



## ***Tide of Iron***

### **Bridgehead Bretteville**

- by Malcolm "Brummbar44" Green

*On June 8<sup>th</sup>, 1944 the 3<sup>rd</sup> Canadian Division is counter attacked at night by Panthers from the 12<sup>th</sup> SS with little infantry support.*

### **Objective:**

German player must exit at least one Panther from the board at either of the marked objective hexes to win, otherwise the Canadians win.

### Scenario Details

- **Rounds:** 6
- **Starting Initiative:** Germans
- **Actions per Turn:** 2 actions per nation

### **Reinforcements**

- None

### **Special Rules**

- **Night Fight** – Max LOS 2 hexes – Vehicles move ½ round up – concealed not revealed by vehicles only squads at round end – no combined fire *except for units in same hex*
- **Concealed Guns** – Guns in the same hex as a concealed marker gain the benefit of being concealed. Marker is removed when gun or squad fires.

### TERRAIN FEATURES

- The stream is ***Deep***.

## **CANADIANS**

### **DIVISION 1 - 3<sup>rd</sup> Canadian Division**

- 10 Squad Bases
- 25 Regular Infantry
- 6 Elite Infantry
- 3 Officers
- 1 Mortar Crew
- 2 Machine Gun Crew
  - 1 Medic, 1 AT, 1 FT, 2 Engineer specializations

### **DIVISION 2**

- 3 6pdr. AT guns
- 2 Concealment markers

### • **Starting Strategy Cards:** 2

### • **Strategy Decks**

- Command I
- Ground Support I

### • **Deployment Zone**

Any of the hexes on boards 1A and 11A

## **GERMANS**

### **DIVISION 1 – 12<sup>TH</sup> SS Division**

- 4 Squad Bases
- 9 Regular Infantry
- 6 Elite Infantry
- 1 Officer
  - 1 specialization of choice from Core Division (Medic, AT, FT, Eng.)

### **DIVISION 2**

- 4 Panthers

### • **Starting Strategy Cards:** 2

### • **Strategy Decks**

- Morale I

### • **Deployment Zone**

Any full road hex on board 3A



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