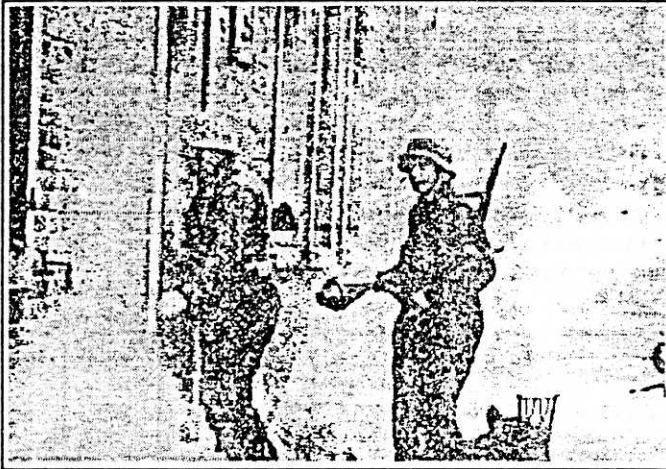


GOING TO CHURCH



SCENARIO BB5



ST. MARTIN-DE-FONTENAY, FRANCE, 1 August 1944: In the days following Operation Spring, the 2nd Canadian Infantry Division conducted several short but sharp actions to improve their positions. One of the positions was the two adjoining villages of St. Andre-sur-Orne and St. Martin-de-Fontenay. The Canadians held the southeast portion of St. Andre and all of St. Martin except the church on the southern outskirts. Brigadier H. A. Young wanted the church taken. Several attacks by Le Regiment de Maisonneuve failed and Les Fusiliers Mount-Royal relieved them and took up the attack. Young believed the objective could be taken by a company of infantry, supported by engineers.

BOARD CONFIGURATION:

HANDICAPS:

- C3: Use C2, and all German units in building F3 are Fanatic.
 C2: Use C1, and decrease game length to 5 1/2 Turns.
 C1: Add four "7" to the German OB.
 G1: Add one 4-5-8 to the Canadian OB.
 G2: Use G1, and delete the Hero and 3-4-8 HS from the German OB.
 G3: Use G2, and add another British 51mm mortar and DC to the Canadian OB.



VICTORY CONDITIONS: The Canadians win immediately when there are no unbroken German MMC in building 22F3.

(Only hexrows A-P are playable)

TURN RECORD CHART

⚔ GERMAN Sets Up First	1	2	3	4	5	6	END
🎯 CANADIAN Moves First							

⚔ Elements of the 9th SS Panzer Division [ELR: 5] set up ≤ 3 hexes from 23E4: {SAN: 4}

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

🎯 Elements of Les Fusiliers Mount-Royal [ELR: 4] set up on/north of hexrow L: {SAN: 2}

4-5-8	2-4-8	9-2	9-1	8-0	8-14	2-7	51 [2-11]	30-1
7	2						2	

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- All hedges are treated as walls.
- Treat all Water Obstacle (including canal) hexes as open ground. Bridges do not exist, but the road depictions in all Bridge hexes do.
- German squads may Deploy freely during setup.

AFTERMATH: Careful planning for the attack paid off. The sappers moved on the church about an hour before dawn and were driven back by German machine gun fire. The Fusiliers, led by

Major J. A. Dextraze, had an alternate plan ready and promptly reacted to this minor set back. Sweeping around to the side of the church and then over the wall, the company poured into the churchyard with guns blazing. Resorting to grenades and bayonets at close range, the assault was over in about an hour. Most of the defenders were killed, with a half dozen taken prisoner and some ten managing to escape across the fields. The Germans showered the church with mortar and artillery fire, but the Fusiliers held on and used the church as a base for future operations.