Roadblock

by Obelus

On June 6, 1944, the 3rd Canadian Division landed on Juno Beach in the Battle of Normandy and sustained 50 percent casualties in their first hour of attack. By the end of D-Day, the Canadians had penetrated deeper into France than either the British or the American troops at their landing sites, overcoming stronger resistance than any of the other beachheads except Omaha Beach. In the first month of the Normandy campaign, Canadian,
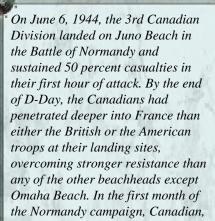
British, and Polish troops were opposed by some of the strongest and best trained German troops in the theatre, including the 1st SS Division, the 12th SS Division and the Panzer Lehr Division. Several costly operations were mounted by the Canadians to fight a path to the pivotal city of Caen and the south towards Falaise.

In this scenario, three heavily armored trucks carrying supplies try to sneak past a German roadblock.

OBJECTIVE:

Canadians receive 1 VP for removing the tank trap, 1 VP for removing each land mine, and 2 VPs for moving a truck off the road to the south or the east.
Germans receive 2 VPs for each truck they destroy, and 1 VP for each 2 unspent command points at the end of six turns.

Rounds: 6
Starting Initative
Canadians

Actions
2

Special Rules
The Canadians start the game with 8 command points and the Vehicle Parts card. They can use this card as many times as they wish (providing they pay command points each time to use it).

Side 1

Division One

- 2 Squad Bases
- 7 Regular Infantry
- 1 Elite Infantry
- 3 GMC CCKW 353 Truck

x 1

Division Two

- 4 Squad Bases
- 14 Regular Infantry
- 2 Officer
- 1 M3A1 Half Track

x 2

Starting Strategy Cards: 0
Stategy Decks
- Supply I

Operations Cards
- Clear Mines
- Clear Tank Traps

Deployment Zone
The Canadians deploy in any hex marked R.

Special Rules

The trucks are armored (meaning that they can be heavily damaged without being destroyed). They only have a movement of 3 and cannot carry squads.

Side 2

Division One

- 2 Squad Bases
- 2 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew

x 1

Division Two

- 2 Squad Bases
- 2 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 1 Mortar Crew

x 1

Starting Strategy Cards: 0
Stategy Decks
- Artillery I
- German Reinforcements I

Operations Cards
- Lay Razor Wire

Deployment Zone
The Germans can set up in 3A or 7A. Reinforcements may come in on any road hex adjacent to the edge of the board, from any direction, including north.

10A

11B

3A

7A