

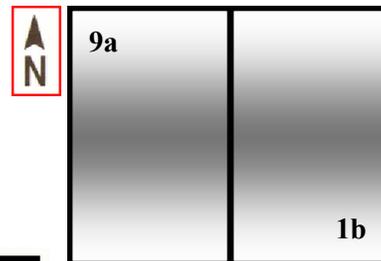
# Wounded Panther



Bretteville L'Orgueilleuse, France — June 8th, 1944

At 2200 Hours on June 8th, elements of SS-Panzer Regiment 25, supported by Panthers drove into the Canadian 7th Brigade at Bretteville L'Orgueilleuse. The Panther of the Platoon Commander was immobilized by a Piat in the center of town. In an effort to rescue their Platoon Commander, the Germans launched two separate assaults from the West and Southwest.

**VICTORY CONDITIONS:** The Germans win if they successfully repair the Panther by the 2-4-8 maintenance crew being in the hex with the Panther for one full turn and without the German forces losing  $\geq 20$  CVP. Any other result is a Canadian Victory.



Board Configuration

German Sets up First		1	2		3	4	5	6
German Moves First								



Elements of SS Panzer Regiment 25 (ELR 4) (SAN 2)



2

Panther sets up immobilized on Board 1b in Hex CC11 facing NW. The German 8-0 and 3-4-8 set up HIP in any Stone Building Hex on Board 1b.

Enter Turn 3 on Road Hex AA16 on Board 9a

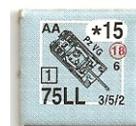
Enter on Turn 1 on Road Hex I20 on Board 9a



2

2

2



4



Elements of the Canadian 7th Brigade / 3rd Division (ELR 4) (SAN 4)

Setup: On any Board 9a Hex numbered 12 or less.



2

12

3

3

5

3

2

6

## Special Rules/Notes:

1. EC are moderate with mild breeze from the NW.
2. Place burnt out wrecks on Board 1b in Hexes DD14, CC13, and X12
3. Canadian AT Guns setup HIP.
4. The German SdKfz II and 2-4-8 are a Maintenance Crew—They repair the immobilized Panther by remaining with the Panther for one full turn.

## Aftermath:

The lead tank from the Southwest group was knocked out and the remainder of the group was driven off. The attack from the west met with disaster as three Panthers were hit simultaneously by concealed Canadian anti-tank guns. The Panther would not be rescued.



Scenario GJ005