



SCENARIO: VERRIERES RIDGE

Canadian Army vs Waffen-SS





VERRIÈRES RIDGE

The Canadian attack up Verrièrers Ridge was doomed from the start. It has taken four hours for the assembled troops to leave their assembly areas in the village of St Martin - under sustained artilley fire from the off.

Their communications with headquarters have been severed, their senior commanders annihilated and promised armour support non-existant. Despite the deck being stacked against them, the attack proceeded.

With the assembled might of three Waffen-SS panzer divisions garrisoning the top of the ridgeline, the bloodiest day for the Canadian army since Dieppe is about to begin!

The Forces:

Canadian Army

- » 1x Veteran 2nd Lt w/ Attendant
- » 3x Veteran Infantry Sections w/ 9x Rifles + 1x LMG
- » 2x Veteran
 Infantry Section w/
 3x SMGs, 2x Rifles, »
 5x AT Grenades
- » 1x Veteran LightMortar Team
- » 2x Veteran MMG Teams
- » 1x Regular ShermanV(Command, Radio »Net)
- » 3x Regular Sherman » Vs
- » 2x Regular Cromwell Tanks

Waffen-SS

- 1x Veteran Captain+ Attendant
- » 1x Veteran 1st Lt + Attendant
- » 1x Veteran Forward Artillery Observer + Attendant
- 2x Waffen-SSSquads w/ 8x Rifles+ 2x LMGs
- » 2x Veteran Sniper Teams
- » 3x Veteran MMG Teams
- » 2x Veteran Medium Mortar Teams
 - 1x VeteranNebelwerfer
- » 1x Veteran Pak 38 AT Gun
- » 1x Veteran Pak 40 AT Gun
- » 2x Regular STuG III F

Special Rules:

Command Breakdown: The barrage of incoming fire has severed the Black Watch's communications and slaughtered their senior commanders.

To represent this, the following rules represent the breakdown of communication suffered bythe Canadians

At the end of the first turn, one of each player's units must remain on Down or Ambush orders and their die is not returned to the bag. If none of a player's units are currently on Down or Ambush orders, the opposing player may select one unit at the end of the turn and change their orders to Ambush or Down (in which case the unit immediately loses a pin marker if it had one), Headquarters units may never be chosen for this purpose as their motivation and communications are generally superior.

This command breakdown effect is cumulative, so at the end of the second turn two units must remain on Down or Ambush orders, at the end of the third turn three units must remain on Down or Ambush and so on.

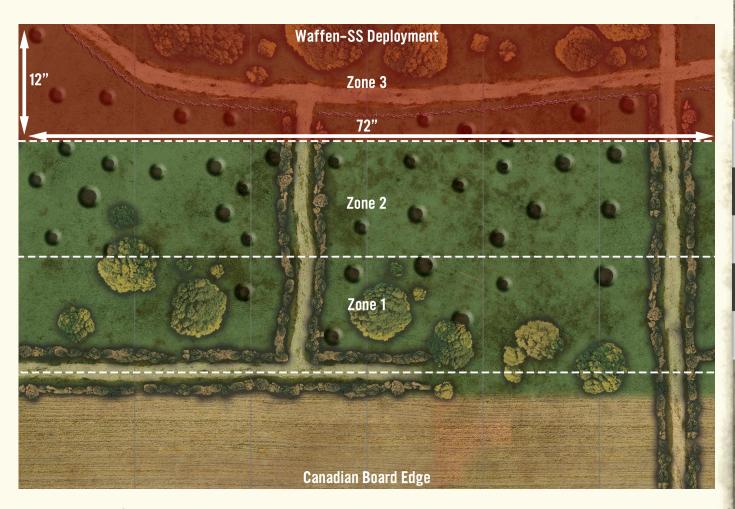
Pre-Registered Artillery: Dug in on three sides of the ridge, German heavy artillery batteries are in position to blanket every square centimetre of the ridge with high explosive shells.

When a Canadian unit enters Zone 2 for the first time, immediately roll 1d6 on the table below.

Roll	Result
1	That's Miles Away: No Effect!
2-3	That Was Close!: The Unit takes 1 Pin Marker.
4-5	I Can't Take it Any More!: The Unit takes 2 Pin Markers.
6	Incoming!: The Unit takes 2 Pin Markers and 1 automatic hit with a +3 penetration value. This counts as indirect fire, always striking the top armour of armoured vehicles. If a two-man team takes a casualty, if must immediately take a morale check as normal.

Delayed Reinforcements: All Canadian armoured units are held back as reinforcements. They may attempt to move onto the battlefield from Turn 3 onwards, with a -1 penalty to the Order test required to enter the battlefield.

The Scenario





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

The Canadian player moves his force onto the table from their designated board edge on Turn 1.

Objectives:

The Canadian player must push up the ridge and break through the German lines!

The Waffen-SS player must defend the ridge at all costs!

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. Check the position of every surviving Canadian unit in relation to the map. Units in Zone 1 gain 1 Victory Point, Units in Zone 2 gain 2 Victory Points and Units in Zone 3 gain 3 Victory Points.

The German player gains 2 Victory Points for each enemy casualty caused.

The Black Watch lost all but 15 of its attacking soldiers, a picture repeated across the whole of Operation Spring. The ferocious fighting around Caen diverted vital German troops away from the St.Lo area, which allowed the Americans to break out during Operation Cobra!



