

Section d'assaut

Putot-en-Bessin-2

Scénario SK

Design : Laurent Martin



Putot en Bessin, Normandy, 8 June 1944

After the “Hitler Youth’s” furious attack which obliged the Canadians of the Royal Winnipeg Rifles to fall back and leave Putot-en-Bassin to the Germans, the 3rd Canadian Infantry Division’s General Staff prepared a counter attack. That same day, the soldiers of the Canadian Scottish, supported by the First Hussars set off to attack the village.

Victory Conditions:

The Canadians win upon gaining control of two of the three buildings K9, S5, or Z3

Balance :

Canadian: Replace the German 9-2 with a 8-1.

German: Remove a Canadian LMG.

Mapboard : N↑



Hexrows I-GG inclusive in play only

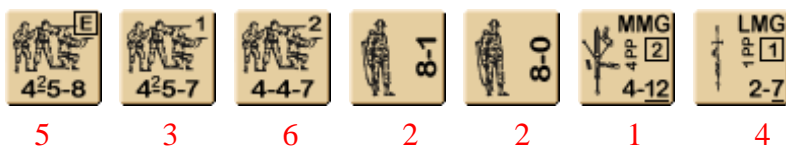
German sets up first

Canadian moves first

1	2	3	4	5	6
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Elements of the First Canadian Scottish Regiment; enter on first turn by the South board edge.

ELR 3



Armoured support from the First Hussars Regiment; enter on first turn by the South board edge.

Elements of the 7th company, 26th Panzergrenadier Rgt, 12th SS Panzer Division set-up ssr 2

ELR 4



Règles spéciales :

- 1) Canadian units (Elite and First only) have smoke emplacement factor increased by 1
- 2) The German units may set up however the player wishes within three hexes of the three buildings specified in the victory conditions
- 3) Elite German units have their broken morale level increased by one with respect to that printed on the reverse of the counter.
- 4) Total number of Panzerfaust shots taken may not exceed 5

Consequences :

After a violent fight, the Hitler Youth of the 12th SS Panzer Division were obliged to give up the village which they had taken that same morning.

Translation : Eddy Houghton