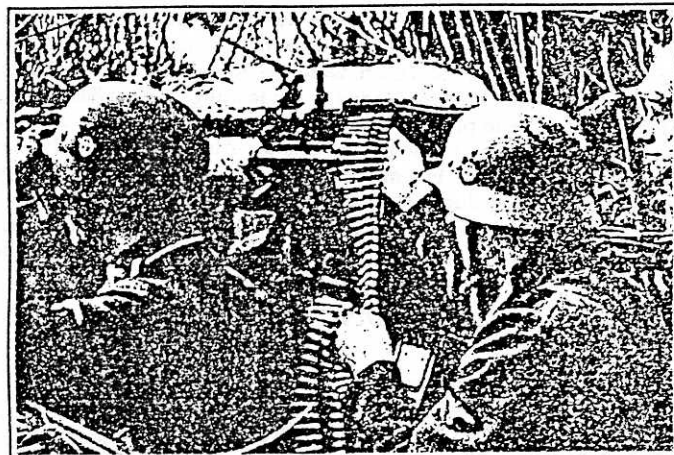


THROWING DOWN THE GAUNTLET



SCENARIO BB2



VARAVILLE, FRANCE, 6 June 1944: At 0100 hours an advance party from the 3rd Parachute Brigade descended over the Normandy countryside between the Orne and Dives Rivers—the Allied invasion of Europe had begun. The main objectives of the Brigade were to secure drop zones and cut off lines of German reinforcement. One of the tasks for the 1st Canadian Parachute Battalion, on their first airborne mission, was to neutralize a strongpoint near Varaville which threatened the landing zone.

BOARD CONFIGURATION:

HANDICAPS:

C3: Use C2, and decrease game length to 6.5 Turns.
C2: Use C1, and add one 4-4-7 to the German OB.
C1: Add one German LMG to the German OB.

G1: Add one British LMG and DC to the British OB.
G2: Use G1, and delete the 7-0 from the German OB.
G3: Use G2, and add one 6-4-8 to the British OB.



33	21

VICTORY CONDITIONS: The Canadians win at game end if they have amassed ≥ 33 Casualty VP. Casualty VP are amassed in the normal manner and are also awarded at game end for Control as follows: Each building hex within the German set up area is worth 1 CVP; the pillbox is worth 3 CVP.

TURN RECORD CHART

⚡ GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
⊙ CANADIAN Moves First									



Elements of LXXXI Korps, 15th Armee, Heersgruppe B, 711th Bodenstaendige Division [ELR: 2] set up on board(s) 17/33, ≤ 6 hexes from 17Q1 (see SSR 4): [SAN: 4]

4-4-7	4-3-6	2-2-8	8-1	8-0	7-0	5-12	3-8	50-12-13	11	75L	1+3+5
6	3								12		

Factors



Trench OVR, OSA: +4 Other: +2	Foxhole 5 OVR, OSA: +4 Other: +2	XXX MPh/RtPh: dr = MF CC: +1/-1
3	5	



Company C, 1st Canadian Parachute Battalion, 3rd Parachute Brigade [ELR: 4] enter Turn 1 along the north/west/south edge(s) of board(s) 17/33: [SAN: 2]

6-4-8	9-2	8-1	8-0	5-12	8-3
9					



SPECIAL RULES:

- EC are Wet with a Mild Breeze from the east at start. Treat the 33GG5-33Y10-17Y1-17GG5 road depiction as a Deep stream; hexes 17GG6 and 33GG6 are Open Ground hexes.
- The road that runs 33I1-33L4-33L5-33Q9-33Q10-17R4-17Y10 is paved.
- Night Rules (E1.) are in effect. The initial Base NVR is 3 hexes with Overcast Cloud Cover and a Full Moon. The Canadian player is the Scenario Attacker; the German player is the Scenario Defender. The Majority Squad Type of the Canadians is Stealthy; that of the Germans is Normal.

- Wire/Mines may not be placed in road hexes.

AFTERMATH: While C Company assaulted the strongpoint, elements of Brigade HQ and the 3rd Parachute Squadron Royal Engineers supported them by taking up positions around Varaville and cutting off German reinforcements. There were heavy casualties on both sides, including C Company's commander, Major Murray MacLeod, who was killed. The Canadians managed to hold their objectives despite constant mortar and shell fire while taking 42 prisoners and liberating 4 compatriots. The fighting lasted until 1030 hours that morning and C Company was finally relieved late in the afternoon by Commandos from the 1st Special Service Brigade.