

Blood & Honour – Hitlerjugend in Normandy

The Battle of Authie – Parts 1 & 2

Wednesday June 7th 1944

Scenario written by Richard de Ferrars and Paddy Green

Historical Overview

On the day after D-Day, the Allies started to expand their beachheads. The British and Canadians continued to advance inland towards their initial objectives around Caen and Bayeux. At the same time, the Panzer divisions that Hitler had finally released to Rommel were starting to enter the invasion area. This scenario is based on one of the hardest fought encounters in those early days after the invasion, when two attacking forces met head to head on the western outskirts of Caen.

The landing on Juno Beach by the Canadian 3rd Infantry Division was a success. The east flank of the move inland was led by the 9th Infantry Brigade, advancing towards the objective of the Caen – Bayeux railway, and just beyond that, Carpiquet Airfield. During the morning, they pushed on steadily through light resistance and by midday they were close to Buron, within sight of the hangers of the airfield.

The 12th SS Panzer Division (Hitlerjugend) had not yet fired a shot in anger. The division had been formed in 1943 - officers & NCOs from the elite 1st SS Panzer Division (Leibstandarte Adolf Hitler) with rank & file from the fanatical teenagers of the Hitlerjugend. On the morning of June 6th, the Division had been called forward from their cantonment area 50 miles away around Liseux. The difficult journey to the front took 24 hours. Mechanical breakdown and constant attention from Allied aircraft had taken their toll. West of Caen, they formed into two battle groups for their assault. Kampfgruppe Meyer, based around the 25th SS Panzergrenadier Regiment, was to attack up the line of the junction between the British forces from Sword Beach and the Canadian forces moving inland from Juno Beach. Meyer was going to carry out his threat to “throw those little fish back into the sea”. From his headquarters in L'Abbaye d'Ardenne, Meyer had a panoramic view of the battlefield. As his units formed up for the attack, he was watching the Canadian's advance and waiting.

Once the Canadians were through Authie, they had moved out of range of their artillery support. Radio communication problems hampered efforts to secure naval gunfire support from HMS Belfast. Forward units were establishing themselves in Franqueville when Panzer Meyer's tanks and grenadiers struck. Over the next couple of hours, the battle see-sawed between Franqueville and Buron. The Canadians were pushed out of Franqueville and then from Authie. A fierce tank battle raged outside Buron, which briefly fell to the Germans. A counterattack, supported by artillery and naval gunfire, forced the Germans back to Authie. Overnight, the Canadians withdrew their forces from Buron.

The Canadian advance west of Caen had come to an abrupt halt. It was to be another month before the Allies would gain control of this area from the Germans. However, they had forced Rommel to commit one of his counterattack Panzer Divisions. This pattern was repeated along the line and Rommel was never able to execute his plan of uniting his three Panzer Divisions for the immediate counterattack to throw the Allies back into the sea.

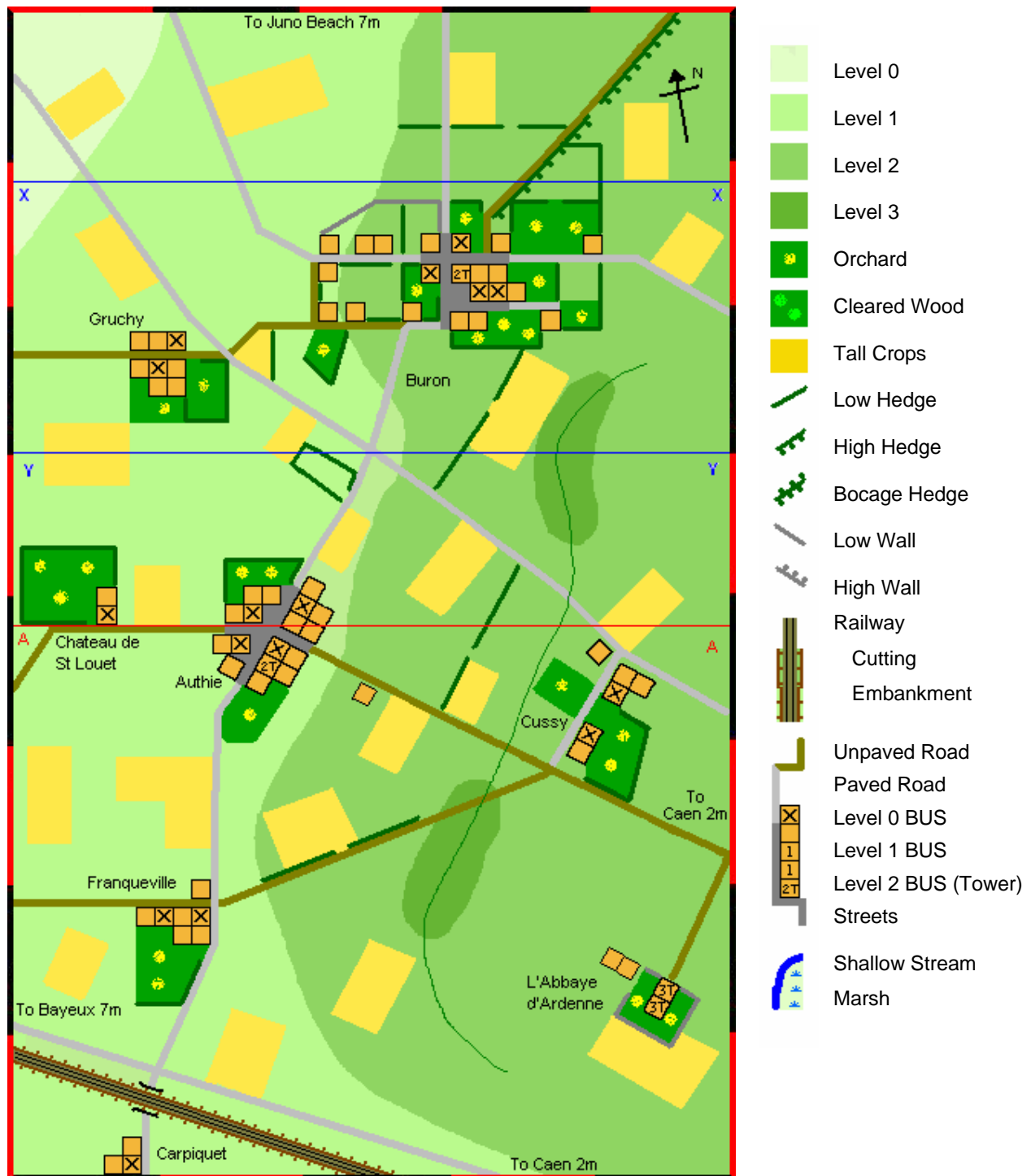
Scenario Design

The fighting on that day took place in two distinct phases and this lends itself well to a two-part linked battle.

Part 1 of the scenario represents the period from 11:00 to 13:00. During this time, the Canadian forces must clear the road to from Buron towards Carpiquet, fighting through the hastily assembled German defences. The German forces must delay the advance as long as possible. A strong performance by the Canadian will result in advantages for his deployment at the start of part 2.

Part 2 of the scenario represents the period from 14:30 to 17:00. The Canadian advance has been called to a halt. Limited preparations for defence have been made. A powerful German infantry and armour force is tasked with wrestling the initiative back from the Canadians and retaking the villages.

Map & Terrain



The battle area was open countryside dotted with farms, villages, crops and orchards.

- The playing area is 8' x 5' and north is the top edge of the map.
- Line XX and YY indicate the German initial deployment areas.
- Line AA indicates the southern limit of the range of the off-board Canadian Field Artillery.
- All buildings are stone. Within villages, the level 2T BUS represent the church towers. The two built-up sectors of L'Abbaye d'Ardenne represent the towers and are level 3 structures on a level 2 hill (total level 5).
- At the start of part one, all villages are considered under German control. Thereafter, a BUS is controlled by the last player to have occupied it with a non-panicked unit. The BUS marked with "x" or "2T" show those that the player must control at the end of their CC phase for that village to be "secured".

Canadian Player Briefing – Part 1

“Being pressed for time, the vanguard advanced quickly beyond Buron on Authie, leaving the mopping up to the company coming behind. The troops on the edge of Buron were under heavy mortar fire. One bomb that came close to our carrier threw the Commanding Officer flat on the ground. Fortunately he was not hurt. The vanguard reached Authie and encountered machine gun posts. Hectic fighting took place.”
North Nova Scotia Highlanders, War Diary, June 7th 1944

Situation

Brigadier Ben Cunningham, 10:00 June 7th 1944, Villons les Buissons, North of Buron.

Yesterday morning, your 9th Canadian Infantry Brigade landed with the second wave on Juno beach. The assault troops had secured the first objective “YEW”. In the afternoon and evening you advanced 5 miles inland through remnants of the coastal defence forces to reach objective “ELM”. The third initial objective, “OAK”, is the Caen-Bayeux Road. In your sector, this is tantalizingly close. Cross this, and the prize of Carpiquet Airfield is within your grasp. Your troops are fresh and must push ahead. To the west, the British advance inland from Gold beach is progressing well and Bayeux has been secured. Immediately to your west, the other Canadian battalions are keeping pace with this advance. To the east, the advance from Sword beach towards Caen has been held up. The high ground on your immediate east is to be secured by the British 9th Infantry Brigade. Reports suggest that tanks and Panzergrenadiers from 21st Panzer Division have established a line screening the northern suburbs of Caen. You expect other counter-attack forces to be moving forward and RAF patrols have been harrying German armour movements south of Caen, believed to be forces from the 12th SS Panzer Division.

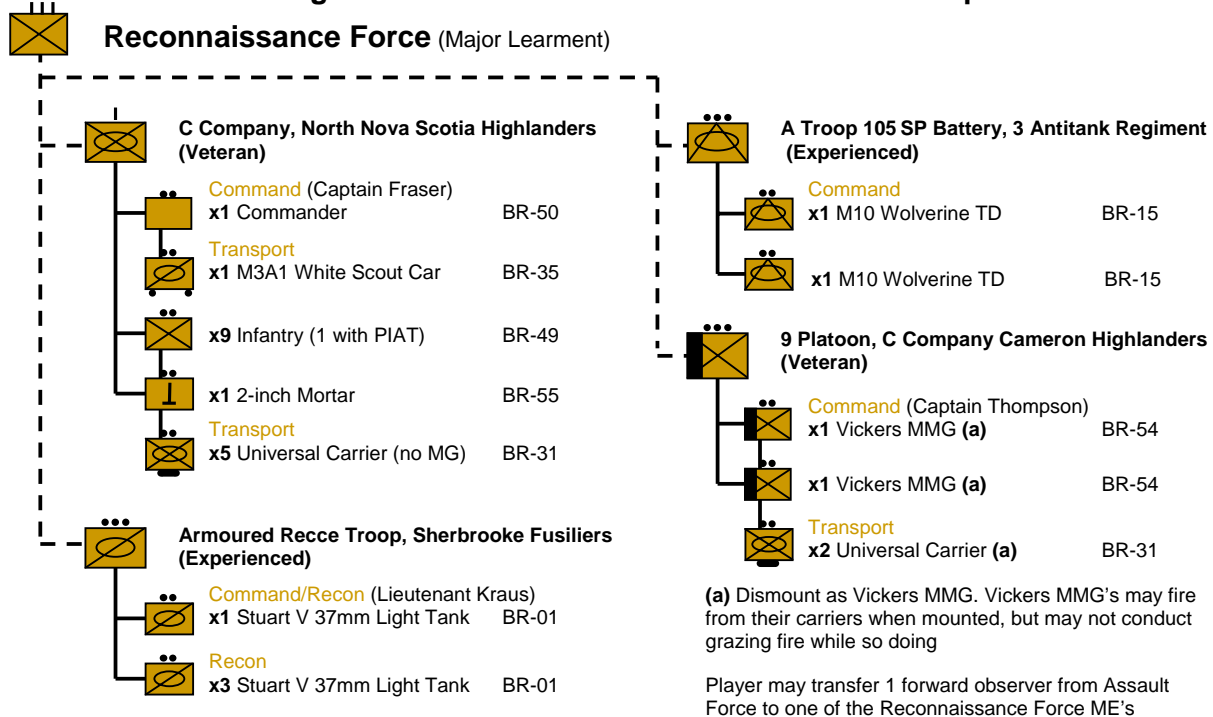
Your advance is to be led by a battle group consisting of the North Nova Scotia Highlanders Infantry Battalion and the 27th Canadian Armoured Regiment (Sherbrooke Fusiliers). This force has been strengthened with the MMG’s of the Cameron Highlanders and also some SP anti-tank guns. You will be advancing beyond the range of the field artillery. This remains close to the coast and has been unable to move to more forward positions overnight. However, HMS Belfast is on standby to provide support.

Mission

With your reconnaissance forces, you are to push ahead and secure the path towards objective “OAK”. Identify major strong points and, with the aid of your assault force, clear the villages. Beware - resistance is strengthening and we must have a firm base for further advances. The sooner that the villages are cleared, the better they can be secured against counterattacks. We must hold this ground.

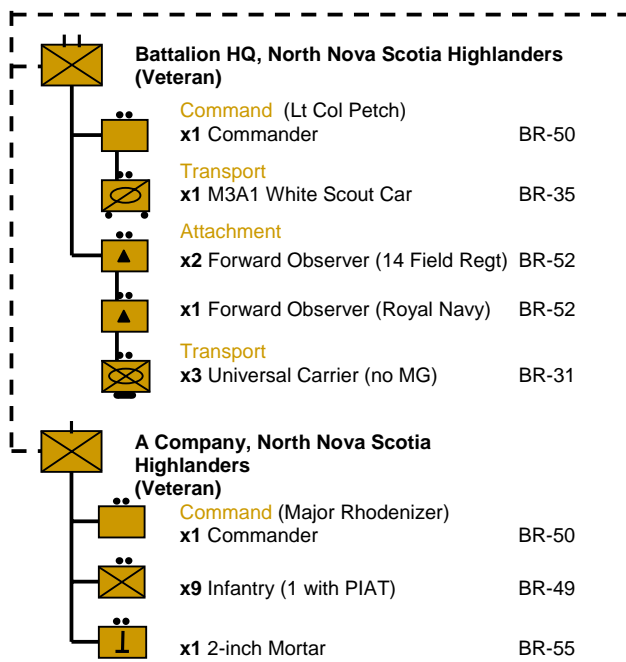
Canadian Order of Battle

North Nova Scotia Highlanders & Sherbrooke Fusiliers Battle Group

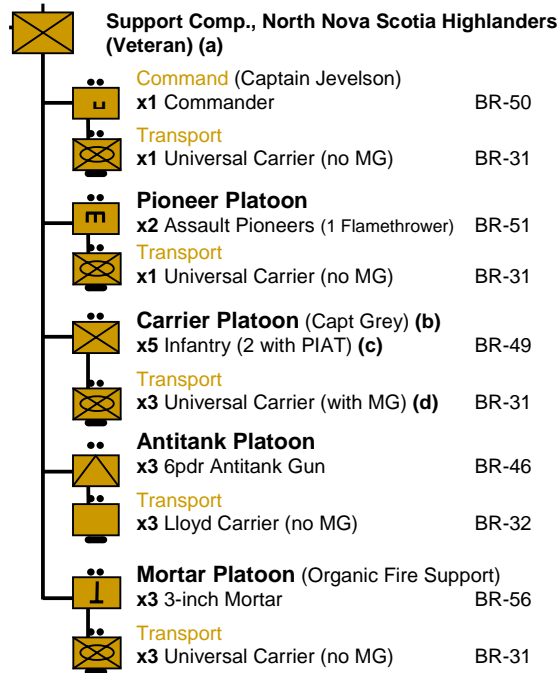




Assault Force 1



Deploy Command plus 2 platoons of Support Company with Assault Force 1, balance with Assault Force 2

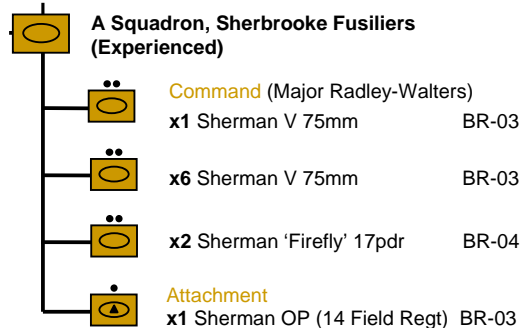
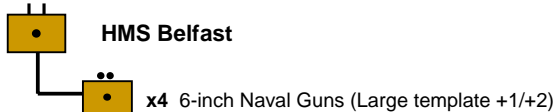


- (a) Units may be attached to any other NNSH ME
- (b) May operate as an independent ME with one Bren LMG infantry as commander
- (c) Dismount as x2 PIAT and x3 Bren LMG (BR-53)
- (d) Fire without MG rating when infantry dismount

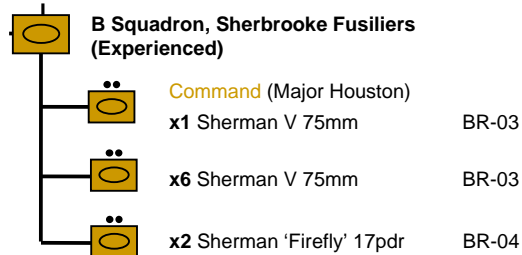
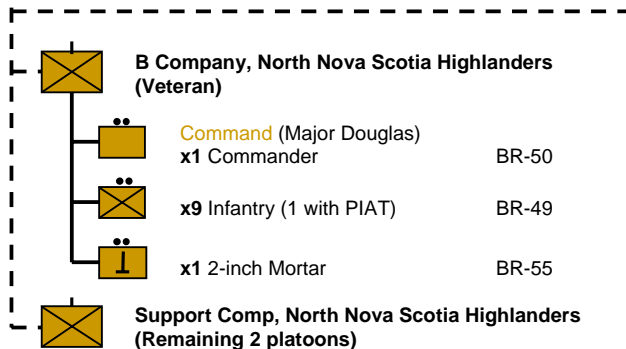
Off-board Direct Fire Support



General Naval Fire Support



Assault Force 2



Deployment & Reinforcements

The duration of part 1 of the scenario is 10 turns. The Canadian player moves first.

- **Reconnaissance Force**
Enters turn 1 on north edge of map
- **Assault force 1**
Enters turn 4 on north edge of map
- **Assault force 2**
Enters turn 8 on north edge of map

Notes & Special Rules

- **Off board Artillery**

Field artillery and naval gunfire support originate from the north edge of the playing area. Line A-A indicates the southern limit of the range of the off-board Canadian Field Artillery. Targets for fire missions must be north of this line. Units south of this line are unaffected if templates for a mission extend across this line. Off and onboard artillery & mortars may fire one smoke or mixed mission.

FOO's and commanders may call for fire when mounted in the vehicles specified in the OOB.

Only the Naval FOO can call for Naval Gunfire Support. The range is not limited, but NGS may not fire smoke missions. To reflect the communication difficulties with HMS Belfast, these call-for-fire modifiers apply to the dice roll:

Turns 1-6	No naval gunfire support
Turns 7-12	-4 call-for-fire modifier

- **Transport for C Company NNSH**

This company was transported on battalion carriers. For easier game-play, consider using an optional rule that increases transport capacity per carrier from one unit to two units.

- **Support Company NNSH**

In this scenario, the Support Company appears as an independent ME rather than as attachments to the Battalion HQ. This is simply because it is easier to arrange deployments of platoons of an independent ME.

- **Reconnaissance Force**

Only the Armoured Recce Troop Stuarts and FOO's qualify for the +1 spotting distance modifier

- **Triggering an early counterattack**

The German player has two deployment areas for their forces in part 2:

- SE corner of board, east of crest line and south of unpaved Authie-Cussy Road
- SW corner of board, south of the railway embankment

If Allied forces enter these areas, or fire on forces in these areas (including artillery fire), then part 1 ends immediately (in effect, the German player starts their counter-attack in the next German player turn.)

- **Vehicle losses, manoeuvre checks and VP's**

Transport vehicles do not count towards ME casualties and are not included in VP calculations. Transport vehicles include: Carriers with no MG, White Scout Cars and German Prime Movers.

Tanks, OP tanks, Rheiherwerfer and Carriers mounting MG's are included in ME casualty calculations and VP calculations.

- **Gaining advantages for part 2**

The OOB for part 2 is the forces that finish part 1 – look after your troops! By securing a village early, you gain more time to “prepare” for part 2. If a village is secured by the end of turn 6, units starting part 2 in the village, or within 10” of the village, start in basic improved positions (slit trenches & improved hard cover.)

- **Deployment of units for part 2**

Initial deployment areas for manoeuvre elements (ME's) in part 2 will be determined by the final position of their *commander* in part 1. Therefore, ME's losing their command unit **MUST** designate a replacement at the earliest opportunity.

The units of the support company will have more flexibility. The carrier platoon will deploy according to the location of the *platoon* commander and the antitank guns may be attached to other ME's.

German Player Briefing – Part 1

“Having received his orders, Ustuf. Walther went off to position the tanks of the II. Battalion. Suddenly he saw an officer senior to himself arrive, walk up to crest of the ridge with his maps and give a commentary on the situation to those accompanying him. ‘Bugger off, you’ll get us spotted by the enemy’.”

“From Buron enemy tanks roll towards Authie. My God! What an opportunity. The tanks drive exactly across the front of the II. Battalion. I give the order ‘Hold your fire! Shoot only when I give the order’.”
Standartenführer Kurt Meyer, personal account.

Situation

Standartenführer Kurt Meyer, 10:00 June 7th 1944, L’Abbaye d’Ardennes, Caen.

It is barely 24 hours since the invasion began. The Canadians have stormed ashore around Courseulles-sur-Mer. The coastal defence division, 716 Infantry Division, has been badly smashed although some elements have managed to pull back from the beachhead area. The first counter-attack division, 21 Panzer Division, has spent much of the last 24 hours deploying, redeploying and launching ineffective local attacks. They have, however, managed to establish a light screen to the north of Caen. The enemy are closing in on the open ground west of Caen. The Luftwaffe defence forces, in disarray, have abandoned Carpiquet Airfield.

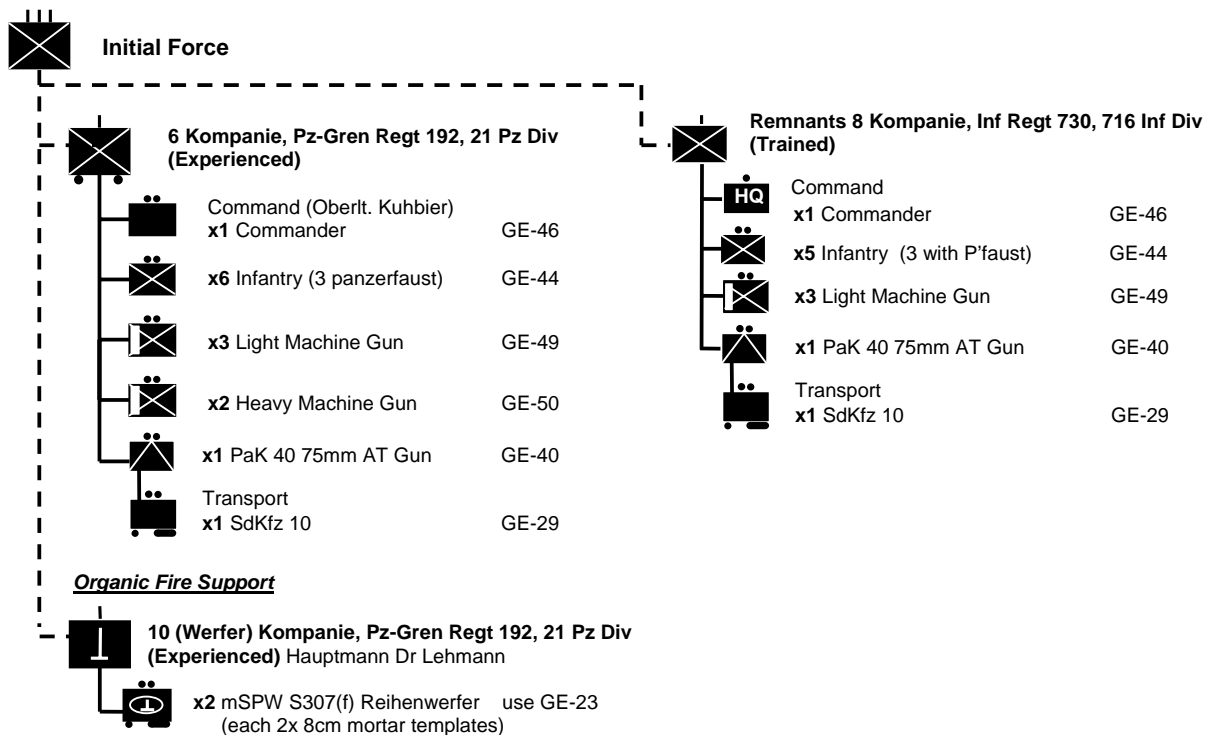
You have just returned to your HQ from the Command Bunker at La Folie. There, you met with General Richter (716 Infantry Division) and General Feuchtinger (21 Panzer Division). The only hope for a successful counter-attack lies with your fresh 12 SS Panzer Division (Hitler Jugend). Their advance into the battle zone has been slowed by constant attention from “Jabos” and fuel shortages. The Panther battalion has been badly held up but most of the Panzer IV battalion and one regiment (three battalions) of Panzergrenadiers have just arrived. This is your force - Kampfgruppe Meyer. More time is desperately needed to complete preparations and set up artillery. Once deployed, it will launch a counter-attack northwest and north of Caen.

Mission

Your assault force will not complete preparations for another 2-3 hours. If the counter-attack is to stand any chance of success, your initial forces must delay the Canadian advance for as long as possible. This is not easily defensible bocage country. This is open farmland, dotted with villages and orchards.

German Order of Battle

Elements 716 Infantry Division & 21 Panzer Division.



Deployment & Reinforcements

The duration of part 1 of the scenario is 10 turns. The Canadian player moves first.

- 716 Infantry Division force sets up south of line XX. These are tired and disorganised troops. They may not improve position. However, the Allies have very limited intelligence about deployment and they may use hidden deployment (3 blank markers).
- When calculating losses for manoeuvre checks, the full-strength of this element was 12 units.
- 21 Panzer Division force sets up south of line YY. They may deploy in basic improved positions (slit trenches & improved hard cover) and use hidden deployment (6 blank markers).

Notes & Special Rules

• **Triggering an early counterattack**

The German player has two deployment areas for their forces in part 2:

- SE corner of board, east of crest line and south of unpaved Authie-Cussy Road
- SW corner of board, south of the railway embankment

If Allied forces enter these areas, or fire on forces in these areas (including artillery fire), then part 1 ends immediately (in effect, the German player starts their counter-attack in the next German player turn.)

• **Gaining advantages for part 2**

If the Canadian player secures a village early, they gain more time to “prepare” for part 2. If they secure a village by the end of turn 6, units starting part 2 in that village, or within 10” of the village, start in basic improved position (slit trenches & improved hard cover.)

• **Recommended Optional Rules**

- Grazing fire
- Sneak manoeuvre action
- Engineer / improved position rules
- British artillery – replacement of FOO casualties
- Armoured transport – increase transport capacity by one stand (does not apply to tank riders)
- Multi-level BUS

Victory Conditions

	Canadian	German
Major Victory	Gain control of Buron, Gruchy, Authie & Franqueville Gain double the VP's of the German player	Retain control of at least one of the villages of Buron, Gruchy, Authie or Franqueville at the end of the game
Minor Victory	Gain control of Buron, Gruchy, Authie & Franqueville Gain more VP's than the German player	Lose control of Buron, Gruchy, Authie & Franqueville, but: Gain more VP's than the Canadian player

German Player Briefing – Part 2

Situation

“Terrible pressure presses upon us. Now it must happen. I give the attack signal to Wünsche and hear only his order: “Attention, Panzer march”. The tension disappears. There is lightening and thunder in Franqueville. The first enemy tank is wrapped in smoke and I see the men jump out. The grenadiers of the II. Battalion are driven by pride. They want to break into Authie.”

Standartenführer Kurt Meyer, personal account.

Standartenführer Kurt Meyer, 14:30 June 7th 1944, L'Abbaye d'Ardennes, Caen.

The remnants of 716 Infantry Division fought valiantly and the screen provided by 21 Panzer Division has served its purpose. You have been successful in deploying your artillery, Panzers and Panzergrenadiers. The three battalions of your Panzergrenadier Regiment 25 are attacking in an arc from the Caen – Bayeaux road in the West, to Lebisey in the East. Each attack has support of Panzer IV's from Staf. Wünsche's Panzer Regiment 12. As you stand on one of the towers of the Abbaye d'Ardenne, you watch the Canadians reach the high water of their advance. In disbelief, you see troops busying themselves with food and rest rather than fortifying their positions. Perhaps you can “throw these little fish back into the sea” like they deserve. You stand ready to unleash your forces. The young soldiers of the Hitlerjugend are about to receive their baptism by fire!

Mission

The assault force is a reinforced Panzergrenadier battalion with 2 companies of Panzer IV's in support. This is the Panzergrenadier Regiment's main assault and you have allocated a full regiment of artillery support. You have also strengthened the heavy weapons company with additional support guns. Once preparations are complete, strike hard and take control of the villages that the Canadians have recently advanced through. Open the way for the counter-attack to continue to the coast.

Deployment, Notes & Special Rules

• **Initial Deployment**

The Kampfgruppe HQ should initially be located at L'Abbaye d'Ardennes.

The assault force enters on turn 1 from one, or both, of two deployment areas (or adjoining board edge):

1. SE corner of board, east of crest line and south of unpaved Authie-Cussy Road
2. SW corner of board, south of the railway embankment

• **Unexpected Counter-attack**

The Canadian forces did not anticipate a counter-attack of the ferocity that they encountered. To reflect this:

- German forces may deploy on the crest line and railway embankment. These units are allowed offensive fire and opportunity fire in turn 1
- All German forces firing in either the German **or the Canadian** phases of turn 1 may claim the +1 ambush modifier, regardless of whether they have previously claimed it, moved or fired.

• **Off board Artillery**

Off board artillery fire originates from the southern edge of the playing area. Artillery Regiment 12 may not fire as a Regiment as it is supporting the attacks of all three of the battalions of Panzergrenadier Regiment 25. Two batteries have been assigned to this attack as direct FS. The remaining batteries are supporting other assaults but are available as general FS. All off & onboard artillery / mortars may fire one smoke mission.

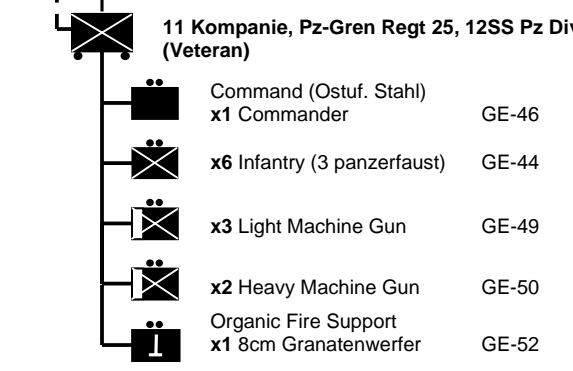
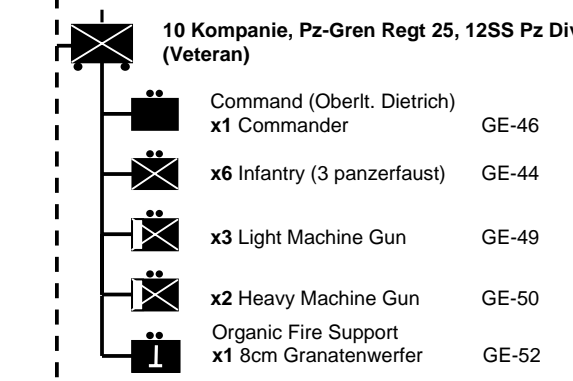
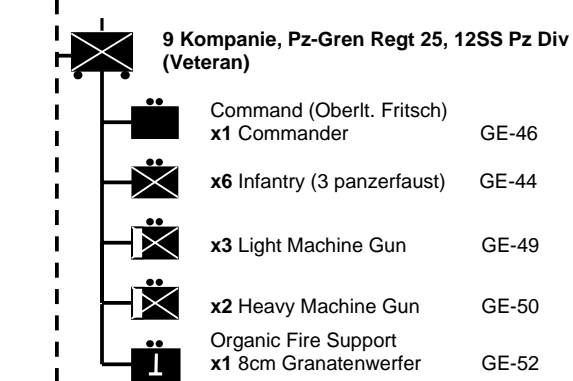
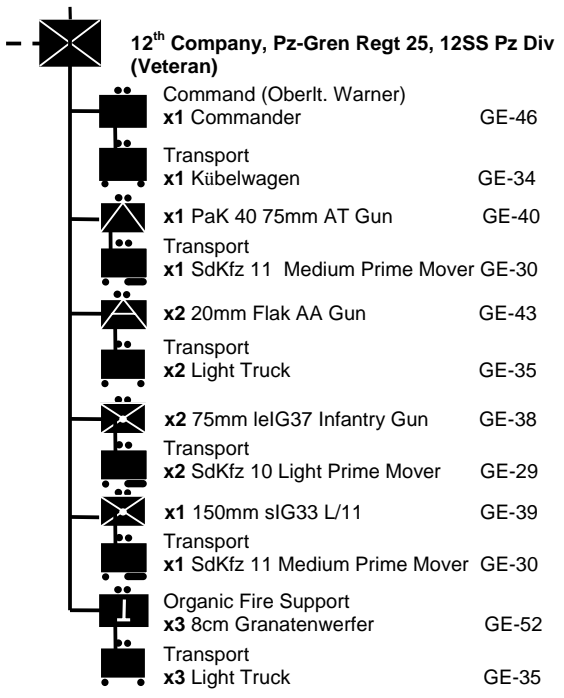
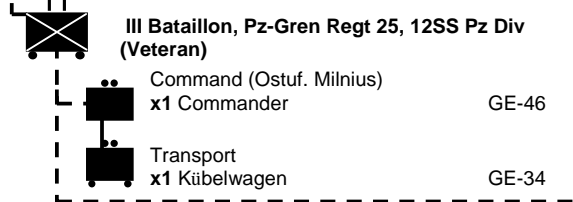
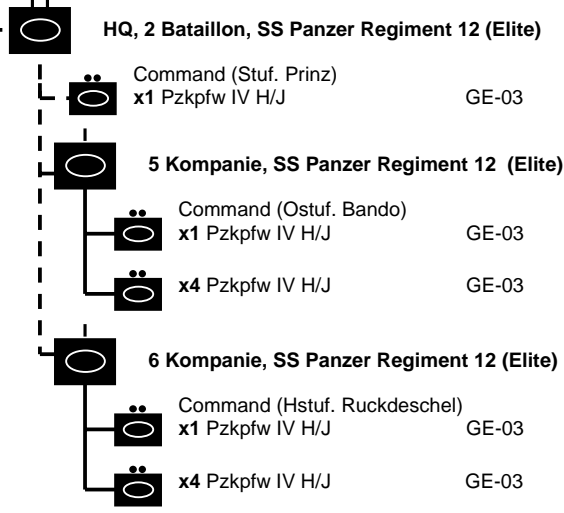
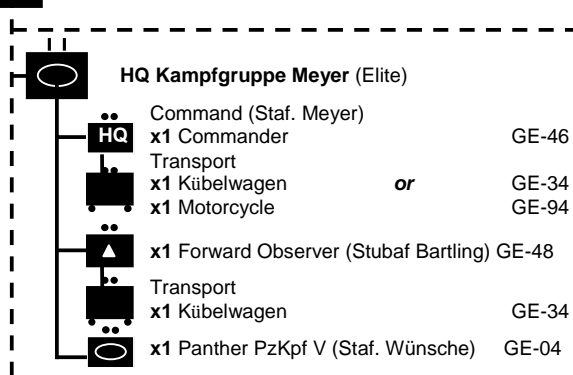
• **The Commanders**

The Kampfgruppe HQ should start the scenario at L'Abbaye d'Ardennes. Meyer & Wünsche were renowned for “getting into the thick of it”. The following are **optional rules** to reflect this. Bringing the commanders into the main battle area had pluses and minuses!

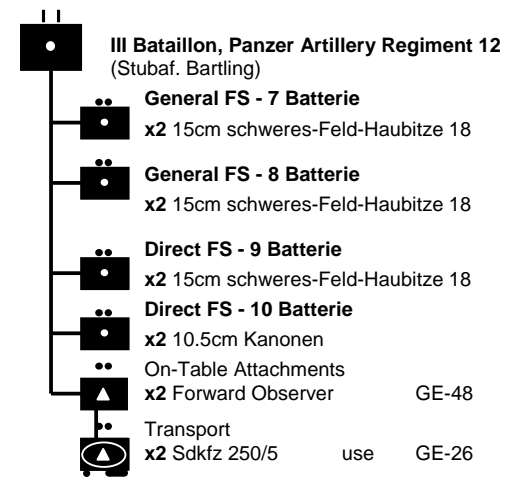
Meyer: Plus All Panzergrenadier Regiment 25 troops within command radius are considered elite.
Minus If killed, all Panzergrenadier Regiment 25 troops drop to experienced.

Wünsche: Plus A Panther is a useful addition to the assault.
Minus If killed, all SS Panzer Regiment 12 tanks drop to veteran.

Assault Force: Kampfgruppe Meyer



Off-board Fire Support



The two FO's are for 9 & 10 Batterie (direct FS) and may be attached to any manoeuvre element. Stubaf Bartling (& staff) at L'Abbaye d'Ardennes can call in **both** of the general FS batteries

Canadian Player Briefing – Part 2

“While this was in progress, the vanguard was heavily attacked by at least nine tanks and two companies of infantry. At about the same time, the German armour struck past Authie and it could be seen that a major counterattack was being launched. All available tanks from “A” and “B” squadrons manoeuvred from hull-down positions south of Buron and as enemy armour broke through a great tank battle took place, 27 of our tanks being knocked out.”

North Nova Scotia Highlanders, War Diary, June 7th 1944

Situation

Brigadier Ben Cunningham, 14:30 June 7th 1944, Villons les Buissons, North of Buron.

Progress during the morning has been satisfactory. The opposition has been heavier than expected, but your battle group has made progress through the German defensive lines. However, there are conflicting reports about the strength of the German forces ahead. You have pushed ahead of the forces on each of your flanks and you are vulnerable to counter-attack. Your most advanced units have sighted some German armour, almost certainly Tigers, in the area of the Caen – Bayeux railway embankment. Units around Authie and Franqueville are reporting harassing mortar fire.

You have called a temporary halt to the advance until the overall situation becomes clearer, and instructed your forward commanders to take up defensive preparations. But you have seen some of your men relaxing in the orchards and eating their lunches.

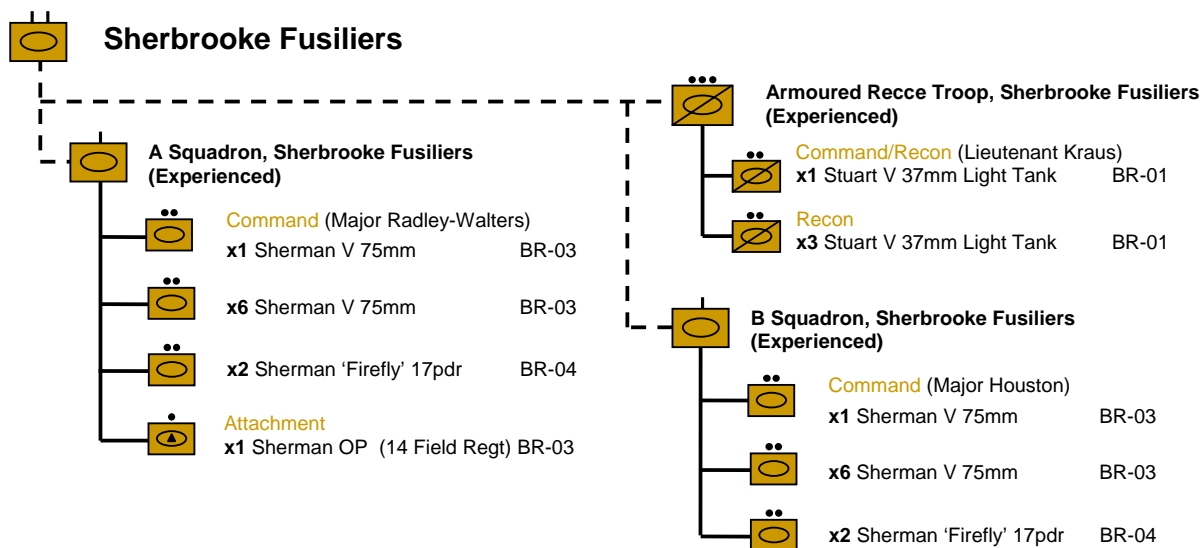
You have dispatched D squadron of the Sherbrooke Fusiliers down your left (east) flank towards Galmanche to maintain contact with forces there. You retain control of the remainder of the Regiment and the North Nova Scotia Highlanders. The Field Artillery has still not been able to move forward from the beach area and its range remains limited. There are continuing problems communicating with HMS Belfast and it is proving very difficult to bring in the planned fire support.

Mission

There is still a pressing need to enlarge the beachhead and all the ground that you have gained is valuable. Your mission is to retain control of the villages on the road to Carpiquet so that, once your flanks are secure, further advances inland can be made.

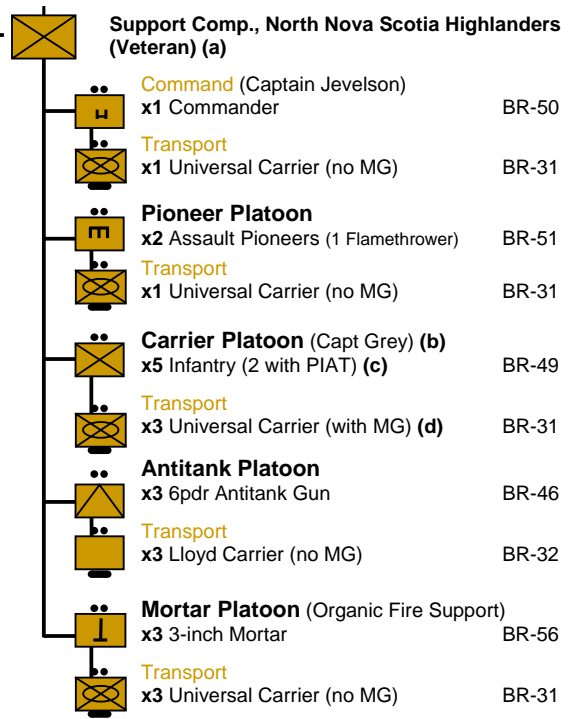
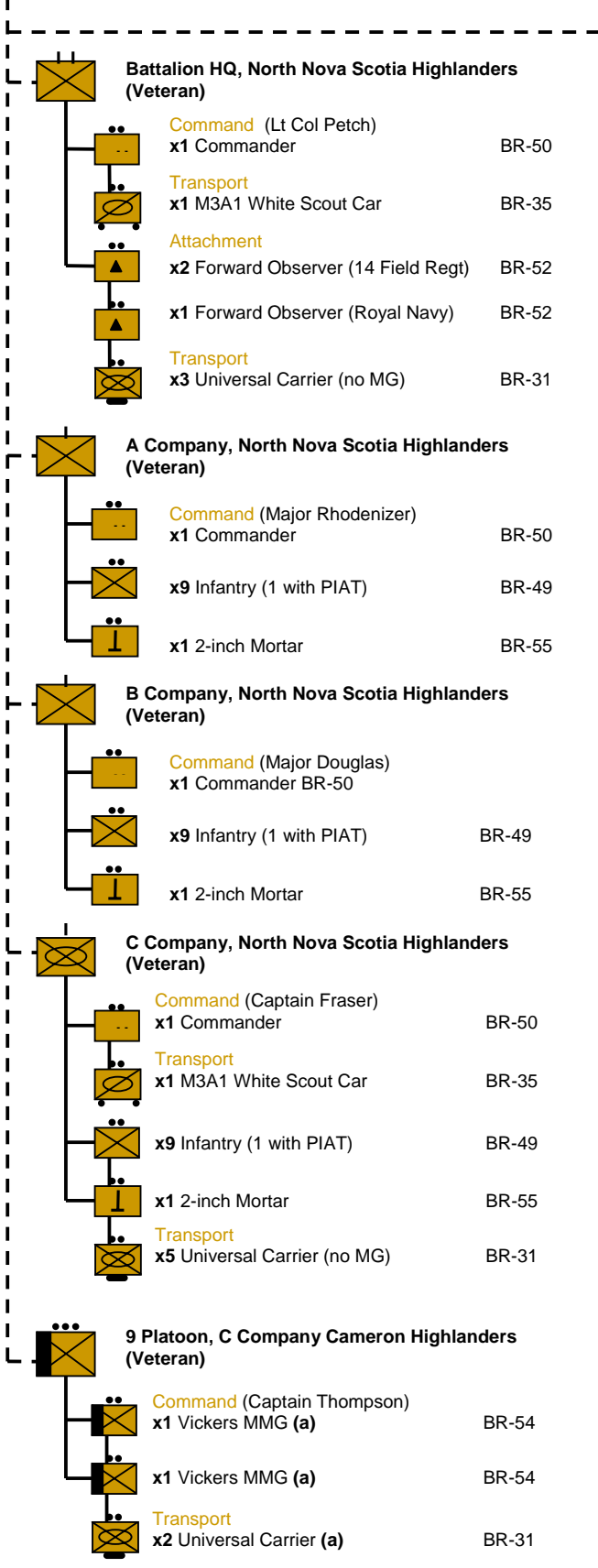
Canadian Order of Battle

The Canadian player starts with the units that were present on the table at the end of part 1. The complete OOB is outlined below, but all casualties inflicted during part 1 should be removed before starting part 2. These casualties **do count** towards ME casualties when conducting manoeuvre checks. If playing part 2 without first playing part 1, see notes later for suggested adjustments.

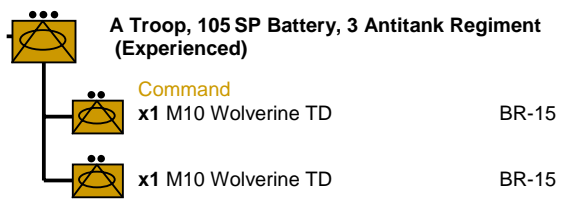


The Observation tank may be attached to either Squadron

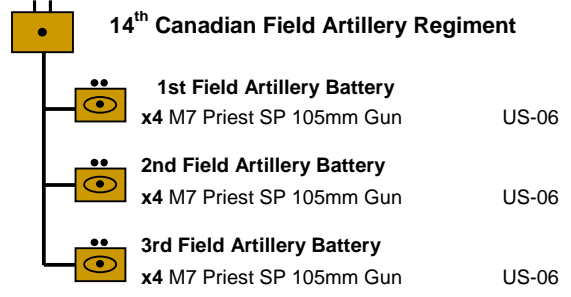
North Nova Scotia Highlanders – minus D Company



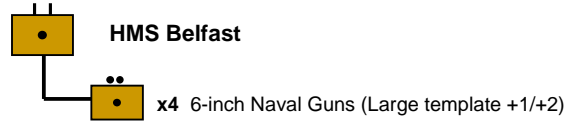
- (a) Units may be attached to any other NNSH ME
- (b) May operate as an independent ME with one Bren LMG infantry as commander
- (c) Dismount as x2 PIAT and x3 Bren LMG (BR-53)
- (d) Fire without MG rating when infantry dismount



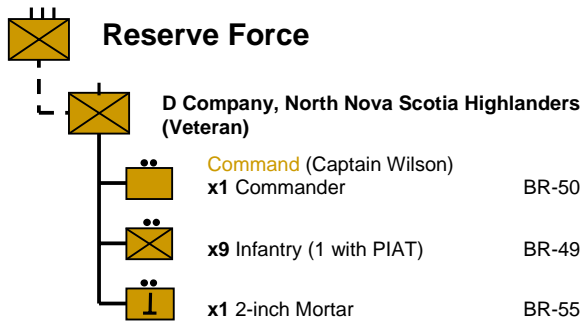
Off-board Direct Fire Support



General Naval Fire Support



(a) Dismount as Vickers MMG. Vickers MMG's may fire from their carriers when mounted, but may not conduct grazing fire while so doing



Deployment & Reinforcements

The duration of part 2 of the scenario is 12 turns. The German player moves first.

The initial force is the Sherbrooke Fusiliers and the North Nova Scotia Highlanders force, minus D company. If part 2 is played independently, there are some suggestions about forces and deployment at the end.

- **Deployment Areas**

The deployment area for each ME is determined by the final location of the commander at the end of part 1. This is intended to limit the ability to conduct major redeployments.

- *Infantry element* - units must deploy within 10 inches of final position of the ME's commander
 - attached FOO's may deploy anywhere more than 12" from the German deployment area
- *Support company* - Carrier platoon units may deploy within 10" of the *platoon* commander's final position
 - Mortar and pioneer platoons must deploy within 10" of the *company* commander
 - Antitank platoon may either deploy as above, or attach individual guns to another ME
- *Armour element* - units must deploy within 20 inches of final position of commander

- **Reserve Force**

Enters north edge of board start of turn 8

Notes & Special Rules

- **Improved Position**

Units improve position according to when the village was secured in part 1. All vehicles may start hull down.

- **Off board Artillery**

Field artillery and naval gunfire support originate from the north edge of the playing area. Line A-A indicates the southern limit of the range of the off-board Canadian Field Artillery. Targets for fire missions must be north of this line. Units south of this line are unaffected if templates for a mission extend across this line. Off and onboard artillery & mortars may fire one smoke or mixed mission.

FOO's and commanders may call for fire when mounted in the vehicles specified in the OOB.

Only the Naval FOO can call for Naval Gunfire Support. The range is not limited, but NGS may not fire smoke missions. To reflect the communication difficulties with HMS Belfast, these call-for-fire dice roll modifiers apply:

Turns 1-3	-4 call-for-fire modifier
Turns 4-6	-3 call-for-fire modifier
Turns 7-9	-2 call-for-fire modifier
Turns 10-12	-1 call-for-fire modifier

- **Hidden Unit Status**

The Abbaye d'Ardenne afforded panoramic views of the battlefield. To reflect this, all Canadian vehicles and guns should be deployed on the playing area from the start of the scenario. Infantry stands may be represented by blank markers, but no dummy markers are used.

- **Vehicle losses, manoeuvre checks and VP's**

Transport vehicles do not count towards ME casualties and are not included in VP calculations. Transport vehicles include: Carriers with no MG, White Scout Cars and German Prime Movers.

Tanks, OP tanks, Rheiherwerfer and Carriers mounting MG's are included in casualty & VP calculations

• **Recommended Optional Rules**

- Grazing fire
- Sneak manoeuvre action
- Engineer / improved position rules
- British artillery – replacement of FOO casualties
- Armoured transport – increase transport capacity by one stand (does not apply to tank riders)
- Multi-level BUS

Victory Conditions

	Canadian	German
Major Victory	Retain control of Buron, Gruchy, Authie & Franqueville	Regain control of a Buron, Gruchy, Authie & Franqueville
Minor Victory	Retain control of Buron & Authie	Regain control of Authie and Franqueville

Playing Part 2 without playing Part 1

➤ **Canadian Casualties**

The following ***should be removed as casualties*** from part 1 (and count as losses on manoeuvre rolls):

Infantry Units:

HQ Comp. NNSH	<i>No casualties</i>
A Comp. NNSH	3x infantry
B Comp. NNSH	<i>No casualties</i>
C Comp. NNSH	6x infantry
Cameron Highlanders	<i>No casualties</i>
Support Comp. NNSH	1x Bren LMG 1x pioneer

Armoured Units:

Armoured Recce Troop	2x Stuarts
105 SP Battery	1x Wolverine
A Squad. Sherbrooke's	1x Sherman Firefly 3x Sherman 75
B Squad. Sherbrooke's	<i>No casualties</i>

➤ **Canadian Deployment Areas**

Infantry Units (Commander's deployment):

HQ Comp NNSH	<i>No restriction</i>
A Comp NNSH	Gruchy, Authie, Franqueville
B Comp NNSH	Gruchy, Buron
C Comp NNSH	Authie, Franqueville
Cameron High.	<i>No restriction</i>
Supp Comp NNSH	<i>No restriction</i>

Armoured Units (all elements):

Armoured Recce Troop	South of line A-A
105 SP Battery	South of line Y-Y
A Squad. Sherbrooke's	50% south of line A-A
B Squad. Sherbrooke's	<i>No restriction</i>

➤ **Improved Position**

Buron, Gruchy, Chateau de St Louet - Canadian units in village BUS or within 10" of village BUS **may start** part 2 in improved position

Authie and Franqueville - Canadian units deployed in and around these villages are **not** in improved position

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