



SCENARIO: INTRACTABLE

Canadian Army vs Waffen-SS



INTRACTABLE

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!

The last phase of the battle for Normandy has begun. Caught on the back foot after the failure of the Mortain counterattack, the German army is desperately trying to halt the Allied advance.

Already, Operations Bluecoat and Cobra have shattered the fragile defence and captured the cities of Caen and St Lo after ferocious fighting. The last strongpoint between the Allies and Paris is the town of Falaise, and the German forces occupying the heights around it.

Operation Tractable's aim is to encircle the town and trap some 150,000 Germans before they can escape back towards friendly lines.

Spearheading this assault are the 1st Canadian Army, accompanied by the 1st Polish Armoured Division and a British Armoured Brigade. Thousands of artillery pieces batter the German positions in preparation for the coming storm.

The Pocketed campaign follows the misfortunes of the 10th SS Panzer Division "Fruendsberg" and their Canadian opponents during the actions in the Falaise Pocket.

The Forces:

Canadian Army

- » The Canadian player assembles a 1500pt force from their company.

Waffen-SS

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

Special Rules:

Smokescreen: A massive smoke cloud - laid down by hundreds of artillery pieces - preceded the Canadian attack. Screened by the billowing clouds, it allowed the infantry to get among the German positions without taking catastrophic casualties.

Place 8 6x2" smoke sections lengthways along the indicated barrage line. At the start of each turn, roll 1d6 for each section - on a 6, remove it. Any remaining sections move 6" in a straight line.

These smoke sections count as soft cover and dense terrain.

Bocage: Bocage hedgerows block LOS unless either the shooter or the target unit is in base contact with them, or on top of elevated terrain like a hillock. Since these hedgerows were on top of large earth mounds, they also provide hard cover.

Hedgerows count as obstacles. Furthermore, units passing through them under Advance orders cannot fire after they move, to account for the extra effort it takes to get through thick vegetation.

Tanks have an especially hard time bursting through the hedgerows. Whenever a tracked vehicle tries to move through a hedgerow, roll a die. On a 1 or 2, the vehicle gets stuck and doesn't break through at all (as if the terrain was impassable) - its move ends. Vehicles with an armour value of 10 or greater get +1 to this roll. Once a tank has passed through a hedgerow, it makes a hole the width of the tank that no longer counts as an obstacle.

Tanks equipped with Culin Hedgerow Cutters automatically succeed in this roll, as long as they move at an Advance speed. If they cross a hedgerow at Run speed, they must roll as above, but get a +1 to the roll.



The Scenario



Set-up:

The Waffen-SS deploys their force in the marked area using the Dug In (Page 196-197 of the Campaign: D-Day: Overlord book) rules.

The Canadian player divides their force into two waves. The first wave moves onto the table on Turn 1. The second wave is held in reserve, entering the battlefield from the marked table edge from Turn 2 onwards.

Objectives:

The Waffen-SS player must hold out for as long as possible and stop the Canadian attack in its tracks.

The Canadian player must overwhelm the German defenders!

First Turn:

The battle begins! The Canadian player moves his first wave onto the table from any table edge. It does not need to pass an Order 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 enemy deployment zone at the end of the battle.

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

Despite the best efforts of the Waffen-SS, the Germans are driven back towards Falaise. If the Canadians can be checked here, the defenders in the town will have more time to prepare for the next assault. The Waffen-SS player gains an additional minefield section in the next scenario.