

# Damblainville - Crossing the River Ante

“ .....by the most direct route.”<sup>1</sup>

August 17<sup>th</sup> 1944

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Additional play testing by Stephen Uden

## Canadian Player Briefing

### Situation

**Brig J.C. Jefferson, Commander 10<sup>th</sup> Canadian Infantry Brigade, 08:00 17<sup>th</sup> August, North East of Falise.**

Although Falise remains Montgomery's stated objective it is clear to you that it is far less significant in terms of developing the battle of encirclement that it had been only a week ago. This rubble strewn ruin of a town is still the scene of tough fighting by the 2<sup>nd</sup> Canadian Infantry Division. You have been informed that much of the town is in Allied hands but that the remnants of the 12<sup>th</sup> SS Panzer Division "Hitlerjugend" are putting up particularly stiff resistance. They are still holding out in the southern area of the town in the vicinity of the École Supérieure and this is effectively blocking the main road out of the town and preventing the Canadian forces pushing southwards towards Trun and Argentan. It seems that by the time Falise has been fully liberated that the importance of this key objective will have been overtaken by events.

With all eyes on encircling the trapped German remnants of the Fifth and Seventh Panzer Armies Monty ordered the II Canadian Corps to reach the market town of Trun on 15<sup>th</sup> August. Later that day Lt Gen Simmons directed the 4<sup>th</sup> Canadian Armoured Division to advance on Trun by the most direct route. Consequently Maj-Gen George Kitching, commanding the 4<sup>th</sup> Canadian Armoured Division began massing his force north-east of Falise on the high wooded hills just north of the village of Damblainville. He intended to mount an attack southwards through Damblainville, establishing a bridgehead across the Rivers Ante and Train and then drive south-east towards Trun.

You intend to begin your attack at 0800 with the Argyll and Sutherland Highlanders of Canada, supported by the tanks of the South Alberta Regiment, attacking into Damblainville. These are Divisional Troops from 4<sup>th</sup> Canadian Armoured Division temporarily attached to you. The capture of the three bridges (2 road and one rail) over the River Ante at Damblainville is critical to this attack. You must capture them intact and this will require speed and surprise. Once you have captured a bridge head you can release your follow-up forces, the Algonquins and the Lake Superior Regiment to exploit the situation and drive towards Trun. You are not expecting strong resistance – maybe a weak battlegroup supported by a handful of tanks at most. The 12<sup>th</sup> SS Panzer Division "Hitlerjugend" to your front has been badly mauled over the preceding months. Surely it cannot still mount an effective defence. However, your reconnaissance elements have indicated some infantry in the village of Damblainville and the movement of tanks (reported as Tigers) in the hills beyond the River Ante. However, the timing of this attack has prevented a through appreciation of the terrain. The roads into Damblainville look good, if a trifle narrow and the wooded valley and steep banks of the Ante appear unsuitable for vehicles. This makes the bridges the vital terrain – otherwise your troops will have to walk all the way to Trun.

However, you have just received reports from a reconnaissance squadron that has advanced a small force from the Algonquins (believed to be their Carrier Platoon) into Couliboeuf under the cover of darkness and seized the bridge over the River Dives there. You have pushed this information up the chain of command but Maj-Gen Kitching reiterated his order ".....by the most direct route." You signal to your Chief of Staff to begin the attack.

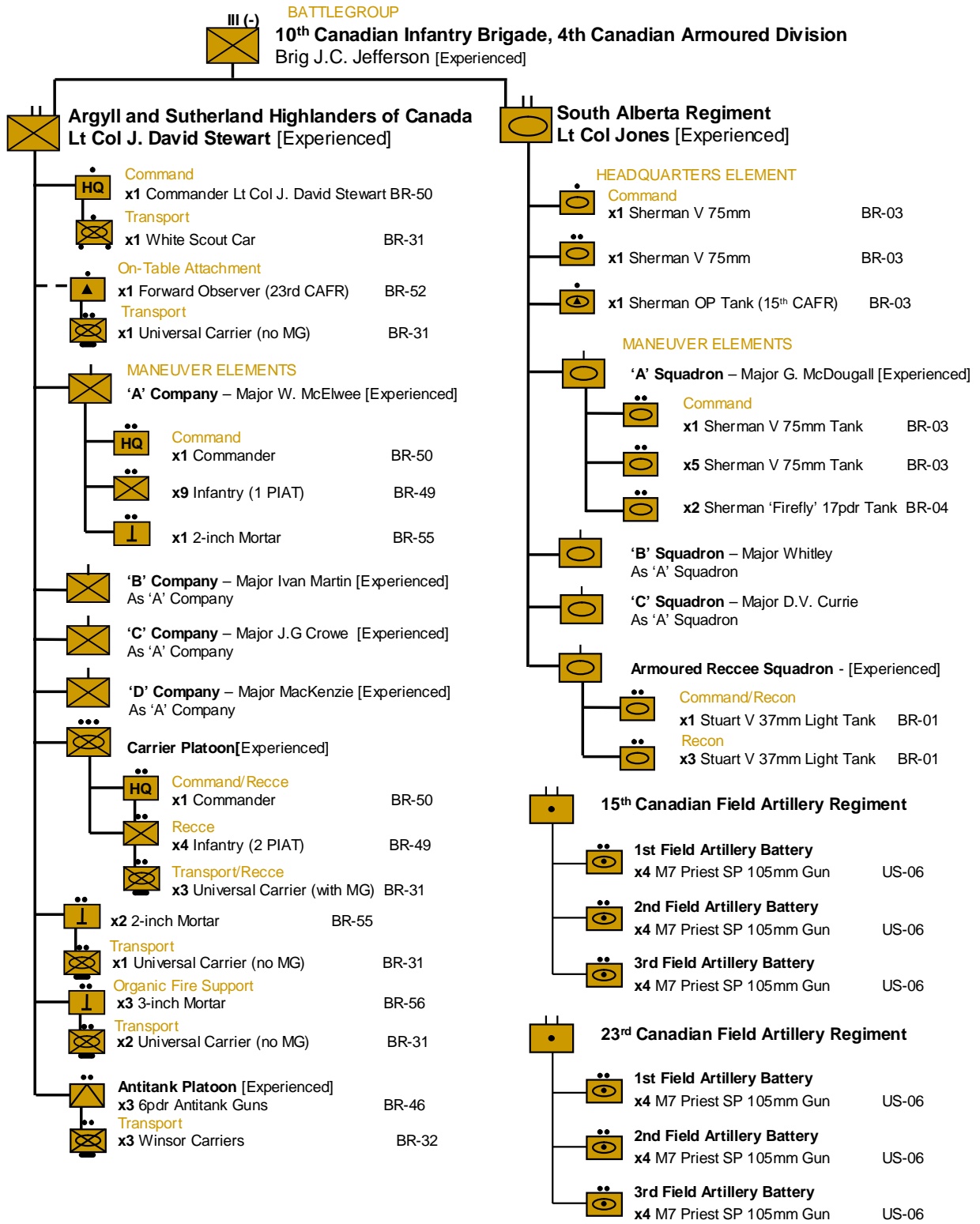
### Mission

Seize one or more of the crossings over the River Ante at Damblainville and exit as large a force as possible of the south-eastern table edge heading towards Trun and Argentan.

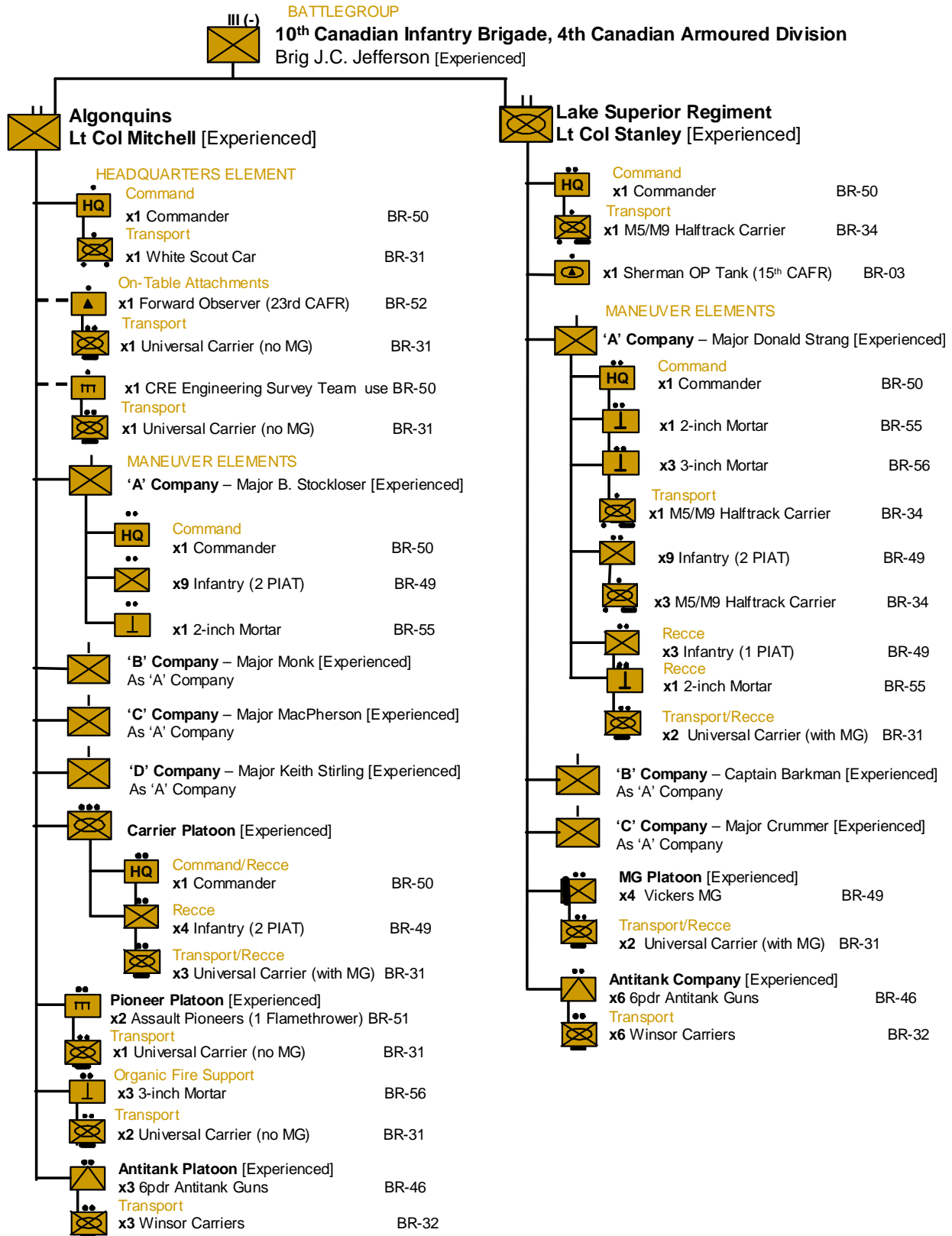
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<sup>1</sup> Roy – The Canadians in Normandy p. 291.

# Damblainville – Assault Forces



# Damblainville – Follow Up Forces



## Canadian Deployment, Notes & Special Rules

### • Deployment and Reinforcement

- Turn 1** Start of scenario. Initial forces may deploy on table entering only along the roads intersecting line WX.
- Turn 3** Initial forces may deploy on table entering anywhere along line WX.
- see below** Follow up forces may deploy on table entering only along the roads intersecting line WX.
- see below** Follow up forces may deploy on table entering anywhere along line WX.
- Turn 20** No more forces may enter the table. Any forces not on the table count as lost.

### • Discipline Rating

- All MEs are Experienced. They cannot count better than this as the Brigade had received a large number of casualty replacements since D-Day. Also during these battles the Canadians were “casualty shy” when attacking a defeated but stubborn enemy.
- The South Alberta Regiment was nominally a Reconnaissance Regiment but during this battle was equipped and operated as a standard Armoured Battalion. It does not count as Recon.

### • Follow on Forces

- Follow on forces may deploy on table entering only along the roads intersecting line WX on the turn after a crossing over the Ante has been secured or on turn 17 whichever is the soonest.
- To secure a crossing over the Ante the Canadian player must have undisordered forces on both sides of the river within 4” of the river crossing.
- Follow up forces may deploy on table entering anywhere along line WX 3 turns after a crossing over the Ante has been secured.

### • Off board Artillery

- All Fire Support (apart for on table Organic Fire Support) originates from the northern table edge.
- Off board artillery and on board mortars may fire smoke or mixed missions once during the game.
- The Optional Rule “British Artillery – Replacement of FOO Casualties” is **not** in force for this scenario.
- The village of Damblainville is in a hollow surrounded on all sides by high wooded hills. Long-range radio reception in this area is notoriously poor. To reflect this:
  - Troops may not make Calls for fire.
  - COs call for fire with an additional -2 penalty.
  - FOOs call for fire with an additional -1 Penalty.
- If during the game a Canadian FOO fails a Call for Fire roll or becomes Disordered or Suppressed then a special rule (known to the Umpire or the German player) may apply.
- If a Canadian FOO fails a Call for Fire roll or becomes Disordered or Suppressed then roll a d10 and modify:
  - +/- discipline rating
  - +1 for each successful Call for fire made by the FOO in its current location
- Consult the following table:
  - 5 or below: Your radio set has been damaged or is in a very poor location for reception, has been smashed by enemy action, has been broken in transit or is fitted with the wrong crystals. Apply an additional -1 (cumulative) on all Calls for Fire until the FOO relocates to a new position.
  - 6 or above: No problem – continue as normal.

### • Card Stats

- The stats for the Firefly Vc (BR-04) includes higher stats after Aug 44 to account for the use of Armour Piercing Discarding Sabot rounds. These were not in use during this battle<sup>2</sup> and hence all Fireflies use the pre Aug-44 stats.
- The stats for Canadian M5/M9 APCs (card BR-34) assume that the AA MG was fitted. This was not necessarily the case by this time in the Normandy campaign and hence the Stats for these vehicles should be reduced to CC 0/0, 0-5 -3/0/-3 unless troops are embarked.

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<sup>2</sup> Research indicates that APDS was only began to be used in September 44 for 17-pdr AT guns in the Royal Artillery. It was not until October 44 that Fireflies began to routinely carry these shells.

- The stats for the Sherman V and Fireflies Vc (cards Br-03 and BR-04) assume that the AA MG was universally fitted and capable of firing in the AA role. This was not necessarily the case by this time in the Normandy campaign and hence the AA Stats for these vehicles should be reduced to 0.

- **Air Support**

- There is no air support available to the Canadians.

- **Transport**

- All company transport must be placed on table.
- Soft-skin Transport does not count towards overall ME size but if destroyed does count as casualties.
- Armoured transport counts towards overall ME size and casualties if destroyed.
- Universal Carriers used for transport (no MG) do not count as armour for the purposes of either manoeuvre rolls or Victory points.
- White Scout Cars, and Universal Carriers (with MGs) count as armour in all respects.
- All carrying capacities are increased by 1 and ORBATS have been reduced accordingly.

- **Defile Roads/Bridges**

- Several of the roads and bridges are marked along their length with a yellow line. These are Defile Roads/Bridges. They are constrained on either side by tall hedges and soft ground. The following rules apply:
  - Units entering or exiting a Defile Roads/Bridge are subject to opportunity fire.
  - Vehicles passing each other in either direction while in a defile must conduct a breach action unless both are small vehicles.
  - Vehicles passing a KOed vehicle in a defile must conduct a breach action unless both are small vehicles.
  - A bulldozer or engineering vehicle conducting engineering actions on the road within 1 inch of a KOed vehicle may remove it from obstructing the defile. It takes 1 action to move a small vehicle, 2 for a medium vehicle and 3 for a large vehicle.

- **Bridges**

- There are 5 bridges on the table. You can gain Information about these bridges in 3 different manners.
- What is written below is known to you at game start:
  - Bridge A is a road bridge designed for heavy traffic. You expect it to be blown or mined.
  - Bridge B or C is a narrow stone bridge that are known to have been damaged from earlier shelling or demolition attempts. They may be severely limited in their weight carrying capacity and will need to be checked. They count as defiles.
  - Bridge D is a long narrow rail bridge. It should easily take the weight of your heaviest vehicles but counts as a defile along its entire length.
  - Bridge E is a concrete road bridge over that railway. It is not known to have been damaged.
  - Bridge F is a strong concrete railway bridge over a road. It is not known to have been damaged.
- A Command or Reconnaissance unit within 1" of a bridge will afford you with more detailed information – ask the German player for the blue information on the bridge. This will cover its damage status and approximate weight bearing limits.
- An engineer or Assault Pioneer stand expending an Engineering action while on the bridge will afford you with a full structural survey – ask the German player for the red information on the bridge.

- **Damaging Bridges**

- A bridge is structurally unsound if it has been damaged by a "demolition."
- The German player may try to prepare or detonate demolition charges. This will damage a bridge equivalent to the number of demolition charges laid. An engineering unit placed on the bridge that conducts a Remove Demolition Action will remove one prepared "demolition" from the bridge. No unit may cross the bridge while this is happening.
- Bridges may not be damaged by direct fire. If the centre point of a bridge falls under an IDF template of over 100mm then roll for damage using the TsVG factor subtracting 1 for every 5 bridge strength points. If the result is 8 or more then the bridge receives damage equivalent to one "demolition."
- Crossing structurally unsound bridges with heavy vehicles may cause them to collapse or cause additional structural damage.

- **Crossing Damaged Bridges**

- Attempting to cross a bridge that is structurally unsound (i.e. one that has suffered one or more demolitions) requires a Bridge Check. Roll 1d10 and modify by +/- the vehicles weight factor (below), also subtracting the number of "demolitions" suffered by the bridge but add half the bridges strength (rounded down). Then consult the following chart:

<b>Die Roll</b>	<b>Effect</b>
0 or less	Bridge Destroyed, Unit KOed all passengers conduct bail-out check with additional -1 modifier.
1-2	Unit crosses successfully over the Bridge but it is damaged in the process. This counts as the equivalent of one "demolition." If the bridge has previously accumulated 4 "demolitions" then it is destroyed and the Unit Koed (as above) otherwise it successfully crosses the bridge.
3 or more	Unit crosses successfully over the Bridge

- Vehicle weight factors:

<b>Weight Range</b>	<b>Type (Examples)</b>	<b>Weight Factor</b>
Below 2½ tonnes	<b>Light Utility Vehicles</b> (Jeep, Kubelwagn, Schwimmwagn)	+1
2½ -5 tons	<b>Trucks and Light Carriers</b> (Universal Carrier, Opel Blitz, Bedford truck, Lloyd carrier, Sdkfz 10)	0
5-10 tons	<b>Half-tracks and Medium Carriers</b> (Lloyd carrier towing gun, Sdkfz251, Sdkfz 11, M3 halftrack, White Scout Car)	-1
10-20 tons	<b>Light Tanks and Heavy Carriers</b> (Sdkfz 7 or Stuart Tank)	-2
20-40 tons	<b>Medium Tanks</b> (Sherman, PzIV, M10 Achilles)	-3
over 40 tons	<b>Heavy Tanks</b> (Panther, Tiger, Churchill)	-4

# German Player Briefing

## Situation

**SS-Standartenführer Kurt "Panzer" Meyer, 08:00 17<sup>th</sup> August 1944, South East of Falise.**

The strategic situation is desperate; the tactical situation is not much better. Your Division is dug in along the line of the rivers Ante and the Dives. To the west are the remnants of the Fifth and Seventh Panzer Armies squandered in the Mortain counter-offensive. They are retreating into a rapidly shrinking pocket and are being funnelled towards your position. They are being hard pressed by US and British forces that are trying to encircle them. Currently they are in headlong retreat but any resistance is becoming increasingly makeshift. It will not be long before retreat turns into a rout. The critical neck of this pocket is the Falise/Argentan/Trun region. This seems to be the pincer point between the British and Canadian Armies pressing from the north and the US army sweeping up from the south. Your 12th SS Panzer Division "Hitlerjugend" is holding the northern shoulder of this critical region along the line of the rivers Ante and the Dives. If your division fails to hold this pocket open then the Allied trap will be shut and thousands would be killed or captured. You must hold the pocket open at all costs.

Your Division is in a parlous state. The recent Canadian offensive has bludgeoned its way into Falise but has stalled there. You don't know why but it seems that the southern road leading out of Falise is blocked. You can't be sure but you put this down to the makeshift Company of Panzer Grenadiers from 12th SS Panzer Division "Hitlerjugend" that elected to make a stand in the École Supérieure. This sturdy building offered good fields of fire and controlled the southern route out of Falise. You have had no news from Falise during the night and can only see the fires that have destroyed the historic capita city of Normandy still burning. You assume that École Superior is still held but probably surrounded. With the road out of Falise blocked the Canadians are looking to make progress further east. Hence you have determined to hold the line of the rivers Ante and the Dives. These are shallow streams but offer a line of soft ground, steep banks and close woodland that is unsuitable for tanks. This will channel the allied attack along predetermined lines and will prevent the Canadians employing their large advantage in numbers. However, your Division is spread very thinly; you do not have enough men to hold the whole line all Engrines to Couliboeuf. You have ordered 'Papa' Krause to hold the crossings over the river Ante at Engraines with his Kampfgruppe based around I/26. You recognise that Kampfgruppe is an overstatement for a force that amounts to little more than a couple of tattered and makeshift companies and a handful of panzers.

Olbletter's Kampfgruppe is holding the crossings over the river Ante at Damblainville. Fortunately this village offers excellent defensive terrain and should be able to be held by the limited forces at your disposal. A company of JagPzIVs from the Jagdpanzer Abteilung together with the remnants of Olbletter's III/26 form the basis of this defence. A weak company of PzIVs and a platoon of Tigers from 102nd Schwer Panzer Abteilung have augmented these troops. Finally you have placed a Flak battery of 88mm guns further to your rear and a few days ago you directed that a "Pitscheck"<sup>3</sup> company be formed from available volunteers from the Engineering, supply and administration battalions. These men have all been through the extensive field craft training of the Hitler youth and when the Division was originally formed all were trained as infantrymen first and foremost. Their specialisation came later and exploited their civilian education and experience. The rare individuals who could drive were seconded into the supply battalion although those who also had a technical background went into the engineering battalion. Men well educated in the arts were seconded into the administration and pay battalions whereas those with a natural science background went to the medical battalion. The Third Reich adapted their skills to best effect then but now needs them as infantrymen. You were not short of volunteers and expect them to all to perform with the same levels of determination, bravery and physical fitness as the remainder of your battle hardened Panzer Grenadiers. However, as a precaution you will ensure that they remain in the second line unless absolutely needed.

You have instructed the small unit of pioneers in your force, all that is left of the 12th SS Pioneer Battalion and the Pioneer company of 26th SS Pz Gren regiment, to prepare the bridges over the Ante for demolition. Unfortunately they do not possess any demolition charges. They have conducted what sabotage they can and have put up false signs and will now try to locate a supply of demolition charges.

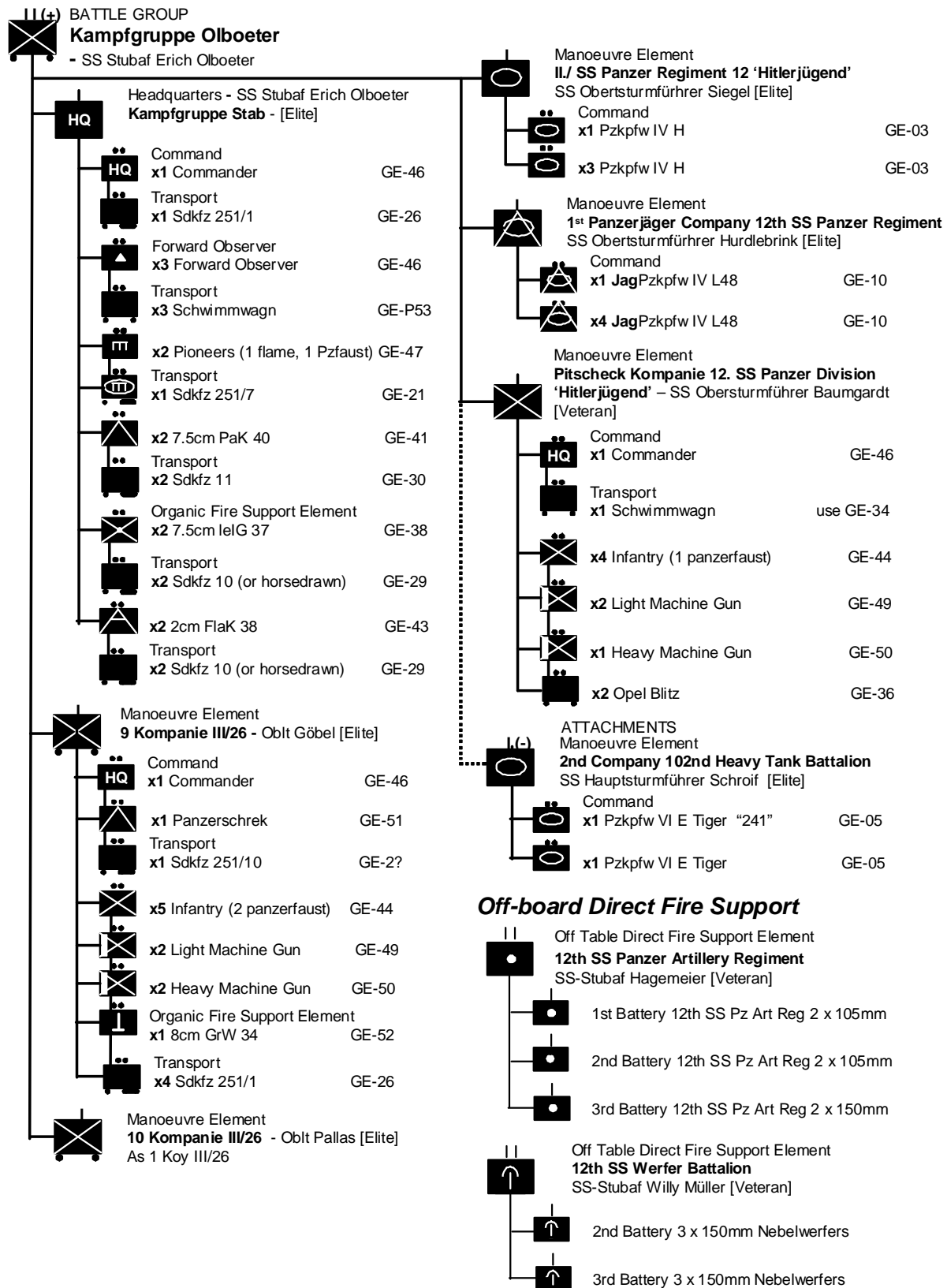
## Mission

Hold the line of the River Ante at Damblainville and prevent any Canadian forces from crossing the bridges. If they do then you must destroy them before they

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<sup>3</sup> "Pitscheck" literally means "pit-prop" or "stop-gap."

# Kampfgruppe Krause – 12. SS Panzer Division 'Hitlerjüngend'



(a) HJ Division used 4x2cm Flakvierling mounted on Möbelwagen chassis use GE-15 but count rear armour as being 1.



## Deployment & Reinforcements

**Turn 1** Start of scenario. All forces deploy on table south of the red line. Only one infantry ME may deploy north of the river. The “Pitscheck” company must be the southernmost of the PzGren companies deployed. Pioneers may deploy off table (see below).  
All troops may deploy “dug-in” (double IP) and all tanks may deploy Hull down.

### • Discipline Rating

- All MEs are Elite with the exception of the “Pitscheck” company which is Veteran.

### • Off board Artillery

- Direct Fire support originates from the southern table edge.
- The supporting German Artillery Battalion had just redeployed next to an abandoned German supply dump and for once during the campaign has unlimited ammunition at their disposal. All German calls for fire from off table artillery receive a +1 modifier – this does not apply for to Nebelwerfers.
- German FOOs can call for fire for both the Artillery Batteries or the Nebelwerfer batteries.

### • Calls for Fire

- The village of Damblainville is in a hollow surrounded on all sides by high wooded hills. Long-range radio reception in this area is notoriously poor. However, German forces do not suffer this penalty as they have placed far greater emphasis in telephone lines and ran an extensive network last night.

### • Transport

- If desired the German player may discard softskin vehicles from the order of battle.
- Soft-skin Transport does not count towards overall ME size but if destroyed does count as casualties.
- Armoured transport counts towards overall ME size and casualties if destroyed.

### • Hidden Unit Status

- All German MEs count as hidden at the start of the game.

### • Air Support

- There is no air support available to the Canadians.
- From turn 10 onwards the German player begins to roll for Luftwaffe support by rolling a d10 at the “Call for Air Support” phase of this turn. Luftwaffe support will arrive on a 0 on turn 10, a 9 or 0 or turn 11, a 8,9,or ) in turn 12 etc..... All aircraft arrive on the designated turn and cannot be delayed.
- Once the Luftwaffe arrives (in whatever shape or form) then no more rolls are made.
- When Luftwaffe support arrives roll for which squadron has made it into the air by rolling 1 d10 and consult the following table:

Die Roll	Luftwaffe
0	Full Squadron of 4 FW 190A8
9	Full Squadron of 4 ME 109G6
8	Full Squadron of 4 ME 109G6
7	3 FW 190A8
6	3 ME 109G6
5	3 ME 109G6
4	2 ME 109G6 plus 1 FW 190A8
3	2 FW 190A8
2	2 ME 109G6
1	2 ME 109G6

FW 190A8	Straff	Bomb
V	+2	+2
TGsV	+3	+4
Armour 2		

FW 190A8 are armed for tank busting and if not KOed, disordered or suppressed will return the following turn for a strafing run.

ME 109G6	Straff	Bomb
V	+2	+2
TGsV	+1	+3
Armour 1		

ME 1909G6 are armed for tank busting or strafing. They may conduct a strafing run or a bombing run and if not KOed, disordered or suppressed will return the following turn for a second strafing run.

## • Bridges

- There are 6 bridges on the table. You can gain Information about these bridges in 3 different manners.
- What is written below is known to you at game start:
  - Bridge A is a road bridge designed for heavy traffic. You expect it to be blown or mined.
  - Bridge A is a well-found road bridge that is intact and has only suffered minor damage. You cannot find any evidence of demolition preparations. It should easily take the weight of your heaviest vehicles in single file and therefore counts as a defile.
  - Bridge A is not prepared for demolition. It is a sturdy and would require 10 “demolitions” to be destroyed (strength 10). It is sturdy and has only suffered superficial damage. It will bear the weight of all vehicles but is sufficiently narrow to count as being a defile. However demolition wiring has/has not been found and a “demolition” action has/has not been performed. The bridge has currently accumulated X “demolitions. This makes it structurally sound/unsound.
  - Bridge B or C is a narrow stone bridge that are known to have been damaged from earlier shelling or demolition attempts. They may be severely limited in their weight carrying capacity and will need to be checked. They count as defiles.
  - Bridge B or C is a narrow stone bridge that counts as a defile. It has been severely damaged by both shelling and German sabotage and there is evidence that it may be rigged for demolition. Signs left by German engineers reveal that it is incapable of carrying vehicles over 10 tons and these will have to travel in single file.
  - Bridge B or C is a narrow stone bridge that is not particularly strong. It is narrow and counts as a defile. It would require 5 “demolitions” to be destroyed (strength 5). Initially all damage is superficial and made look worse than it actually is. The signs left by German engineers that the bridge is limited to 10 tons are false – they will take the weight of a Sherman. However demolition wiring has/has not been found and a “demolition” action has/has not been performed. The bridge has currently accumulated X “demolitions. This makes it structurally sound/unsound.
  - Bridge D is a long narrow rail bridge. It should easily take the weight of your heaviest vehicles but counts as a defile along its entire length.
  - Bridge D is a long narrow rail bridge made from steel. There is no evidence of demolition but it has been damaged by sabotage. However, it should take the weight of your heaviest vehicles but the rails means that it counts as a defile along its entire length.
  - Bridge D is a long narrow rail bridge made from steel. It is very strong and would require 10 demolitions to be destroyed (strength 10). It will take the weight of your heaviest vehicles. The rails means that it counts as a defile along its entire length. It has not been rigged for demolition. However demolition wiring has/has not been found and a “demolition” action has/has not been performed. The bridge has currently accumulated X “demolitions. This makes it structurally sound/unsound.
  - Bridge E is a concrete road bridge over that railway. It is not known to have been damaged.
  - Bridge E is a concrete road bridge over that railway. It has not been damaged and has not been rigged for demolition. However it does not look sturdy enough to carry heavy vehicles.
  - Bridge E is a concrete bridge that is not particularly strong. It would require 3 “demolitions” to be destroyed (strength 3). It is undamaged but sufficiently flimsy that it can only carry vehicles up to 5 tons in weight. Vehicles above this weight must treat the bridge as being structurally unsound.
  - Bridge F is a strong concrete railway bridge over a road. It is not known to have been damaged.
  - Bridge F is a strong concrete railway bridge over a road. It is not known to have been damaged and looks very strong it should take the weight of your heaviest vehicles.
  - Bridge F is a strong concrete railway bridge over a road. It is undamaged and is very strong and would require 10 demolitions to be destroyed (strength 10). It will take the weight of your heaviest vehicles.
- If a Command or Reconnaissance unit within 1” of a bridge this will afford more detailed information – if this happens the German player must disclose the blue information about the bridge. This will cover its damage status and approximate weight bearing limits.
- If an engineer expends an Engineering action while on the bridge this will afford the player with the information from a full structural survey – if this happens the German player must disclose the red information on the bridge.

## Demolition of Bridges

- Bridges may be rigged for demolition. The number of “demolitions” each bridge for total destruction is listed above.

- Preparing each "demolition" requires an engineering unit, with sufficient wire and explosives carried in a transport within 1", to perform an engineering action **and** then make a successful roll on the Improved Position table.
- You have 4 pioneers unit in your force attached to the HQ ME. These are nominally armed with Flame and Pzfaust and are transported in a Sdkfz 251/7 which carries sufficient demolition charges and reels of wire to conduct one "demolition." Pioneers may alternate between acting a normal pioneers and Flame/Pzfaust by expending one action within 1" of the Sdkfz 251/7. They may start off table if desired together with the Sdkfz 251/7.
- If off table the engineers may try to locate more demolition charges and reels of wire to with which to prepare "demolitions." To do this they perform an engineering action while off table then roll one d10 per engineering action conducted. If they roll 4 or more they have found sufficient wire and explosives to prepare one "demolition."
- They may enter the table during their move with as much explosives as they have collected to conduct as many "demolitions" as desired. However, once on table they may not leave until the game ends.
- Once one or more "demolitions" are prepared conducting a "Perform Demolition" action may detonate them. No more than one successful "perform Demolition" action is permitted per bridge.

• **Damaging Bridges**

- A bridge is structurally unsound if it has been damaged by one or more "demolitions."
- The German player may try to prepare or detonate demolition charges. This will damage a bridge equivalent to the number of demolition charges laid. An engineering unit placed on the bridge that conducts a Remove Demolition Action will remove one prepared "demolition" from the bridge. No unit may cross the bridge while this is happening.
- Bridges may not be damaged by direct fire. If the centre point of a bridge falls under an IDF template of over 100mm then roll for damage using the TsVG factor subtracting 1 for every 5 bridge strength points. If the result is 8 or more then the bridge receives damage equivalent to one "demolition."
- Crossing structurally unsound bridges with heavy vehicles may cause them to collapse or cause additional structural damage.

• **Crossing Damaged Bridges**

- Attempting to cross a bridge that is structurally unsound (i.e. one that has suffered one or more demolitions) requires a Bridge Check. Roll 1d10 and modify by +/- the vehicles weight factor (below), also subtracting the number of "demolitions" suffered by the bridge but add half the bridges strength (rounded down). Then consult the following chart:

Die Roll	Effect
0 or less	Bridge Destroyed, Unit KOed all passengers conduct bail-out check with additional -1 modifier.
1-2	Unit crosses successfully over the Bridge but it is damaged in the process. This counts as the equivalent of one "demolition." If the bridge has previously accumulated 4 "demolitions" then it is destroyed and the Unit Koed (as above) otherwise it successfully crosses the bridge.
3 or more	Unit crosses successfully over the Bridge

- Vehicle weight factors:

Weight Range	Type (Examples)	Weight Factor
Below 2½ tonnes	<b>Light Utility Vehicles</b> (Jeep, Kubelwagn, Schwimmwagn)	+1
2½ -5 tons	<b>Trucks and Light Carriers</b> (Universal Carrier, Opel Blitz, Bedford truck, Lloyd carrier, Sdkfz 10)	0
5-10 tons	<b>Half-tracks and Medium Carriers</b> (Lloyd carrier towing gun, Sdkfz251, Sdkfz 11, M3 halftrack, White Scout Car)	-1
10-20 tons	<b>Light Tanks and Heavy Carriers</b> (Sdkfz 7 or Stuart Tank)	-2
20-40 tons	<b>Medium Tanks</b> (Sherman, PzIV, M10 Achilles)	-3
over 40 tons	<b>Heavy Tanks</b> (Panther, Tiger, Churchill)	-4

## Map & Terrain



- The playing area is 6' x 4' and north is the top table edge.
- All buildings are stone all are single story buildings.
- The river Ante counts as a Wide and Deep stream through out. The tributary to the south west of the map marked with a light blue line is Shallow. Ground with the blue marsh symbol counts as soft ground.
- Woods with yellow trees are orchards, those with green trees are cleared whilst green and brown indicates underbrush.
- Single line hedges are low dotted hedges are high.
- Roads and bridges marked with a central yellow line are defiles.
- Black arrowheads are high embankments.
- The railway line leading to Bridge D is on an embankment. This rises level with the surrounding tree tops when crossing the river and 2" either side.

## Game Notes

At 1600 Lt Gen Simmonds seeing no progress through Damblainville, ordered Maj-Gen George Kitching to side-step his entire Division and cross the River Dives and head towards Trun further north at the bridges at Coliboeuf and Morteaux- Coliboeuf. These had been secured, without a fight, on the night of 16/17 August by some reconnaissance troops from Brig J.C. Jefferies 10<sup>th</sup> Canadian Infantry Brigade. Thus the game ends on turn 32 with the Canadians disengaging unless they are already exiting troops along the South Table edge.

The game starts at 0800 and lasts for 32 turns.

The Canadian player moves first.

All agreed optional rules listed separately are recommended except "British Artillery – Replacement of FOO Casualties" which is **not** in force for this scenario.

## Victory Conditions

	<i><b>Canadian</b></i>	<i><b>German</b></i>
<b>Total</b>	Sieze three or more of the crossings over the River Ante and exit at least 6 MEs, each with less than 25% casualties, from the table along line YZ	Prevent any Canadian unit from exiting the table along line YZ and have no undisordered Canadian unit south of the River Ante at game end.
<b>Major</b>	Sieze two or more of the crossings over the River Ante and exit at least 3 MEs, each with less than 25% casualties, from the table along line YZ	Prevent any Canadian unit from exiting the table along line YZ.
<b>Minor</b>	Sieze one or more of the crossings over the River Ante and exit at least 1 ME with less than 25% casualties, from the table along line YZ	Any other result

## Damblainville Vignette Scenario

If desired the scenario can be played on a smaller map in a reduced scenario that just concentrates on the the Damblainville assault. This is termed the Damblainville Vignette Scenario and makes for a good shorter game.

### **Damblainville Vignette Canadian TOE**

Reduce to Assault Force only.

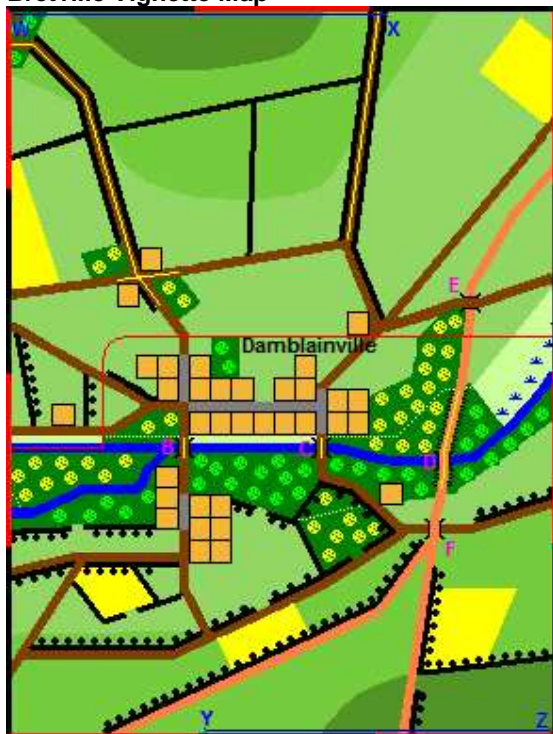
### **Damblainville Vignette German TOE**

Remove 1 Tiger, 2 JagPzIV, 1 PzIV, 1 PAK40, 1 FOO from the ORBAT.

### **Bretville Vignette Victory Conditions**

	<i>Canadian</i>	<i>German</i>
<b>Major</b>	Sieze two or more of the crossings over the River Ante.	Prevent any Canadian unit from taking any of the Bridges.
<b>Minor</b>	Sieze one crossing over the River Ante.	Any other result

### **Bretville Vignette Map**



### **Bretville Vignette Game Notes**

The game starts at 0800 and lasts 15 turns.

The Canadian player moves first.

All agreed optional rules listed separately are recommended except "British Artillery – Replacement of FOO Casualties" which is **not** in force for this scenario.