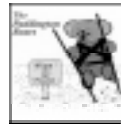


V16 COMMANDOS EAT QUICHE

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CINEMATIC ACCOUNT

LOCATION: Ouistreham, France

DATE: 6 June 1944, *The Longest Day*

COMMENTARY: No.4 Commando was ready to star in the breakout from the landing at Sword Beach towards Ouistreham. Leading them was the tough but well-tailored *Groupe Francaise*, who brushed aside German strongpoints on the outskirts of the resort town. They pressed on quickly to their main objective, the casino building which dominated the seafront area. Since the Wehrmacht defenders had given up playing roulette there, they had been able to turn the structure into a mini-fortress, resulting in the first French assault being bloodily repulsed. With his initial script in tatters, the French *Commandant* headed back to the beach to negotiate a better deal for his troupe.

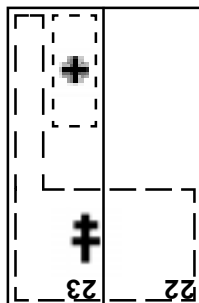
Pinned down by murderous automatic fire, the Free French were crying out for some clear direction. New motivation arrived in the form of *le Commandant* riding shotgun on top of a Sherman. The clank of tracks on cobblestones and the slam of the tank's main gun soon stirred the French blood, so the attack resumed in full fury. Those quiche-eaters stormed in and cleared the casino room by room. Pockets of defenders, some mere boys, fought to the death while others meekly surrendered. Within an hour, the green gambling tables were safely back in French hands, and some wounded commandos escorted a gaggle of grey-clad prisoners to the beach.



TURN RECORD CHART

+	GERMAN Sets Up First	1	2 [‡]	3	4	5	6	7	8	END
‡	FREE FRENCH Moves First									

THE BATTLEFIELD AND CONDITIONS



The 23Y7 building is the Casino, and all its Ground Level locations are Fortified. (and Tunnels are NA). Each of hexes 23X7-Y7 also have both 3rd Level and Roof Locations. The walled Roof Locations have +2 TEM.

Treat all orchards as Shellholes.

A stone bridge exists in 23P7; a wooden footbridge (B6.44) exists at ground level in 23X3; no other bridges exist.

Place Stone Rubble counters in 23T8 and AA10.

EC are Wet; Weather is Clear, with a Mild Breeze from the south-east.

VICTORY CONDITIONS

To win, the French must Control 22 or more Locations within the 23Y7 Casino building at Game End (note that Mopping Up and Hex Control are NA for this scenario).

SCENARIO SPECIFIC RULES:

None.



Elements of Infanterie Regiment 736 set up on Board 23, east of the canal and north of hexrow T. Set up the AT Gun in the Casino building on ground level, and the AA Gun on the Casino Roof. The ATG may (only) be Manhandled within the ground level of the Casino. The Germans may deploy up to two squads at setup.

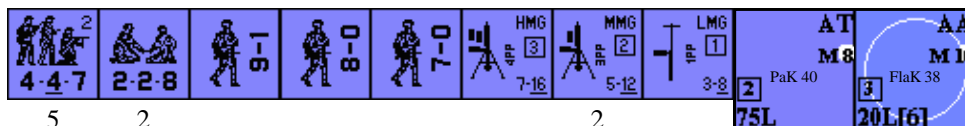
ABS BALANCE: G1 - One German Gun (and crew) must start play unconcealed

G2 - As G1 and add a 3-3-8 MMC to the French reinforcements

G3 - As G2 and delete 1x German MMG

ELR: 3

SAN: 4



1

1



Elements of Groupe Francaise, No.4 Commando [ELR:5] set up west of the canal and/or south of hexrow P. Free French infantry are Commandos (H1.24). Two French squads may be noted as Assault Engineers (H1.22). Despite the use of British counters, Free French MMC are subject to Cowering (F.8).

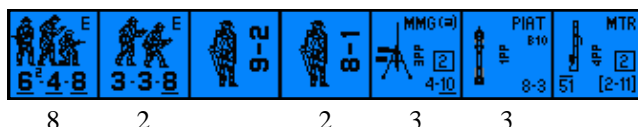
ABS BALANCE: FF1 - Delete two French SW (each player chooses one)

FF2 - As FF1 and add a 2-2-8 Crew to the German OB

FF3 - As FF2 and replace German 8-0 SMC with a 9-2 SMC

ELR: 5

SAN: 3



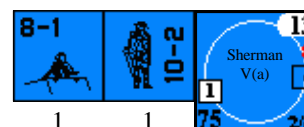
8

2

2

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1

Reinforcement from 27 Armoured Brigade with *le Commandant* as a Rider enters by 23I1 on Turn 2. The British Sherman is Gyrostabiliser equipped: