

BUTCHERS AND BAKERS

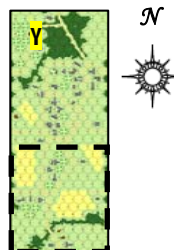
RP 11

BARFOUR, FRANCE, August 16, 1944: The 1/5 Welsh were ordered to gain the Falaise road and crossing near Barfour. A change in mission called for the companies to halt at the road. Unfortunately, Battalion HQ lost radio communication with both companies. Lt. Watkins' B Company continued across the road and later came under murderous machine gun fire while advancing through a corn field set with booby traps. Lt. Tasker Watkins was the last officer remaining. He led a thirty-man bayonet charge against approximately fifty enemy infantry from the 271st Infantry Division's Bakery and Slaughter House Companies, practically wiping them out. Finally, at dusk, separated from the rest of the battalion, Watkins ordered his men to scatter and after he had personally neutralized an enemy machine gun nest, he led them back to safety. Lt. Watkins' intrepid leadership saved his men and directly determined the outcome of the battle. For his actions at Barfour, Lt. Tasker Watkins was awarded the Victoria Cross.

Source: Patrick Delaforce. *Red Crown and Dragon* (Brighton: Tom Donovan Publishing Ltd., 1996) pp. 74-75.
Original scenario design: Evan E. Sherry.
ATS scenario conversion: Fernando Sola.

MAP CONFIGURATION: Map Y is used. Only hexrows R-GG are playable.

MAP LAYOUT:



Elements of Bakery and Slaughter House Companies, Infanterie Division 271 set up anywhere on/north of hexrow W:



Squad	Squad	Leader	MG 34
6 5 6	5 4 5	1 1 7	5 8 L MG ²
1	3	1	1

Elements of Infanterie Division 271 set up on/between hexrows CC-Y:

MG 34	Mine
8 14 M MG ²	3 factors
1	

Elements of 1/5th Battalion, The Welsh Regiment, 53rd Welsh Division enter on turn 1 on the area CC1-GG5:



Squad	Squad	Leader		Leader	Bren
6 5 8	5 5 7	1 1 8 Lt. Watkins	1	1 1 7	3 6 L MG ²
3	2	1	1	1	2

TURN RECORD TRACK:

1	2	3	4	5	6
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VICTORY CONDITIONS: The British win at game end if there are no non-Broken/Surrendered German squads/crew in neither V6 nor W6 AND they exit ≥ 9 VP (PA 4, Table V) off the area R5-U10.

SCENARIO SPECIAL RULES:

- Spotting conditions are Average.
- The British 1|1|8 Leader (Lt. Watkins) is marked with a courage marker (10.4.2).
- Broken British personnel do not surrender. They remain broken upon failing another morale check or when adjacent to enemy units.
- The German player must secretly record one OR two hexes with minefield factors. They are considered hidden minefield hexes (9.7.71).

BALANCE:



Exchange a British 6|5|8 Squad for a 5|5|7 Squad.



Exchange the German 6|5|6 Squad for a 5|4|5 Squad.

