

# FLIGHT OF THE VALKYRIES

ASL FotV#1



## Cintheaux, Normandy, 8<sup>th</sup> August, 1944:

As Operation Totalize picked up pace and started to dig deeper into the Germans main line of defence the German command grew desperate. Early on the morning of the 8<sup>th</sup> August forward elements of Kg Wunsch (12<sup>th</sup> SS Pz Div) along with the remaining Tigers of 101<sup>st</sup> Shwere SS Pz Abtiefung moved forward to counter and hopefully blunt the forward progress of the British & Canadian units. Today would be a dark day in more ways than one.

## BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The German player wins by games end by Exiting half of his force in total VP (FRU) anywhere off the Northern map edge.

## BALANCE:



Add 4 x Pz IV H to the German Reinforcements



Add 4 X M10 Wolverine to initial OB

The whole map is in play

## TURN RECORD:

Allies	Sets up first:	1	2	3	4	5	6	7	8	9	10	End
Germans	Moves first:											



[ELR:5]

{SAN:4}

I/I Abteilung, 25<sup>th</sup> SS PzGr Regt, 12<sup>th</sup> SS Pz Div, 'HJ'  
Enters turn 1 on south edge of map east of Hexrow J:



5 4 2 3 2 1 1 2

HQ Stab & 3<sup>rd</sup> Kompanie, 101<sup>st</sup> Schwere SS Panzer Abtiefung:



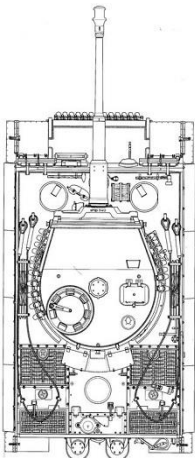
8 1 1 1 2

6<sup>th</sup> Kompanie, II Abt, SS Pz Regt 12 'HJ'

Enters Turn 5, south map edge, East of Hexrow J:



6 1 1

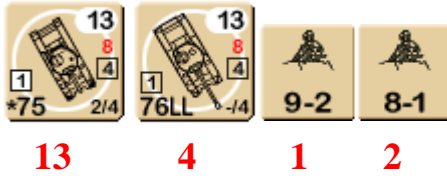




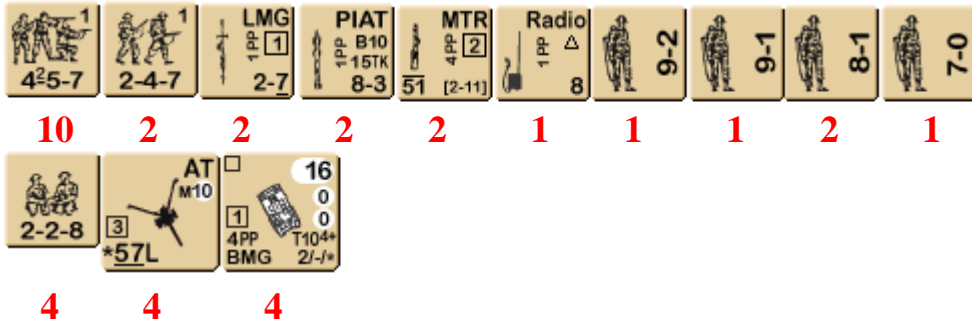
[ELR:4]  
{SAN:2}

### British force group:

A Sqn, Northamptonshire Yeomanry set up as per SSR 2:

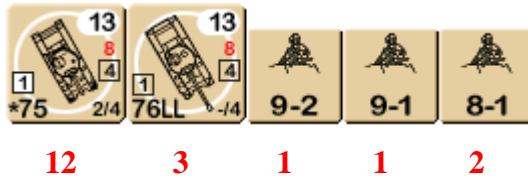


B Coy, 1 Black Watch & 2 & 3 Section 1 BW Anti-Tank  
Platoon set up concealed North of Hex ≤ 10:

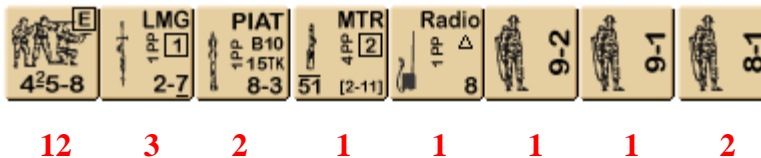


### Canadian force group:

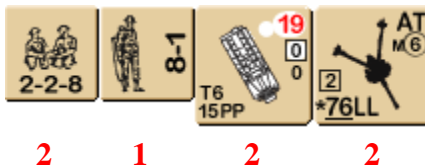
A Sqn, 27<sup>th</sup> Armoured Regiment (The Sherbrooke Fusilier Regiment),  
Set up as per SSR 3:



A coy, Royal Regiment of Canada (2<sup>nd</sup> Canadian Infantry Division)  
Sets up concealed west of the N-158 North-South Road:



N02 Section, 3<sup>rd</sup> Anti-Tank Regiment, Royal Canadian Artillery Enter turn 1  
From any Northern map edge:



### SSR:

1. EC are Dry, with a mild wind from the West at game start. Kindling is NA
2. The Northamptonshire Yeomanry sets up North of Hexs  $\leq 15$  and also sets up HIP. Once any unit from the Sqn fires or moves, all units then loose HIP status
3. 27<sup>th</sup> Armoured Regiment sets up HIP and stays this way until any unit from the Sqn Fires or Moves and then looses HIP status. The Sqn sets up West of the main North-South road (N-158)
4. Before play the Allied player selects either the British Force or the Canadian Force and then sets up as directed by the relevant SSR (2 or 3).
5. The brown & Yellow patches covering the middle ground are representing a series of rough semi ploughed fields that were in the area at the time and work as follows. They do not block LOS and so do not create a LOS Hindrance, they do however provide infantry with a limited amount of cover, to that end any MMC/HS or SMC that is crossing any hex containing this terrain does not suffer from FFMO, but still suffers from FFNAM.

### Aftermath:

Wittmann and the Tigers moved forward as fast as they could, not knowing what was to Their front they spread out to the right of the N-158 and proceeded to advance with the Grenadiers of the 1<sup>st</sup> Kompanie trailing behind some distance. After roughly an advance of 3 miles a Tiger suddenly erupted in a shower of sparks and flame, not knowing where the Shot had come from the Tigers were at a distinct disadvantage for once. The Tigers pressed On hoping to be able to locate and finish off their attackers but within the space of a few Minuets 5 of the Tigers lay smoking, and one was minus a Turret.

Within the remains of that Tiger were the bodies of SS-Hauptsturmfuhrer M.Wittmann And his crew, the 'Black baron' had finally meet his match.

To this day the debate rages on as to who killed Wittmann.