

# Blood & Honour – Hitlerjugend in Normandy

## Finding the Front Line

Wednesday June 7<sup>th</sup> 1944

*Scenario written by Richard de Ferrars and Paddy Green*

### **Historical Overview**

During the battles for north-west Europe, reconnaissance forces on both sides had many and varied roles. In their most obvious role they would scout the way ahead of, and screen the flanks of, advancing armoured columns – for example in the “dash across France” of August '44, or advancing across “The Island” at the end of Market Garden. Both sides also used them as infantry, usually to cover thinly held sectors of the line. The 61<sup>st</sup> Reconnaissance Regiment, featured in this scenario, handed in their vehicles and spent a dismal few weeks holding the line in Holland during the winter 1944-45. This scenario is based around the events of the afternoon of D+1. Both sides are using reconnaissance forces – the British mainly to find the way ahead for an armoured advance towards Villers-Bocage, the Germans, to screen a thinly held sector of the line.

The 61<sup>st</sup> Reconnaissance Regiment was the “eyes and ears” for 50<sup>th</sup> (Northumbrian) Division. This battle-hardened division from the 8<sup>th</sup> Army had been selected to lead the assault on *Gold* beach. Its complicated tasks included linking with the American landings on *Omaha*, capturing Bayeux and also securing the high ground south-east of Bayeux to cut the Bayeux-Caen road. It had been strengthened with a fourth infantry brigade and also by 8<sup>th</sup> Armoured Brigade. This brigade was to provide both the armoured support for the assault troops and also to form the mobile spearheads that would rush forward and seize dominating terrain around Villers-Bocage. By the afternoon of D+1, the Division's landing seemed secure. 8<sup>th</sup> Armoured Brigade had completed its landing and the focus was shifting to the south to Villers-Bocage. The 61<sup>st</sup> Reconnaissance Regiment was assembled at the south-east corner of the Division's position, just north of Ducy-St-Marguerite, tasked with finding the way forward for 8<sup>th</sup> Armoured Brigade.

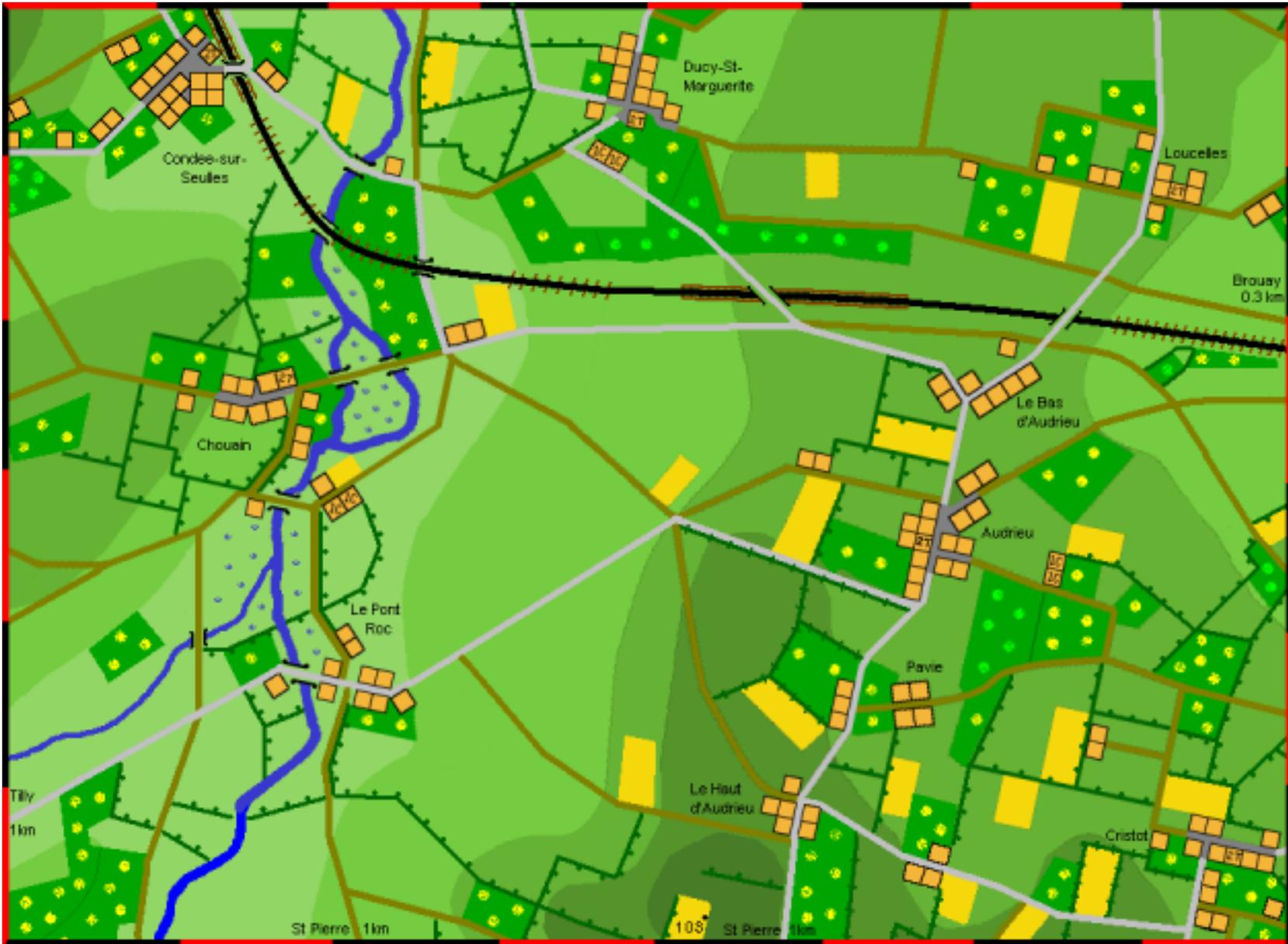
The Germans were desperately trying to re-establish a front line. The coastal defence divisions (352 and 716 Infantry Divisions) had been badly smashed. One of the biggest threats to the invasion was Kampfgruppe Meyer. Not to be confused with Kurt Meyer from 12SS, this Kampfgruppe was based on 4 battalions from 352 Division and was LXXXIV Corp's most important tactical reserve in Calvados. It was positioned in the *Gold* beach sector, poised for immediate counter-attack. However the scattered parachute drops preceding the beach assaults misled the German command and by 05:30 the Kampfgruppe was moving west, en-route for the Vire estuary. Although the error was soon recognised, it took several hours to return to the Bayeux sector. The tired and disorganised soldiers were not able to deliver the powerful attack that had been planned and the opportunity had passed. However, strong groups remained to disrupt the British advances inland. 12SS Panzer Division started to arrive within hours of the invasion but, along with Panzer Lehr and 21 Panzer Divisions, soon found that they were trying to re-establish a front-line of defence rather than launching a decisive counter-attack. The main deployment for the division was the area immediately north and west of Caen, between Cambes (north of Caen) and Brouay (west of Caen). Panzer Lehr Division had started to arrive in the Bayeux sector but a gap of several kilometres remained between Brouay and Tilly-sur-Seulles. SS-Aufklarungsabteilung 12 was the only force available to try prevent the allies from exploiting this gap.

The fighting in this area June 7<sup>th</sup> - 9<sup>th</sup> was confused. SS-Aufklarungsabteilung 12 established positions in Cristot and Audrieu. British recce patrols encountered strong resistance here and eventually they moved down the Seulles valley and slipped around the flank and into Le Haut d'Audrieu. 8<sup>th</sup> Armoured Brigade was not ready for action until the noon June 8<sup>th</sup> and, since the Germans held out in Audrieu and le Bas d'Audrieu, it struggled to get across its start line (the railway). They too used the open flank west of Audrieu, and by nightfall on June 8<sup>th</sup>, had succeeded in reaching Point 103 - between Panzer Lehr in Tilly-sur-Seulles and the 12SS in Cristot. From here, they began a grim battle with Panzer Lehr for control of St Pierre and Tilly-sur-Seulles. On June 9<sup>th</sup>, SS-Aufklarungsabteilung 12 was eventually forced out of Audrieu by the 1<sup>st</sup> Dorsets of 231<sup>st</sup> Brigade supported by heavy naval gunfire. The Germans remained in control of Cristot and Point 102 and this was the scene of a bitter bocage battle on June 11<sup>th</sup> (see “*The Battle for Cristot*”). They had however caused enough confusion to blunt any breakthrough by 8<sup>th</sup> Armoured Brigade's mobile spearheads.

### **Scenario Design**

The scenario should be short, fast-moving and different! There is no clear distinction between attacking force and defending force, there is no clear front line and the objectives for each side are not mutually exclusive – both sides could achieve all of their objectives. You could win by being aggressive, win by being defensive or win by ignoring your own objectives and concentrating on denying your opponent his objectives. Both players have a highly mobile Orbat with a mixture of reconnaissance vehicles, light infantry forces and ambush forces (infantry and ATG's). Although a player may have enough troops to hold some of their objectives, they will not have enough forces to hold them all securely and also to deny their opponent his objectives.

**Map & Terrain**



- #
- Level 0
- Level 1
- Level 2
- Level 3
- Level 4
- Cleared wood
- Wood with underbrush
- Tall Crops
- Tall Hedge
- Bocage
- Railway
  - cutting
  - embankment
- Unpaved Road
- Paved Road
- BUS (level 0)
- level 1 & 2 (tower)
- Street
- Stream (marsh)
- Marsh

## **Map & Terrain Notes**

The battle area consists of the valley of the River Seulles and a spur of high ground to the east. The terrain on the high ground is quite closed with villages, bocage, orchards and woodland. It then opens out into fields running down towards the river, where it becomes more enclosed again with hedges and soft ground. As is typical for this part of Normandy, there is a scattering of small farms and villages.

The River Seulles snakes north-south down the battle area and the marshy ground in the valley increases the importance of securing crossings for the armoured forces. The Caen-Bayeux railway also crosses the battle area with a series of cuttings and embankments. Again, the obstacles that these generate increase the importance of securing crossing points. Please note that streams, cuttings and embankments can represent considerable obstacles to movement, particularly for half-track vehicles.

- The playing area is 8' x 6' and north is the top edge of the map.
  - All buildings are stone. Within villages, the level **2T** BUS represent the church towers. BUS marked **1C** represent larger structures, for instance, a Chateau. Movement between the upper levels is allowed.
  - Orchards are treated as "cleared woods".
  - The railway embankment is a high embankment and is treated as one level higher than the base terrain; it may therefore obstruct line of sight.
  - The railway cutting is a wide and deep gully.
  - The railway may be used and treated as a secondary road for movement. After approach, one movement action is required to gain access and conform to the line of the railway. To leave the railway, one action is required to turn and align in any direction before moving away. These are in addition to any other penalties for movement (if allowed) onto an embankment or into a cutting. Vehicles moving along the railway can ignore the additional penalties for the embankment and cutting as long as they remain on the railway.
  - The River Seulles is treated as a deep stream. The tributary between Chouain and Le Pont Roc is a shallow stream.
- 
- At the start of the scenario, all crossings are considered uncontrolled. The British control Chouain and Condee. The Germans control Cristot. A hidden unit must be placed on the board to claim control of a village or crossing.
  - **To control a village:**  
All BUS within the village must be free of *known* enemy units and a friendly unit must expend 1 manoeuvre action in a village BUS (or immediately adjacent to a BUS in the case of a vehicle). Once controlled, the player can then vacate the village and still claim control unless the enemy player takes over control. A hidden unit must be placed on the board to dispute control.

### ***Villages:***

- |                      |                        |
|----------------------|------------------------|
| 1. Cristot           | 6. Loucelles           |
| 2. Pavie             | 7. Ducey-St-Marguerite |
| 3. Le Haut d'Audrieu | 8. Le Pont Roc         |
| 4. Audrieu           | 9. Chouain             |
| 5. Le Bas d'Audrieu  | 10. Condee-sur-Seulles |

- **To control a crossing:**  
The crossing and the surrounding 1" must be free of *known* enemy units and a friendly unit must expend 1 manoeuvre action on the crossing. Once controlled, the player can then vacate the crossing and still claim control unless the enemy player takes over control. A hidden unit must be placed on the board to dispute control.

### ***Road – railway crossings:***

1. Condee village
2. Condee – Chouain road
3. Ducey – Audrieu road
4. Loucelles – Audrieu road

### ***Road – river crossings:***

6. Condee
  7. Chouain (double bridge)
  8. Chouain
  9. Le Pont Roc
- 
5. Railway – river crossing

# British Player Briefing

*"We were making forward patrols along country roads that were lined with tress, hedges, ditches or raised banks; all of which were ideal cover for the enemy guns. Every now and then we would make some contact with the enemy and a skirmish would ensue. Then as we moved cautiously along the narrow country road, we ran into an ambush of machine guns hidden behind the hedgerow. After a short exchange of fire, the Corporal who commanded my armoured car was badly wounded. We decided to pull back out of the situation and covering fire was given to carry my Corporal back to base on the front of a Bren carrier. "*

*Don Aitken, 61<sup>st</sup> Reconnaissance Regiment.*

## **Situation**

**Lt. Col. William Mount, O/C 61<sup>st</sup> Reconnaissance Regiment**

**15:00 June 7<sup>th</sup> 1944, St Leger, North of Ducy-St.-Marguerite**

The first hours after the invasion have been difficult. 50<sup>th</sup> (Northumbrian) Infantry Division's landings on *Gold* have been an outstanding success, but you feel the disappointment and frustration at the inevitable delays that have dogged your Regiment's efforts to get into action. The original D-day plan was to disembark at midday and advance several miles inland to Tessel Wood. On June 7<sup>th</sup>, after linking up with 8<sup>th</sup> Armoured Brigade, you were to recce the routes to advance to Villers-Bocage. This plan has steadily fallen into pieces.

The landing on the crowded beaches was late and disorganised. Some of the Rhino ferries had lost their tow-ropes in the turbulent crossing. Squadrons disembarked incomplete and in the wrong places. Many vehicles were then diverted during the afternoon to move equipment and support 46 Commando as they advanced on Port-en-Bessin to try and join-up with the American landings on neighbouring *Omaha*. The four infantry brigades fanned out after the landings and advance steadily inland. The opposition was far from negligible and sizeable pockets of organised German troops have been by-passed. By the end of D-day, the Division's twelve infantry battalions and RM Commando covered a 10 mile arc from the north-west of Bayeux to the Canadian south of *Juno* beach on the Caen-Bayeux main road.

Today, 46 Commando, 56<sup>th</sup> and 231<sup>st</sup> Infantry Brigades have secured Bayeux itself and the area between Bayeux and the sea. The rest of the Division has been moving inland south-east of Bayeux astride the axis of the River Seulles; the three Durham Light Infantry battalions of 151<sup>st</sup> Infantry Brigade to the west of the river, the Green Howards & East Yorks Regiment battalions of 69<sup>th</sup> Brigade on the east.

You have just returned from a tense meeting with Brigadier Cracroft of 8<sup>th</sup> Armoured Brigade. Although delayed, the D-day objectives have now all been secured and he is looking to start the next phase – the breakout towards Villers-Bocage. H-hour will probably be first light tomorrow. First objective – phase line *Thames*, is the high ground between Points 102 and 103. Second objective – phase line *Ouse*, is the high ground south of Juvigny. Two possible axis of advance have been identified. *Congo* runs from Loucelles, through Audrieu to Tilly-sur-Suelles and Juvigny. *Isel* runs from Putot through Cristot to Fontenay and Monts. Your Regiment's next task is to find the best route for the advance.

You have ordered A Squadron to recce route *Isel* whilst C Squadron is to move directly south and recce route *Congo*. There is no fixed front line around here. On the west bank of the River Seulles, the 6<sup>th</sup> Durham Light Infantry have finished mopping up in Condee-sur-Seulles and are now moving south towards the bridges around Chouain. To the east of the River Seulles, the lead company of the 6<sup>th</sup> Green Howards is approaching Ducy-St-Marguerite. You are uncertain about what lies ahead of you. Most of the prisoners that have been brought in so far have been from 352<sup>nd</sup> Infantry Division and well-organised pockets of resistance continue to hamper any movements. More worryingly, there are unconfirmed reports that SS-Panzergrenadiers have been encountered south of Putot and that armoured vehicles have been sighted on the roads around Tilly.

## **Mission**

Secure the route for this advance by scouting the area, especially the crossings over the River Seulles and the Caen-Bayeux railway. Identify enemy units and where possible neutralise their ability to interfere with our plans. The Regiment's motto is "Beaten paths are safest" – time to get to work!

- Secure the road crossings of the River Seulles
- Secure the road crossings of the Caen – Bayeux Railway
- Limit the mobility of the German Recon. forces
- Bring in prisoners for interrogation

## **British Deployment**

### • Turn 1

- *C Company, 6<sup>th</sup> Durham Light Infantry*
  - Deploy west of the River Seulles **and** north of the shallow stream south of Chouain
  - May deploy hidden and basic improved position.
- *7<sup>th</sup> and 8<sup>th</sup> Troops, C Squadron, 61<sup>st</sup> Reconnaissance Regiment*
  - Enter north board edge on any road east of the River Seulles

### • Turn 2

- *HQ, C Squadron, 61<sup>st</sup> Reconnaissance Regiment*
  - Enter north board edge on the Ducy road, or any road **west** of this road

### • Turn 3

- *9<sup>th</sup> and Assault Troops, C Squadron, 61<sup>st</sup> Reconnaissance Regiment*
  - Enter north board edge on the Ducy road, or any road **west** of this road

### • Turn 5

- *B Company, 6<sup>th</sup> Green Howards*
  - Enter north board edge on the road immediately north of Ducy-St-Marguerite

## **Notes & Special Rules**

The duration of the scenario is 10 turns. The British player moves first

### • **Artillery**

British off-board artillery originates from the centre of the north board edge

- *1<sup>st</sup> Battery, 147<sup>th</sup> Field Artillery Regiment*
  - May only be called for by the battery FOO or by the 6DLI company commander
  - The FOO can call his own troop as organic FS or the whole battery as direct FS
  - 6DLI company commander calls for fire as direct FS
  - Regimental fire (MIKE target) is not available
- *1<sup>st</sup> Battery, 86<sup>th</sup> Field Artillery Regiment*
  - May be called for by the battery FOO, 61<sup>st</sup> Recce Regt. commanders or 6GH company commander
  - The FOO can call his own troop as organic FS or the whole battery as direct FS
  - 61<sup>st</sup> Recce Regt. and 6GH commanders call for fire as direct FS
  - Regimental fire (MIKE target) is not available
- Smoke is available to mortars and artillery but only for one turn. Smoke may not be stoked.

### • **Hidden Movement & Deploying ATG's**

The game will be more interesting if players can work together to create an element of hidden movement, particularly for infantry units. Vehicles will probably need to remain in open play. Hidden deployment at the start of the scenario should be made off board or with at least 2 blank markers per unit. Infantry units that have been in open play but then move out of LOS into dense concealment (BUS or woods) should be replaced with blank markers. If possible, further movement after leaving LOS should be recorded on maps.

Towed ATG's should have the opportunity to set up in ambush positions after their entry onto the board.

- Movement in their first and second turns after entry, and emplacing once in position, is considered "hidden movement" and the player should not place the towing vehicle or the ATG on the board.
- Honesty required! – Whilst undertaking off-board hidden movement, the ATG must remain more than 10" away from any non-hidden enemy unit and not make unrealistic moves, like crossing the wide open ground in the centre of the playing area.

### • **Taking Prisoners**

Units destroyed by close combat are assumed to have yielded prisoners. As an option, keep a tally of these units and award 2 VP's to the side that caused most losses by close combat.

### • **Reconnaissance Modifier**

The spotting modifier applies to both FOO's and **all units** from 61<sup>st</sup> Reconnaissance Regiment

### • **Definition of Armour**

For manoeuvre check purposes, a Bren Carrier only counts as armour if it has an embarked MG

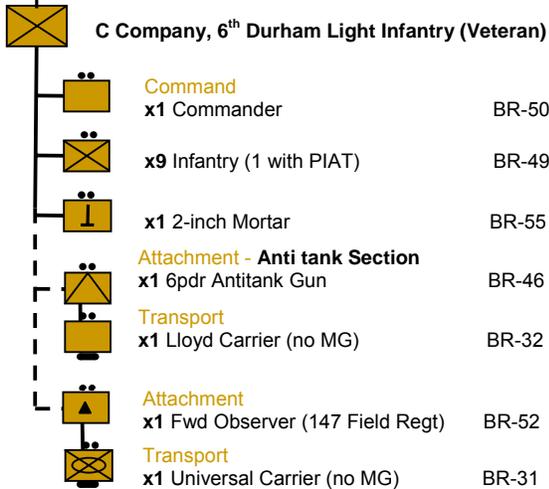
### • **Transport**

All carrying capacities of transport vehicles has been increased by 1

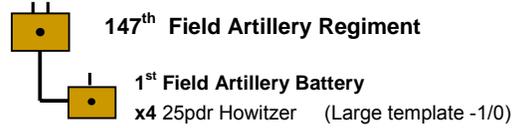
Transport does not count towards ME size for casualty determination but it does count towards casualties.

# British Order of Battle

## Initial Force - set-up west of River Suelles and within 18" of Condee



## Direct Fire Support (151 Brigade)



The FOO may call one troop (x2 templates) as organic FS or the whole battery as direct FS  
The company commander calls as direct FS

## Turn 1 – enter north board edge road east of River Suelles

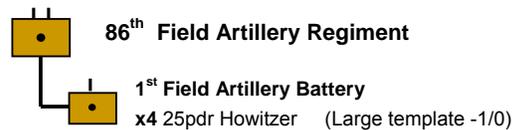


- (a) The carrier infantry may alternatively dismount as:  
Bren Light Machine Gun BR-53
- (b) Carriers fire without machine gun rating when infantry dismount as Bren LMGs

## Turn 2 – enter north board edge road east of River Suelles



## Direct Fire Support (69 Brigade)



The FOO's may call one troop (x2 templates) as organic FS or the whole battery as direct FS  
61<sup>st</sup> Recce Regt and 6GH commanders call as direct FS

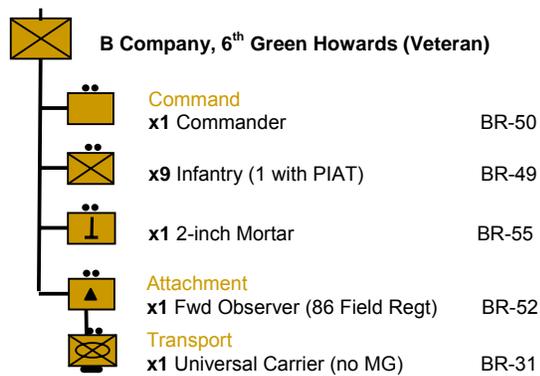
**Turn 3 – enter north board edge road east of River Seulles**



(a) The carrier infantry may alternatively dismount as:  
Bren Light Machine Gun BR-53

(b) Carriers fire without machine gun rating when infantry dismount as Bren LMGs

**Turn 5 – enter north board edge on the road immediately north of Ducy-St-Marguerite**



# German Player Briefing

*“On the hills of Ducy-St-Marguerite, enemy guards sat, stood and smoked. We did not fire and they did nothing to us. We were well camouflaged by the bushes and branches and they probably did not recognise us as Germans right away. At the same time, my driver Haacke, yelled “Pak ahead!” An anti-tank gun had fired on us from a road level at 200 metres distance. I had not noticed any of this. After driving some 200 metres we stopped with our halftrack facing in the direction of our own lines, the turret at six o’clock, the engines running and fired on anything that moved. We had tied boxes containing 300 rounds of shells to the fenders on the outside. We wanted rid of them.”*

*SS-Unterscharfuhrer Fischer, SS-Aufklarungsabteilung 12.*

## **Situation**

**SS-Sturmbannfuhrer Gerd Bremer, SS-Aufklarungsabteilung 12**

**15:00 June 7<sup>th</sup> 1944, Le Mesnil Patry, East of Cristot**

It is barely 36 hours since it all started. At 03:00 on June 6<sup>th</sup>, back at your base 50 miles away at Liseux, you were shaken awake by your orderly Hannes Rasmussen, to give you the news that the landings had begun. Your men had trained for months for precisely this event and, within the hour, your entire battalion was ready at its alarm positions. Patrols went out almost immediately along the march routes for the division and later in the morning further patrols had moved into the area west of Caen to try and locate the enemy. One of these patrols had soon reached the crest of the ridge above Arromanches and radioed back a scarcely believable report of hundreds of ships filling the horizon with thousands of enemy soldiers pouring ashore. It soon became apparent that 21 Panzer Division could contain the situation immediately around Caen and that 12SS Panzer Division was to deploy between Caen and Bayeux. Initially there were delays getting confirmation of orders for the Division to advance. Then came the inevitable delays from moving in daylight with marauding *Jabo*'s. During the next 24 hours, the division stumbled forwards but despite the delays, Kurt Meyer has been able to get his SS-Panzer Grenadier Regiment 25 into position around Carpiquet. However, to his west, Mohnke had more difficulties in moving SS-Panzer Grenadier Regiment 26 forward and a dangerous gap has been left between Norrey and the advance parties of Panzer Lehr around Tilly-sur-Seulles.

Having guided the Division forward into the battle area, you have been ordered to screen this area and prevent further enemy breakthroughs. Throughout the day, stragglers from the battered coastal defence divisions had made it back to your positions. They described men and material continuing to pour ashore and it is clear that further attacks in this sector are imminent. To your west, the ground rises to form a low ridge between Le Mesnil-Patry and the River Seulles. This ridge is dotted with farms, orchards & villages. This high ground provides the key with maintaining continuity with Panzer Lehr as they move into the area around Tilly-sur-Seulles. By midday today, Mohnke's men had started to take over your easternmost positions allowing you to start to concentrate the battalion around Le Mesnil Patry. Now that you have more of your battalion available, you should be able to hold this area and the valley of the River Seulles. You hope that remnants of the coastal divisions will be able to continue to cause disruption. Once again, your tired troops take their armoured cars and half-tracks back onto the country lanes.

## **Mission**

At the start, you have some weak remnants of the coastal defence division and the spearhead of 12<sup>th</sup> SS Reconnaissance Battalion. Other units from the Battalion will arrive during the battle. You must deny to the British as much of the battle area as possible, allowing time for Panzer Lehr and 12SS to prepare defensive positions to the east, south and west.

- Keep the British out of the villages for as long as possible
- Limit the mobility of the British Recce forces
- Bring in prisoners for interrogation

## **German Deployment.**

### • Turn 1

- *Remnants II Bataillon, Fusilier Regiment 352, Infantry Division 352\**
  - May not deploy within 10" of the north board edge.
  - May not deploy within 10" of Chouain BUS's or Condees BUS's
  - May deploy hidden and basic improved position.
- *1 (Pz-Späh) Kompanie, SS-Aufklärungsabteilung 12*
  - Set-up on roads within the village of Cristot.
- *Elements of 2 (Pz-Späh) Kompanie, SS-Aufklärungsabteilung 12*
  - Set-up on roads within the village of Cristot.

### • Turn 2

- *HQ (Stab) & 5 (Schweres) Kompanies, SS-Aufklärungsabteilung 12*
  - Enter at board-edge on either paved road at Cristot.

### • Turn 4

- *3 (Aufklärungs) Kompanie, SS-Aufklärungsabteilung 12*
  - Enter at board-edge on either paved road at Cristot.

## **Notes & Special Rules**

**The duration of the scenario is 10 turns. The British player moves first**

### • **Artillery**

- Smoke is available to mortars and artillery but only for one turn. Smoke may not be stoked.

### • **Hidden Movement & Deploying ATG's**

The game will be more interesting if players can work together to create an element of hidden movement, particularly for infantry units. Vehicles will probably need to remain in open play. Hidden deployment at the start of the scenario should be made off board or with at least 2 blank markers per unit. Infantry units that have been in open play but then move out of LOS into dense concealment (BUS or woods) should be replaced with blank markers. If possible, further movement after leaving LOS should be recorded on maps.

Towed ATG's should have the opportunity to set up in ambush positions after their entry onto the board.

- Movement in their first and second turns after entry, and emplacing once in position, is considered "hidden movement" and the player should not place the towing vehicle or the ATG on the board.
- Honesty required! – Whilst undertaking off-board hidden movement, the ATG must remain more than 10" away from any non-hidden enemy unit and not make unrealistic moves, like crossing the wide open ground in the centre of the playing area.

### • **Taking Prisoners**

Units destroyed by close combat are assumed to have yielded prisoners. As an option, keep a tally of these units and award 2 VP's to the side that caused most losses by close combat.

### • **Reconnaissance Modifier**

The spotting modifier applies to both FOO's and **all 12SS units.**

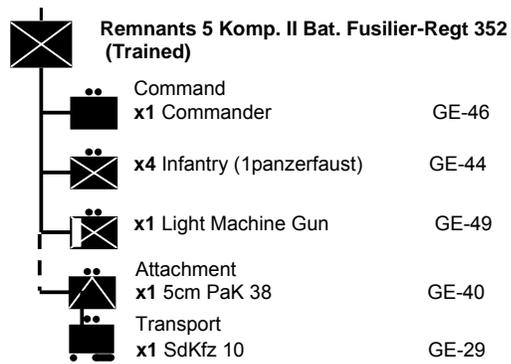
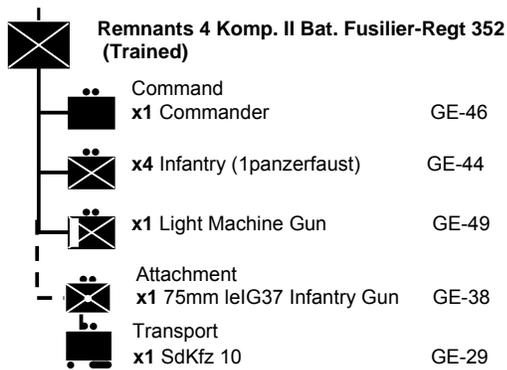
### • **Transport**

All carrying capacities of transport vehicles has been increased by 1

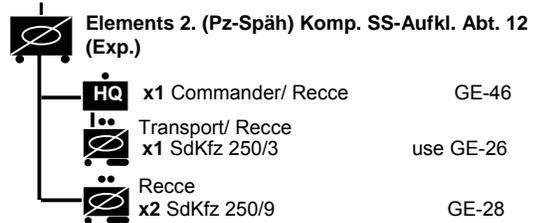
Transport does not count towards ME size for casualty determination but it does count towards casualties.

## German Order of Battle

Initial Force - set-up more than 10" from north board edge and any BUS of Condee or Chouain



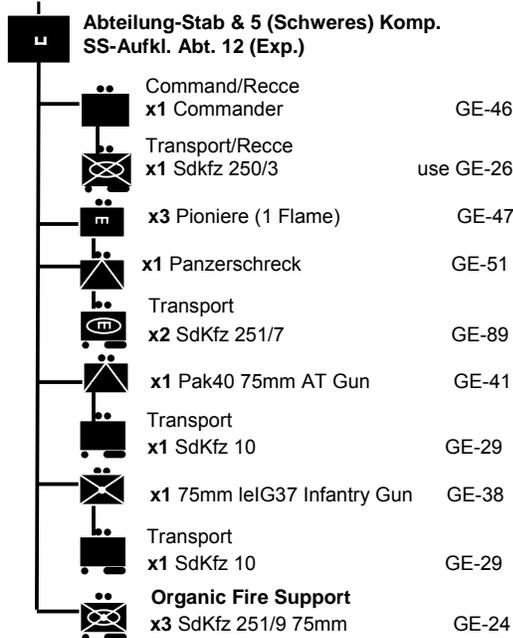
### Turn 1: Enter at Cristot



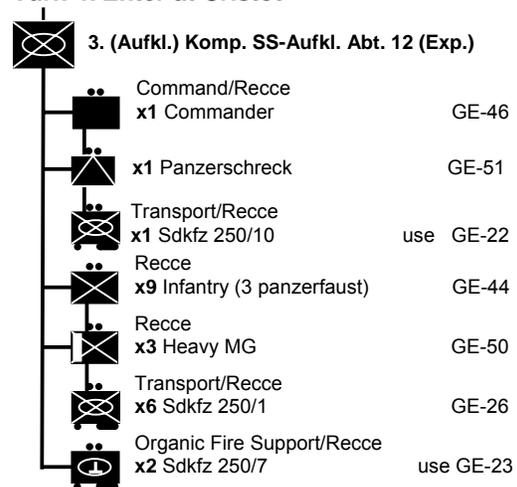
This patrol represents about 1/3 of the strength of 2 Komp.

1 Komp. was only at 50% strength and would normally have been deployed as the 2 independent ME's (patrols).  
The player can choose to deploy as a single ME

### Turn 2: Enter at Cristot



### Turn 4: Enter at Cristot



## Victory Conditions

British player gains	1 VP for each turn that he controls 6 or more crossings 2 VP for each turn that he controls 8 or more crossings 2 VP for each crossing controlled at the end of the game 1 VP for each enemy vehicle destroyed 2 VP for destroying the most units in close combat
German player gains	1 VP for each turn that he controls 5 or more villages 2 VP for each turn that he controls 7 or more villages 2 VP for each village controlled at the end of the game 1 VP for each enemy vehicle destroyed 2 VP for destroying the most units in close combat

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