

# SCENARIO: INTO FALAISE!

Canadian Army vs Waffen-SS



# INTO FALAISE!

*This scenario is part of the Pocketed mini-campaign, and uses the Company Command special rules. Make sure you've got a copy of those rules to hand before playing!*

Operation Tractable has succeeded, despite significant casualties. The Canadian and Polish forces have crossed the Dives river and are embroiled in a point-blank brawl for the town of Trun.

To the west, other Canadian units are pushing on the town of Falaise itself, clearing the last pockets of resistance before continuing to push into the pocket containing most of the German 7th Army.

In the south, the American Army has launched another stinging attack from their positions at Mortain and Mayenne, driving the Alencon to finish up in the town of Argentan.

The German 7th Army is being squeezed between these two forces, desperately fighting to hold its ground and preserve a line of retreat back towards Paris.

In Falaise, the remaining German defenders are fighting for their survival and to check the Allied advance and allow their comrades to escape.

## The Forces:

### Canadian Army

- » The Canadian player assembles a 1000pt force from their company.

### Waffen-SS

- » The Waffen-SS player assembles a 1000pt force from their company.

## Special Rules:

**Rubble:** Hammered by constant artillery barrages and ceaseless fighting, the town of Falaise has become a blasted ruin. Huge piles of broken brick and shattered furniture impede movement and pose a hazard to any armoured vehicles moving through the area.

When a tracked vehicle is going to move across an area of rubble that is longer half the height of the vehicle model itself, declare their intended move and then roll on the Rubble table the moment they start moving onto the rubble.

Roll	Result
0 or lower	<b>Crash:</b> The vehicle crashes through the rubble and into a cellar or sewer beneath. The vehicle is removed and it counts as destroyed.
1-2	<b>Bellied:</b> The vehicle becomes temporarily immobilised by a protruding obstacle pushing against its belly armour and preventing the tracks from gripping. Roll another D6 to determine how far the vehicle actually moves across the rubble this turn before it becomes immobilised until its next activation. Any shooting at the vehicle from the front that rolls a natural 6 to hit will strike its exposed belly armour (counts as rear armour). The vehicle can attempt to move across rubble again next turn.
3-4	<b>Slipped:</b> The vehicle moves a short distance before slipping awkwardly sideways or backwards. Roll another D6 to determine how far the vehicle actually moves across the rubble this turn. The vehicle can attempt to move across rubble again next turn.
5-6	<b>Crunch:</b> With its engine roaring and treads clattering the vehicle is free to move across the rubble without any incident this turn.

## Rubble Modifiers

- » Heavy or superheavy tank: -2
- » Light or medium tank: -1
- » Inexperienced crew: -1
- » Veteran crew: +1

**Minefields:** The Waffen-SS have planted numerous minefields to stall the Allied entry into Falaise. The Waffen-SS player can place two 6x3" minefield sections before the battle begins.

When any unit (friend or foe) moves into a minefield section, the opponent can interrupt their movement once at any point during their move, just as if the minefield itself was in Ambush. When the opponent declares that the minefield is 'attacking' the unit, the controlling player must halt at that point and note how much movement the unit has left. Assuming the unit survives its encounter with the minefield, it will finish its move as normal.

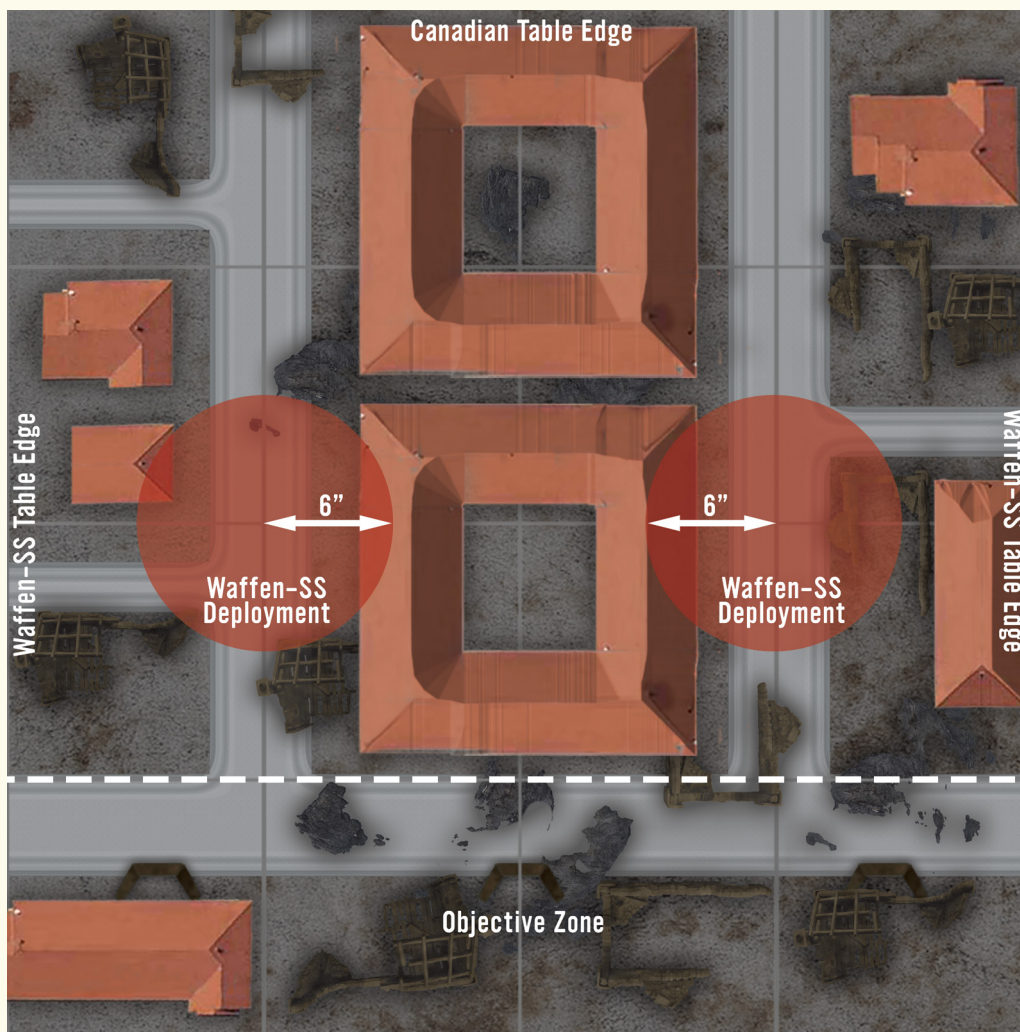
After the unit has been positioned at its 'Ambush' point, the opponent rolls one die to see if the unit triggers a mine, effectively rolling to hit the unit with the minefield section itself. A minefield section needs a 3+ to hit an Inexperienced unit, 4+ for a Regular unit, and 5+ for a Veteran unit.

Units belonging to the player that has placed the minefield are supposed to know the location of the mines, so they can force the opponent to re-roll any successful hit, as long as they are moving at an Advance.

If any unit is sufficiently foolhardy to cross a minefield at a Run, the minefield rolls three dice when ambushing the unit rather than one! If the minefield misses with all of its dice, the unit has not triggered a mine and can finish its move normally. If the minefield scores hits, then each successful hit is resolved with a Penetration value of +2 against non-armoured targets and +5 against armoured targets. Roll to damage as normal. A unit that is hit also suffers D3 pin markers rather than just 1.



# The Scenario



## Set-up:

The Waffen-SS player deploys half their force in the marked areas. They begin the battle Dug-In (See Page 196-197 of the Campaign: D-Day: Overlord book). The other half is held in reserve, and may move onto the battlefield from the marked table edge.

The Canadian player moves his force onto the table on Turn 1.

## Objectives:

The Waffen-SS player must hold the town of Falaise at all costs.

The Canadians must storm the town and force the Waffen-SS towards the Allied encirclement!

## First Turn:

The battle begins! The Canadian player's force moves onto the table from their designated table edge. They do not need to test to make this move.

## Game Duration:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1,2 or 3, the game ends. On a 4,5 or 6 play another turn.

## Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows: The Canadian player gains 2 Victory Points for each unit inside the objective zone at the end of the battle.

The Waffen-SS player gains 2 Victory Points for each enemy unit destroyed.

*This battle represents the last ditch attempts of the German army to hold the town of Falaise. Their sacrifice gives the remainder of 7th Army a chance to break out of the pocket. If victorious, the Waffen-SS player gains a +1 bonus to all Withdrawal rolls in the next scenario.*

