## THE GODET HILL



## Godet Hill, Northwest of St Pierre-sur-Dives, France, 16th August 1944.

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Operation Paddle aimed to cut the retreat path towards the Seine river for the German troops fighting in Normandy. As a part of this operation, the British 51st Highland Infantry Division was tasked with seizing Lisieux. But not only the resistance of German must be overcome for the highlanders, but also a number of small rivers. In the morning of 16th August, a bridge of the Dives was secured, and the 154th Infantry Brigade sped forward to reach the Oudon. But the leading tanks and armoured cars was greeted by a hail of fire coming from the Godet Hill standing before the river. The commanding heights must be seized until the river could be reached.

**Victory Conditions** : The British win at game end if there is no good order german MMC or vehicle with fonctionning MA on level 2 hill hexes.

Balance : <u>German</u> : add a PSK <u>British</u> : replace the german 9-2 leader by a 9-1.



Only hexrows A-P on board 47 and R-GG on board 6 are playable

| Germans setup first | 1 | 2 | 3 | 4 | 5             | 6              |               |
|---------------------|---|---|---|---|---------------|----------------|---------------|
| Britishs move first |   |   |   |   |               | End            |               |
|                     |   |   |   |   | (End at the e | nd of the brit | tish 6th turn |

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## German Order of Battle: [ELR : 3] [SAN : 3]

**Elements of Grenadier Rgt 980 & and remnants of 7th army** setup on board 47 and/or on board 6 in hexes <= 5. See SSR4

| Dee Dore | ·     |     |     |     |     |       |         |    |          |            |
|----------|-------|-----|-----|-----|-----|-------|---------|----|----------|------------|
| 4-6-7    | 2-4-7 | 9-2 | 8-0 | HMG | LMG | 2-2-8 | Foxhole | ?  | Mtr 81*  | PzA II     |
|          |       |     |     |     |     | crew  | 1S      |    | 8cmGrW34 | (SPA105mm) |
| x6       |       |     |     |     |     |       | x3      | x6 |          |            |



British Order of Battle: [ELR : 4] [SAN : 2]

Elements of 7st Black Watch and 1st Northamptonshire Yeomanry enter on turn 1 from the west edge

| 4-5-7 | 4-5-8 | 2-4-8 | 9-1 | 8-1 | 7-0 | MMG | LMG | PIAT | Mtr 51 | Daimler | Sherman | Carrier |
|-------|-------|-------|-----|-----|-----|-----|-----|------|--------|---------|---------|---------|
|       |       |       |     |     |     |     |     |      |        | AC      | III(a)  | MMG B   |
| x7    | x2    |       |     |     |     |     | x3  |      | x2     |         | x2      |         |

**SSR1** : Place overlay **Hi12** in 6FF1/EE2. All buildings are wooden. **SSR2** : EC is wet with no wind at start

**SSR3** : All roads are paved. For bog checks only D8.23 applies. The ground is considered soft.

**SSR4** : The German PzAII may set up HIP as if it was an emplaced gun *[EXC : it always lose concealment when firing]*. If it sets up on a hill crest line and tries a HD manoeuver during setup, it will gain at least one HD hexside status.

SSR5 : the british Carrier MMG B has an inherent 2-4-7 HS.

**Aftermath** : One of the tank was destroyed, and the others left the road to face the threat. Some of them were bogged on the wet ground. The infantry of the 7th Black Watch supported by the Shermans try to get the german out of the hill. But at night fall, the germans were still there and the british decided to stop the progression for the day.

Designer : Michel Bongiovanni – October 2006 – Playing Time : 3 hours – Source : Eddy Florentin : Operation Paddle.