

KIDS THESE DAYS



HazMo 4

Scenario Design: Chuck Hammond

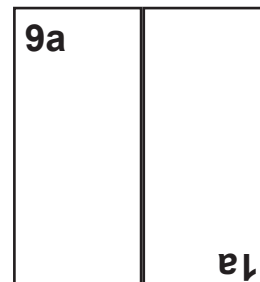


CRISTOT, FRANCE, 11 June 1944: On D-Day+5, the Allies were scrambling to expand their beachhead on their path to seize the prize of Caen. As part of this effort, the 6th Green Howards were given the task of occupying the village of Cristot, which intelligence reports suggested was virtually undefended. The Green Howards' C.O., Lt. Col. Robin Hastings, was not so sure. With Shermans from the 7th Dragoon Guards in support of his infantry, he pressed on, albeit with caution. Before long, Hastings' misgivings would prove well-founded.

BOARD ORIENTATION:

PARITY:

- 57L Special Ammunition is one less than printed on the counter.
- Replace one PzKpfw VIE(L) with a PzKpfw VIE.



PATH TO VICTORY: The Germans win immediately upon amassing 40 VP. VP are gained as follows:

- A) EVP for Units exited off the west edge
- B) 15 VP if the British have not secured the village *at any point* on or prior to the end of British turn 6 (see SP 2).
- C) 15 VP if the German has secured the village at Game End.

TURN PROGRESSION

■ GERMAN Sets Up First	■	1	2	3	■	4	5	■	6	■	7	8	9	10	11	END	
■ BRITISH Moves First																	



Elements of the 12. SS-Panzer Div. "Hitlerjugend" [ELR:5]– Set up on board 1a and / or on board 9a east of hexrow J. Units set up in Concealment Terrain may use HIP. (SAN:4)



Counterattacking Forces: Enter turn 6 on the east edge:



Armored Reinforcements: Enter turn 7 on the east edge:



SCENARIO PARAMETERS:

1. EC are Moderate with No Wind at start. Kindling is NA. Vehicle crews may not voluntarily Abandon their Vehicles. All Walls and Hedges are Bodge (B9.5).
2. The Germans may Boresight (C6.4) and *must* Fortify 2 Stone Building Locations (Tunnel Exchange is NA). The last side to simultaneously Control both Fortified Building Locations is termed the side that has "secured the village."
3. Entrenchments set up in Woods, Grain or Brush lose HIP as per E1.16.
4. The British receive 1 module of 70mm OBA (HE only). The Germans receive 1 module of 80mm Battalion Mortar OBA (HE and Smoke). In each case, Radio Breakdown is NA and the first card drawn is automatically black (remove one black card from each

side's draw pile). Each side receives no more than two Fire Missions.

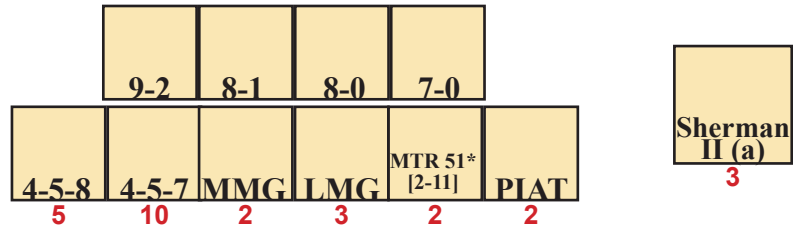
5. The German 8-3-8 squad (and its 3-3-8 half squads) are Assault Engineers (H1.22).
6. Unarmed Vehicles with no Passengers are automatically under Recall (D5.341).
7. No German Unit may exit the west edge prior to Turn 7.

(Continued on reverse side)

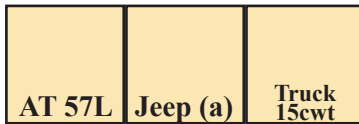
HazMo 4 (continued)



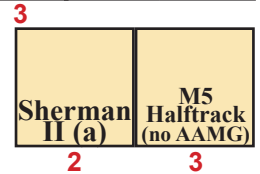
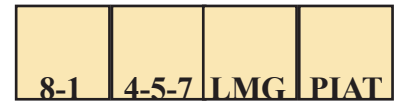
Elements of the the 6th Green Howards and 7th Dragoon Guards [ELR:4] – Set up on / west of hexrow G on board 9Sa and/or enter turn 1 on the west edge. (SAN:3)



Reinforcements: Enter turn 4 on the west edge:



Reinforcements: Enter turn 6 on the west edge:



EPILOGUE: As they approached Cristot, the Green Howards were ambushed by the fanatic teenage warriors of the 12th SS Hitler Youth Division, who promptly set several of the Shermans aflame and forced the infantry to go to ground. Hastings was able to rally enough men from A and B Companies to attack and briefly occupy the village. However, he had taken such losses that he knew his position was ultimately untenable. Facing relentless German counterattacks, Hastings reluctantly ordered a withdrawal. The SS retook the position by nightfall and were soon counterattacking toward the British start line on Hill 103.