ACES OVER EIGHTS

SCENARIO KE9

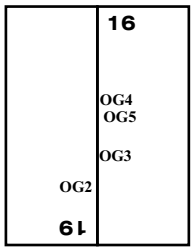
VICTORY CONDITIONS: Only one Victory Condition will apply; see SSR 4:

#1. The first side to accumulate ≥ 17 Exit Victory Points wins immediately. Exit VP are awarded to the British for Exiting British units from the south edge; Exit VP are awarded to the Germans for Exiting German units from the north edge. If neither side accumulates ≥ 17 Exit VP, the Germans win if there are no Good Order British MMC (or Mobile non-Recalled non-shocked AFV with functioning MA) within 6 hexes of 16T9 at game end.

#2. Provided that ≥ four Pz VIE (L) have not been eliminated/Recalled - which would result in an immediate British victory - the Germans win at game end if they accumulate ≥ 15 VP. VP are awarded to the Germans for all Good Order German MMC/SMC and/or non-Recalled non-shocked AFV (with functioning MA) - calculated as though they were Exit VP [EXC: Immobile AFV (and their inherent crews/Armor Leaders) count only *half* of their Exit VP value (FRU)] - within 6 hexes of 16T9 at game end.

Outside CINTHEAUX, NORMANDY, 8 August 1944: As it was originally envisaged, the intent of Operation TOTALIZE was to push through to the town of Falaise, in effect cutting off the bulk of German forces in France. TOTALIZE comprised of a number of unique aspects, including a massive artillery and aerial bombardment to be followed up by a night advance by mechanized infantry (mounted in Kangaroos for the first time) and armored units guiding on searchlights that would illuminate their attack lanes. Launched after dark on 7 August, TOTALIZE began as a success - its first night's advance by hundreds of Canadian, Polish and British tanks supported by infantry gained considerable ground at relatively little cost. Twelve hours later, at noon on 8 August, another heavy-bomber formation approached the battlefield to deliver its shock-inducing load on the unsuspecting participants on the ground. At that moment just to the south, three German officers - SS-Hauptsturmführer Michael Wittmann, SS-Sturmbannführer Hans Waldmüller, and SS-Oberführer Kurt ('Panzermeyer') Meyer - were in conference planning a counterattack. Realizing they must play the hand that they had been dealt, 'Panzermeyer' ordered his subordinates to launch their attack immediately, in the hopes of escaping the deadly carpet sure to be laid out by the Allied bombers. Wittmann, temporarily in command of schwere SS-Panzer Abteilung 101, mounted Tiger 007 and moved northwards, seeking to gain the heights outside Cintheaux before the Allied tanks arrived.

BOARD CONFIGURATION:



BALANCE:

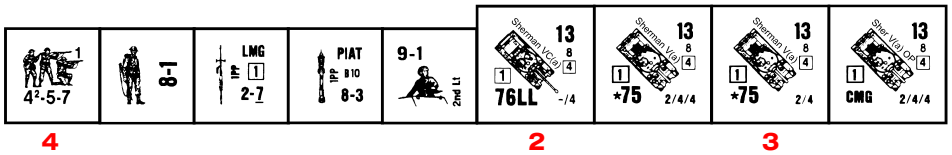
⊙ ≤ one Sherman V(a) may be secretly recorded as having a functioning Gyrostabilizer.

✠ Add a 9-1 Armor Leader to the German At Start OB.

TURN RECORD CHART

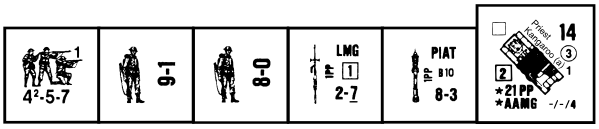
⊙ BRITISH Moves First	⊙ 1 ✠	2	3	⊙ 4	⊙ 5	6	7	END

Elements of A Squadron, 1st Northamptonshire Yeomanry, supported by Black Watch infantry [ELR: 4] enter from the north edge on Turn 1, with all vehicles having already expended ½ of their printed MP Allotment: {SAN: 0}



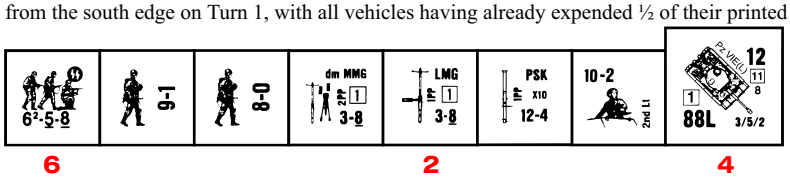
4 2 3

Black Watch Infantry Group (Elements of 1st Battalion The Black Watch) enter as per SSR 4 from the north edge with all Personnel entering as Passengers; if this Group enters play, all units must enter on the same turn:



12 2 2 6

Elements of schwere SS Panzerabteilung 101, supported by elements of SS Grenadier Regiment 25 [ELR: 5] enter from the south edge on Turn 1, with all vehicles having already expended ½ of their printed MP Allotment: {SAN: 0}



6 2 4

SPECIAL RULES:

1. EC are Moist with no wind at start. All grain is Open Ground [EXC: the movement costs of in-season grain is still in effect]. All walls are hedges.

2. Place Overlays as follows: **OG5** on 19P9-O10; **OG4** on l9M9-N9; **OG3** on 19T9-U10; and **OG2** on 16H9-H10.

3. The British receive one module of 80+mm OBA (HE and Smoke capable) with Normal Ammo. This module is directed by a Sherman V OP, which functions the same as a Sherman I OP (H1.464) [EXC: the Observer may *not* remove the Radio during this scenario; it has a *black* CS# of 6]; use a Sherman V (With an AAMG) counter for this OP Tank.

4. The use of the Black Watch Infantry Group is *optional* for the British player, and is determined at the start of the British RPh of Turn 4 *or* Turn 5 by either setting up the Group to enter play or by not doing so. If the British never enter the Black Watch Infantry Group, Victory Condition #1 is used to determine the victor. If the British do bring the Black Watch Infantry Group into play, then Victory Condition #2 is used to determine the victor.

5. Each British Priest Kangaroo (a) is Recalled at the beginning of the first MPh that it does not have a MMC aboard as a Passenger.

6. In addition to the benefits of D3.4-.44, the German 10-2 Armor Leader also receives the following benefits: the *printed* ROF of his AFV is increased by one if he is CE; and there is a (cumulative) -2 drm to any Repair dr made by him [EXC: an Original 6 Repair dr still disables the weapon].

AFTERMATH: Unfortunately, the entire bomber formation dropped short of their target, wreaking havoc on the Allied troops on the ground. As the bombs rained down, Captain Boardman, nominally in command of the 1st Northamptonshire Yeomanry, moved his tanks southwards out of the carnage. Observing the approach of German armor, Boardman deployed his Shermans in combat formation, taking care to oversee the placement of his tank-killing Fireflies. Sgt. Gordon, commander of Boardman's lead Firefly, watched the four Tigers approaching across the fields just to the east of the main N158 highway. Wittmann and his wingmen had just savaged a Canadian armored unit to the west, and were still moving northwards some 800 meters away when Boardman ordered his crews to take the German tanks under fire. Sgt. Gordon drilled one Tiger immediately, but was wounded while shifting to a new firing position. The troop leader, Lt. James, took over Gordon's Firefly. Using skillful fire and maneuver against the remaining Tigers (who were caught exposed in the open fields), Lt. James succeeded in brewing up the three remaining enemy tanks - the last of which was Tiger 007. Wittmann's Tiger erupted in flames under the 17 pdr. AP shell, and the turret was thrown from the vehicle in the subsequent explosion. None of the crew survived. The immediate threat eliminated, the Allied formations regrouped and resumed their push to the south. Wittmann's death was to he the high-water mark of TOTALIZE, however. The casualties caused by the erroneous bombing, coupled with the heavy losses in later actions that afternoon and the following day, would signal the end of TOTALIZE, still seven miles short of Falaise.