Scenario Designer:**  
Michael Dorosh

**Board Configuration:**



Only hexrows A-Q on board 38 and Q-GG on board 46 are in play.

**Victory Conditions:** The Canadians win by achieving the stated VC for each of the three map groups: sole Control of Buildings 53P3, 53S7 and 53W7 on Group A; sole Control of Buildings 49K9, 49O7, 16L6 and 16O3 on Group B, and sole Control of Buildings 44CC9, 44S7, and 46AA7 on Group C. The Canadian player must satisfy the VC on all three map groups at game's end in order to win the scenario. If he does not, the German player wins.

**German forces: Set up first.**

**Balance: All German units are Fanatic.**

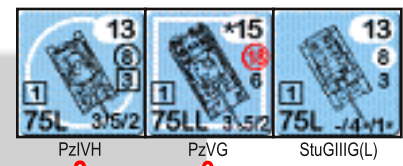
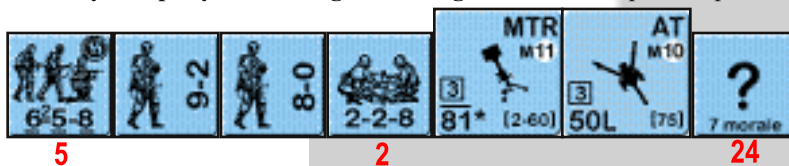
**Elements SS Panzer Division:[ELR 3]** Set up first as indicated: each infantry company must set up on a separate mapsection (A,B, or C) as per SSR 7. [SAN 4]

**Infantry company of Panzergrenadieregiment 25:** set up on map section A, B or C:

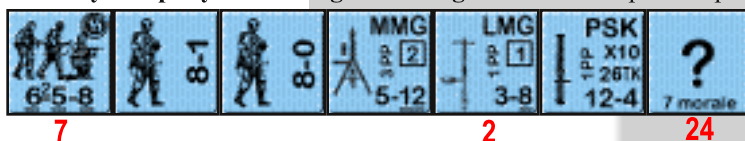


**Reinforcements from Panzer Regiment 12:** enters on Turn 1 of Part II on any east side board edge of any map section or sections:

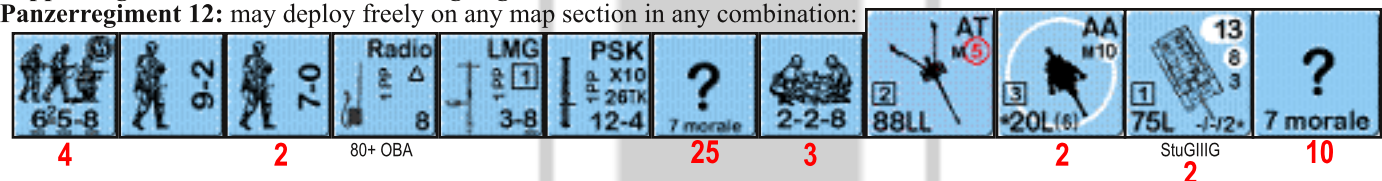
**Infantry company of Panzergrenadieregiment 25:** set up on map section A, B or C:



**Infantry company of Panzergrenadieregiment 25:** set up on map section A, B or C:



**Supporting elements of Panzeraufklärungsregiment, Panzerartillerie and Panzerregiment 12:** may deploy freely on any map section in any combination:



- 1
- 2
- 3
- 4
- 5
- 6
- Part I
- END Part II

## Canadian Forces: Move first

**Balance: Part II is 5.5 turns in length.**

**Elements 8th Canadian Infantry Brigade**[ELR: 3] set up after all German set up is complete as indicated; each infantry group must set up independently of the others on a separate map section (A, B or C) as per SSR 7 {SAN:4}

**Le Régiment de la Chaudière** (see SSR 6); set up on section A, B or C:



**The North Shore (New Brunswick) Regiment**; set up on section A, B or C:



**The Royal Winnipeg Rifles**; set up on section A, B or C:



**Supporting elements of 10th Armoured Regiment, 248 Battery, Royal Artillery and the 79th Armoured Division**: may set up freely on any map section in any combination:



**Reinforcing troops of The Queen's Own Rifles of Canada**: enter on the west edge of any one board group on the first turn of part II:



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### SSR:

1. EC are Dry, with no Wind at start. Building 46AA7 is a 3-Level structure as per B23.24 and not a Steeple.
2. The scenario is played in two Parts of 6 turns each on three map sections. Play is conducted simultaneously on the three map sections; no LOS exists between them. The west board edge is considered friendly for the Canadians, the east board edge is considered friendly for the Germans. At the end of the first 6 turns, play of Part I is concluded. Each map section receives its own sniper counter.
3. Any unit that has voluntarily exited from a friendly board edge in Good Order during the first five turns of Part I may enter on a friendly board edge of any other map section on Turn 1 (only) of Part II. Any unit that has voluntarily exited from the north or south sides of any map section in Good Order during the first five turns of Part I may enter play on a friendly board edge of a map section in play in Part II according to the following table

Unit Exits	A North	A South	B North	B South	C North	C South
May enter	A FBE	A,B FBE	A,B FBE	B,C FBE	B,C FBE	C FBE

4. Part II begins with the turn counter reset to 1, and play restarts with the Canadian RPh. There is no "refit" phase or further alteration to the counters from where they were left at the end of Part I. Play continues uninterrupted for 6 more turns.
5. The Canadian player has an Offboard Observer at Level 2 in each of the following hexes: BFB B GG10, 49GG10, and 38Q10. Each Observer represents an 88mm OBA with a single fire mission which must be implemented as a Creeping Barrage (E12.7) on that Observer's map section. All Canadian OBA activity ceases at the end of Part I.
6. French SMC/MMC are used to represent the Chauds. They are considered British (A25.4) in all respects (EXC: they are also considered Allied Troops (A10.7).) For unit substitution, use French colored 4-3-7/2-2-7 MMC counters but play with the correct 4-4-7/2-3-7 values.
7. The Canadian and German setup zones on each map section are as follows: Section A: the Canadians set up west of hexrow I (exclusive). The Germans set up on any whole hex > 3 hexes the Canadian set up zone. Section B: the Canadians set up west of hexrow Y (exclusive). The Germans set up on any whole hex > 3 hexes the Canadian set up zone. Section C: The Canadians enter on Turn 1 between 38Q6 and 38I10 (inclusive); the Germans set up on any half or whole hex of boards 44 or 46.

**Aftermath:** The 7th Brigade had a mixed degree of success; the North Shores and Chaudières suffered heavy losses but secured the village of Carpiquet itself according to the set-piece plan. The Queen's Own Rifles were unable to pass through and take the control buildings of the airport and had to hold on to the northern hangars. The Winnipeg Rifles had the worst of it, attacking over open ground into the face of massed tanks and concrete emplacements. They were forced to withdraw to a copse of trees and eventually filtered back to their own start line. Operation WINDSOR was overshadowed by CHARNWOOD a few days later, and the fall of Caen itself.