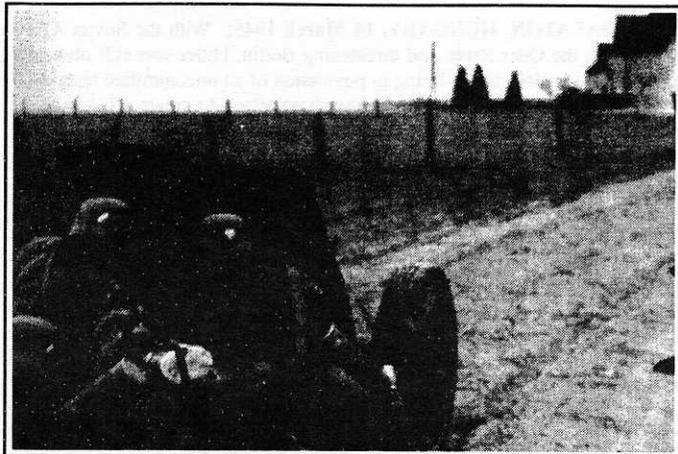


KANGAROO HOP



SCENARIO BB11



MONT LAMBERT, outside of BOULOGNE, FRANCE, 17 September 1944: As the Cinderella force to the Allied assault on Fortress Europe, the Canadian Army was generally assigned tasks at the whims of her sister Armies. One such task during the Normandy campaign was the clearing of the coastal belt and capturing the Channel ports. The harbors were critical in alleviating the logistical problems of supply and maintaining the momentum of the drive from Normandy. One of the key French ports, Boulogne, was dominated by the surrounding terrain to the east and south. Mont Lambert, which offered a vantage point over the town and its open approaches, was critical to the defense of Boulogne. After an aerial and artillery bombardment, the 3rd Infantry Division's 9th Brigade, following tanks of the 10th Armoured Regiment (The Fort Garry Horse), pressed the attack by advancing in the Kangaroos of the 1st Canadian Armored Personnel Squadron.

BOARD CONFIGURATION:

HANDICAPS:

- C3: Use C2, and remove the 2-4-8 and one 4-5-8 from the Canadian OB.
 C2: Use C1, and in the German OB, replace the 50L AT Gun with one German 75L AT Gun.
 C1: The two AVRE do not enter play until Turn 2.



- G1: Increase the game length to 5 1/2 Turns.
 G2: Use G1, and in SSR 6, replace "150+mm" with "120+mm".
 G3: Use G2, and SSR 4 is not used; board 2 undergoes a pre-game Bombardment (C1.8) instead.

VICTORY CONDITIONS: The Canadians win at game end if they Control all of the Level 3 hill hexes.

TURN RECORD CHART

	GERMAN Sets Up First	1 ^o	2 ^o	3	4	5	END
	CANADIAN Moves First						

Elements of Bodenstaendige Division 326 [ELR: 2] set up in hexes numbered ≥ 2 , using HIP in any terrain: {SAN: 3}



4-4-7 ²	2-2-8	8-1	8-0	7-0	LMG 3-8	Radio 8	Minefield H	AT M8 75 M1	AT M10 50L (75)	2+5+7
7	2				3	18 factors				2
								1+3+5	A-T Ditch	MPh/RPh: dr = MF CC: +1/-1
								2	6	4

Elements of the North Nova Scotia Highlanders, the Fort Garry Horse and the 87th Squadron Royal Engineers [ELR: 4] enter on Turn 1 along the west edge; all personnel must enter as passengers (see SSR 2 and 3): {SAN: 2}



4 ² -5-8	2-4-8	9-1	8-1	LMG 2-7	FT M10 IPP 24-1	76LL -4	75 2/4	8 M8 M10 M16 M18 M20 M24 M28 M32 M36 M40 M44 M48 M52 M56 M60 M64 M68 M72 M76 M80 M84 M88 M92 M96 M100 M104 M108 M112 M116 M120 M124 M128 M132 M136 M140 M144 M148 M152 M156 M160 M164 M168 M172 M176 M180 M184 M188 M192 M196 M200	14 8 4 T-4 2-	9-1
7							3	2	6	

Enter on Turn 2 along the west edge:

7 14 11 75 M36 2/4

SPECIAL RULES:

- EC are Moderate with no wind at start.
- Prior to setup, the Canadian player must secretly predesignate how many, if any, AVRE will enter play equipped with fascine (British Vehicle Note 37).
- During setup, each Kangaroo may be covered by a 1/2 "??", with that vehicle's actual Passengers (if any, and including SW) placed out of the opponent's view in a Cloaking Box corresponding to that "??"'s ID. Such a "??" does not itself bestow concealed status on the vehicle or Passenger(s), but does prevent the opponent from inspecting that vehicle's contents, and is removed (and replaced by the vehicle's actual contents if any) as per the normal rules for "??" loss [EXC: not for being in enemy LOS unless within three hexes of a Good Order enemy unit, nor for movement of the vehicle]. Passengers are also revealed if they pass a Crew Survival DR (D6.9); i.e., if eliminated outright, they need not be revealed. The Canadians may deploy freely during setup.
- After all set up, each German unit must take a PTC; the TEM of each unit's Location is added to its PTC DR as a negative DRM as per C1.82. Failure of this PTC results in that unit being placed onboard, unconcealed and pinned.

- Each German unit set up in non-Concealment Terrain must be placed onboard under a "??" as soon as a Good Order enemy unit has a LOS to it regardless of range.
- The Germans receive one module of 150+mm OBA (HE and Smoke).

AFTERMATH: A "dummy" pass at the end of the bombing run had forced the German defenders to ground for the critical period when the Canadian assault had to cross the open two kilometers which separated their objective from their start line. Halfway up the slope, mines and craters forced the infantry to continue their advance on foot. Most of the opposition came from machine-gun nests which were in turn covered by intensive antitank gun fire. Once the gun positions and artillery batteries were put out of action, Crocodiles lumbered forward to clear the remaining pockets of resistance. Usually just the appearance of the flame-throwing tank was enough to break the enemy. By evening, Mont Lambert was in Canadian hands with the North Nova Scotians preparing for their assault into Boulogne.