

SCENARIO: LITTLE BLACK DEVILS

Canadian Army vs Waffen-SS



LITTLE BLACK DEVILS

The Canadian assault on Carpiquet airfield is in full swing - spearheaded by the veteran infantry of the Royal Winnipeg Rifles and the tanks of the Fort Garry Horse.

Open ground stretches out from the airfield's fortified positions like a billiard table, turning the area into a killing ground for the German's anti-tank artillery.

With the modified engineering vehicles of the Fort Garry Horse in van, the Canadian forces charge across the open ground, peppered by incoming mortar and machine gun fire from every conceivable direction.

Flights of rocket-armed Typhoons shriek overhead, blasting strongpoints with bunker-busting munitions!

The Forces:

Canadian Army	Waffen-SS
» 1x Regular Sherman V(Command, Radio Net)	» 1x Regular PzIV H (Command, Radio Net)
» 2x Regular Sherman Crabs	» 2x Regular PzIV H
» 2x Veteran Churchill Mk VIII	» 2x Regular STuG III F
» 1x Veteran Churchill AVRE	» 1x Veteran 1st Lieutenant + Attendant
» 3x Regular RAM Kangaroos	» 2x Waffen-SS Squad w/ 8x Rifles + 2x LMGs
» 1x Veteran 1st Lieutenant + Attendant	» 2x Veteran Sniper Teams
» 1x Veteran Air Observer + Attendant	» 1x Veteran Goliath Team
» 1x Veteran Sniper Team	» 2x Veteran Medium Mortar Team
» 1x Royal Engineer Section w/ 9x Rifles + 1x Flamethrower	» 1x Veteran Nebelwerfer
» 1x Veteran Infantry Section w/ 9x Rifles + 1x LMG	» 3x Veteran 88mm FlaK 36s
» 1x Veteran Infantry Secion w/ 3x SMGs, 2x Rifles, 5x AT Grenades	» 2x 20mm Flakvierling 38s

Special Rules:

Tunnel Network: The airfield at Carpiquet was honeycombed with a warren of hardened concrete tunnels to protect airfield personnel during bombing raids.

Units within 1" of a tunnel entrance may be issued with a Run Order to traverse a tunnel. They emerge from within 1" of any other tunnel entrance. If a FUBAR result is rolled by a unit moving through a tunnel, they have got lost or triggered a booby trap and are destroyed.

Minefields: The battlefield has been extensively mined to hinder the movement of Allied forces attempting to break out from their beachheads.

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.

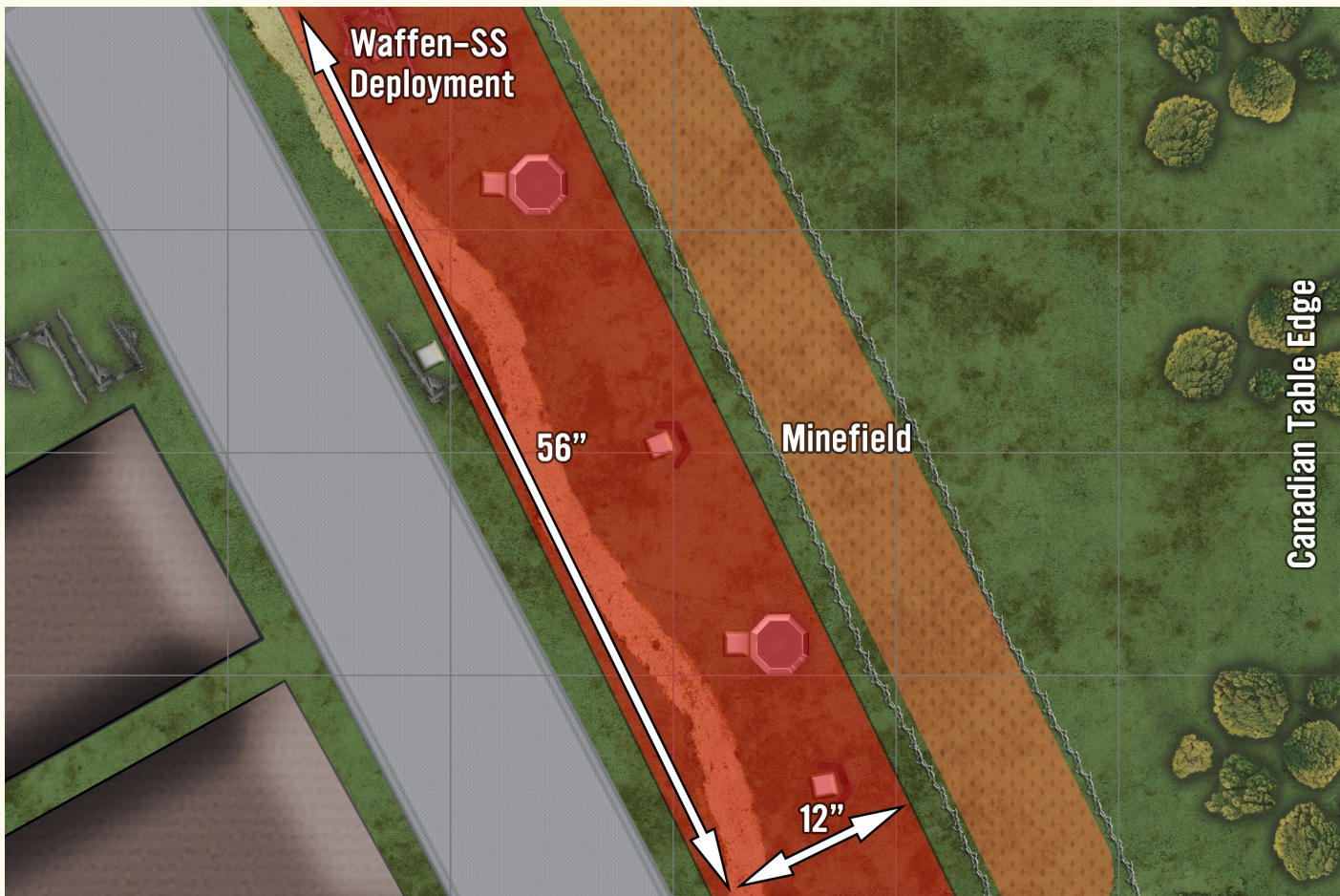
Units belonging to the player that has placed the minefield are supposed to know the location of the mines, so they can force the opponent to re-roll any successful hit, as long as they are moving at an Advance.

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 his infantry and weapons teams in the marked area. They begin the battle Dug-In (See Page 196-197 of the Campaign: D-Day: Overlord book). The tanks are held in reserve and may move onto the battlefield from the short table edge opposite the Canadian deployment from turn 2 onwards.

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

Objectives:

The Canadian player must capture the airfield by any means necessary.

The Waffen-SS player must repulse the Canadian attack!

First Turn:

The Canadian player moves his entire force onto the table. They do not need to pass an order test to make this move.

The Waffen-SS reinforcements arrive from Turn 2 onwards.

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 every unit that has crossed the Waffen-SS deployment zone.

The Waffen-SS player gains 1 Victory Point for every Canadian unit destroyed.

If you played the Carpiquet Chaos Blood Red Skies scenario prior to this game, and the RAF Typhoons managed to destroy the artillery position, all Waffen-SS artillery units begin the battle with 1d3 pin markers!

