

Blood & Honour – Hitlerjugend in Normandy

“High Ground was Sighted”

Wednesday, August 9th 1944

Scenario written by Paddy Green and Richard de Ferrars
Additional play testing by 'Proff' Pender and 'Scotty' Scott

Introduction

During the 2nd Canadian Corps push southwards from Caen a Canadian taskforce was ordered to capture the high ground at Point 195. The Canadians advanced quickly through minimal German resistance but strayed off the main highway. High ground was sighted and the column headed for it. The scenario begins with the taskforce fighting their way through some weak resistance and reaching a strong defensive area before confidently reporting to their pleased Corps Commander that they hold Point 195.

For the 12th SS the situation is again critical and Kampfgruppe Wunsche and his “Big Cats” are mobilised to destroy this Allied thrust that has pushed into the heart of the Hitlerjugend defensive line before it could be properly formed. The ensuing battle sees the Canadians grimly clinging on to the high ground against increasingly overwhelming odds waiting on relief forces that may or may not arrive? This is a long and complex scenario with lots of potential for friendly fire, confusion and consternation for the Canadian player. It is best played with an umpire or with an experienced German player who can co-ordinate the game.

The Canadian player should NOT read the German player's briefing.

Canadian Player Briefing

Situation

Lt Col Donald Worthington, 06:00 August 9th 1944, Advancing towards Point 195

Brigadier Leslie Booth called both you and Lt Col Art Hay from the Algonquin Regiment to see him yesterday evening. He seemed to be under a lot of pressure; perhaps there was some truth in the rumour that Major General George Kitchen had found him asleep (some say drunk) in his tank yesterday afternoon. The adjutant had said that the dressing down was so bad that it had Booth in tears, but nobody seems to have actually have been within earshot. Still you don't listen to such tittle-tattle – Booth is your Brigade commander and he was giving you a job to do; still he did seem to be drinking rather a lot of coffee.....

At Kitching's O group, 2000 last night, Booth was ordered to push on with 4 Brigade, through the night, to capture Bretville-le-Rabert and then to take Point 195. Meanwhile Jefferson and 10 Brigade would follow the amour and assist them, after the capture of Bretville-le-Rabert by taking Langannerie and Grainville-Langannerie. Booth then informed you that this would be done with two battlegroups. Halpenny, with the Canadian Grenadier Guards and the Lake Superior Regiment would advance along RN158 to capture Bretville-le-Rabert. This advance would commence at 0315. You were to lead the other battlegroup consisting of your Battalion, the British Colombia Regiment and 3 companies from Hay's Algonquins. This battlegroup, to be called "Worthington Force" was to advance parallel to the Route Nationale, skirt around Bretville-le-Rabert and then advance to occupy Point 195, where you are to dig-in and hold until relieved. Booth informed you that you were to be allocated sufficient forces to conduct this mission. The Algonquins would be mounted in half-tracks and carriers, which would also carry extra ammunition and water. Hay apologised that he could only bring 3 companies to the party – apparently A Coy took a wrong turning somewhere past Rocquancourt and now nobody knows where they are. However, Booth had allocated you ample artillery support with FOOs for the 19th and 23rd Field Regiments accompanying your force together with one from the 11th Medium Regiment from 9 AGRA. Booth joked that this weight of firepower would keep even the most fanatical SS storm trooper's belly pressed deep into the mud. You returned to your HQ to brief your officers. "Worthington Force" sounded good! Your moment and the opportunity for the British Colombia Regiment to go down in history had arrived.

At 0200 "Worthington Force" advanced into the night. C Squadron (paired with C Coy of the Algonquins) was leading with the RHQs close behind. B Squadron accompanied by B Company was following whilst A Squadron and D Company brought up the rear. The advance was plagued with minor incidents; Captain Searke's OP tank broke down soon after leaving forcing him to transfer his maps and radios into other vehicles. The column received heavy fire as it advanced south of Cauvicourt and were then held up the Canadian Grenadier Guards while they formed-up to assault Bretville-le-Rabert. This halted your forward movement for a while, until you ordered the column to move on to maximise the element of surprise which you still retained. Half an hour later the column halted again as the Squadron COs and navigators studied their maps and pointed out the landmarks that were just becoming visible in dawn's early light in order to determine the way to Point 195. However, just a minute ago you have heard that C Squadron reported that "high ground was sighted" and the column moved off in that direction.

However, blocking your way onto the high ground is a small force of infantry and armoured cars. Also you've just heard reports of 88mm guns up ahead of you. It looks like "Worthington Force" will have to fight its way onto the high ground!

Mission

Attack and secure the high ground, dig-in to assume a strong defensive position (anywhere within the yellow boundary indicated on the map. Hold until relieved.

Canadian Deployment, Notes & Special Rules

• Deployment and Reinforcement

- Turn 1** Start of scenario. Worthington Force deploys on the edge of the table at Point A. The first 3 tanks to deploy on table may, if desired, advance for less than ½ an action from point A and then be placed on Overwatch.
- Turn 6** Roll for Worthington Force Stragglers.
- Turn 10** Begin Rolling for Typhoons.
- Turn 30** Begin Rolling for Polish Reinforcements.

• Numbered Rules

- In this scenario there are a number situations that may occur that have a variable outcome. These impact how the game is played and the tactical decisions to be made. Some of these favour the German Player, some will favour the Allied Player. However, Lt Col Donald Worthington was historically unaware of these events and hence, given the nature of the scenario, it is best if the Allied player is not fully aware of all possible implications during play.
- When these situations occur the Allied player is informed that a numbered rule applies. It is then up to the German player or umpire to determine the outcome of the numbered rule accordingly.
- The German player's briefing fully details all Numbered Rules. **If activated during the game the Allied player will be told certain pieces of information printed in red in the German player's briefing.**
- If he wants, a dishonourable Allied player can always be a complete "spoil sport" and read the German briefing before the game. You are strongly advised not to do this. It will ruin the game.

• Discipline Rating

- All Allied MEs are Experienced with the exception of Polish MEs which are Trained.
- The proximity of Lt Col Donald Worthington may increase Worthington Force Discipline Ratings by one level. Worthington Force Discipline Ratings may never increase above veteran.
- When the overall casualties for the whole of Force Worthington reaches or exceeds 50% then all MEs within Force Worthington reduce discipline rating by one level.
- Numbered Rule 7 concerning the evacuation of the walking wounded may impact Worthington Force Discipline Rating.

• Lt Col Donald Worthington

- During this engagement Lt Col Donald Worthington demonstrated exceptional courage and determination against extreme odds.
- To simulate this, Worthington always uses a command radius of 10" and is in the chain of command (and can count for manoeuvre roll purposes) for all units within Worthington Force.
- All Worthington Force units within Worthington's personal command radius increase their discipline rating by one level. If this prevents a unit from fleeing then Numbered Rule 6 may apply. Worthington Force Discipline Ratings may never increase above veteran.

• Off board Artillery

- General Fire Support originates from the North table edge.
- The 19th and 23rd Field Regiments are classified as Direct Fire Support. The 11th Medium Regiment of 9 AGRA may be called as Direct Fire Support by if the whole of 9 AGRA is called then this is classified as General Fire Support.
- FOOs may not call their own batteries as Organic Fire Support.
- If a FOO makes a successful Call for fire for off board artillery then Numbered Rule 4 will apply and Numbered Rule 2 may apply.

• Card Stats

- The stats for Fireflies and 17-pdr AT guns provide higher stats after Aug 44 to account for the use of Armour Piercing Discarding Sabot rounds. These were not in use during this battle¹ and hence all Fireflies and 17-pdr AT guns use the pre Aug-44 stats.

¹ Research indicates that APDS was only began to be used in September 44 for 17-pdr AT guns in the Royal Artillery. It was not until October 44 that Fireflies began to routinely carry these shells.

- The stats for British M5/M9 APCs assume that the AA MG was fitted. This was not necessarily the case by this time in the Normandy campaign and hence the Stats for these vehicles should be reduced to CC 0/0, 0-5 -3/0/-3 unless troops are embarked.

• **Dawn – Restricted Visibility**

- Restricted Visibility Rules apply during Turns 1 and 2.

• **Smoke**

- Off board artillery and on board 3” mortars may fire smoke or mixed missions twice during the game.
- Onboard 2” mortars may fire unlimited dissipating smoke.
- If smoke is fired by any unit Numbered Rule 10 may apply.
- All units may fire yellow identification smoke to identify their positions twice during the game. This counts as dissipating smoke and may be fired in the offensive or defensive fire phases. It consists of a small template of Yellow smoke placed over their front aim point of the firing unit. Any units firing Yellow smoke are suspected by anything with a LOS and spotted as firing with an additional UP 1 before dissipating smoke takes effect. So if you fire yellow smoke you will probably be spotted – but that is the purpose of it! If yellow smoke is fired Numbered Rules 2 or 3 may apply.

• **Transport**

- All company transport must be placed on table.
- Armoured transport counts towards overall ME size and casualties if destroyed.
- Universal Carriers and empty M5/M9 APCs used for transport (no MG) do not count as armour unless
- White Scout Cars, M5/M9 APCs with embarked troops and Universal Carriers (with MGs) count as armour in all respects.
- All carrying capacities are increased by 1 and ORBATS have been reduced accordingly.

• **Casualty Calculation**

- Soft-skin Transport does not count towards overall ME size but if destroyed does count as casualties. Armoured transport counts towards overall ME size and casualties if destroyed.
- Reconstituted Units count towards ME size and strength with the proportional casualties being reduced accordingly. “Walking wounded” do not count towards ME size and strength.

• **Worthington Force Stragglers**

- On Turn 6 Roll 2 dice for Worthington Force Stragglers, consulting the following table:

Die Roll	A Squadron BCR	D Company Algonquins
1	Full Squadron	Nothing
2	3 Shermans and 1 Firefly	Nothing
3	2 Shermans and 1 Firefly	Nothing
4	2 Shermans	Nothing
5	2 Shermans	Nothing
6	1 Sherman and 1 Firefly	Nothing
7	1 Sherman	CO, 4 Inf + sufficient transport
8	Nothing	CO, 6 Inf (1 PIAT), 2” M + sufficient transport
9	Nothing	Full Company
0	Nothing	Full Company plus Platoon of 2 Polish Shermans

- The numbers on the dice indicates the reinforcements arriving. Either die may be used for either A Squadron BCR or D Company Algonquins but both dice must be used.
- The difference between the 2 dice indicates both how many turns after turn 6 it will take for the first part of these reinforcements (either A Squadron BCR or D Company Algonquins – Allied players choice) to arrive at Point A (the allied player may elect to delay their arrival further than this) and how many turns after that it will take for the second part of these reinforcements to arrive but again these may be electively delayed.
- For example if the Allied Player rolls a 3 and a 7 he will most likely choose 3 Shermans arriving on turn 10 and a CO and 4 Infantry arriving on turn 14.
- For ease the Worthington Force ORBAT details the full Squadron and Company strengths.
- If a 0 is thrown and the Platoon of 2 Polish Shermans arrive this does not count as a triggering event for Numbered Rule 2.

• **Typhoons**

- From turn 10 onwards the Allied player rolls on die at the start of his turn and modifies the result by +1 for each turn since the last successful roll and -1 for each time a Typhoon has been shot down during the scenario. The Allied player then consults the following table:

9 or less	No effect. Roll again next turn.
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10 -11	One Typhoon appears on a strafing run this turn only.
12-13	One Typhoon appears for this turn armed with rockets and may conduct a staffing run or a tank busting run. It will not return during the subsequent turn under any circumstances.
14 or more	One Typhoon appears armed with rockets and may conduct a staffing run or a tank busting run and may return next turn. No roll next turn.

- The First time the Typhoon appears it is always assumed to have thrown a 14 or more regardless of the actual modified die roll that caused it to appear. This aircraft will always remain on table for 2 turns and may conduct Tank Busting and Strafing runs or 2 Strafing runs.
- The first time a Typhoon appears then Numbered Rule 1 applies and Numbered Rule 2 may apply.

• **Polish**

- From turn 30 onwards roll one unmodified die each turn. Once a natural "0" is rolled the Polish forces indicated on the ORBAT appears. During this turn they may deploy onto the table by taking a single manoeuvre action.
- When the Polish appear Numbered Rule 5 applies and Numbered Rule 2 may apply unless they are the Platoon of 2 Polish Shermans accompanying D Company Algonquins.

• **Casualty Reconstitution**

Every time an vehicle or troop stand from Worthington Force is destroyed there is a chance that the vehicle crews or survivors will be able to band together to continue fighting or that their wounded will not be totally incapacitated.

Each time a Worthington Force vehicle (excluding any transport) or troop stand (excluding Cos, FOOs or Walking Wounded) is destroyed then roll 1 die. On a result of '0' add 1 infantry troop stand (no PIAT) to the combined RHQ ME. On a result of '9' add 1 "walking wounded" stand to the Combined RHQ ME.

Reconstituted infantry count exactly as normal Infantry. The size and strength of the RHQ ME is increased by their addition (with the proportional casualties being reduced accordingly). Reconstituted Infantry **do** count for a casualty reconstitution roll if KOed.

"Walking Wounded" have the following Stats:

	0	5	10
V	0	-2	-3
TGsV	0	0	0

Move 2/2.
May not initiate Close Combat.
May not creep.

The size and strength of the RHQ ME is **not** increased by the addition of walking wounded and has no effect on the casualties of the RHQ ME. "Walking Wounded" infantry **do not** count for a casualty reconstitution roll if KOed. However, they may be placed in the front line to fight if the Allied player is desperate. **There is plenty of scope here for modellers to make specific "walking wounded" troop elements.**

• **Casualty Evacuation**

At any time after turn 15, if the number of "walking wounded" stands number 3 or more and if the number of operational half-tracks in Worthington Force permit, the Allied player may elect to evacuate casualties.

To evacuate casualties all walking wounded units should be loaded onto transports accompanied by at least 1 Infantry troop stand from the combined RHQ ME (representing Captain Lewis RCASC). These units must then attempt to leave the table via point A. If casualties are evacuated successfully the Numbered Rule 7 applies and Numbered Rule 2 may apply.

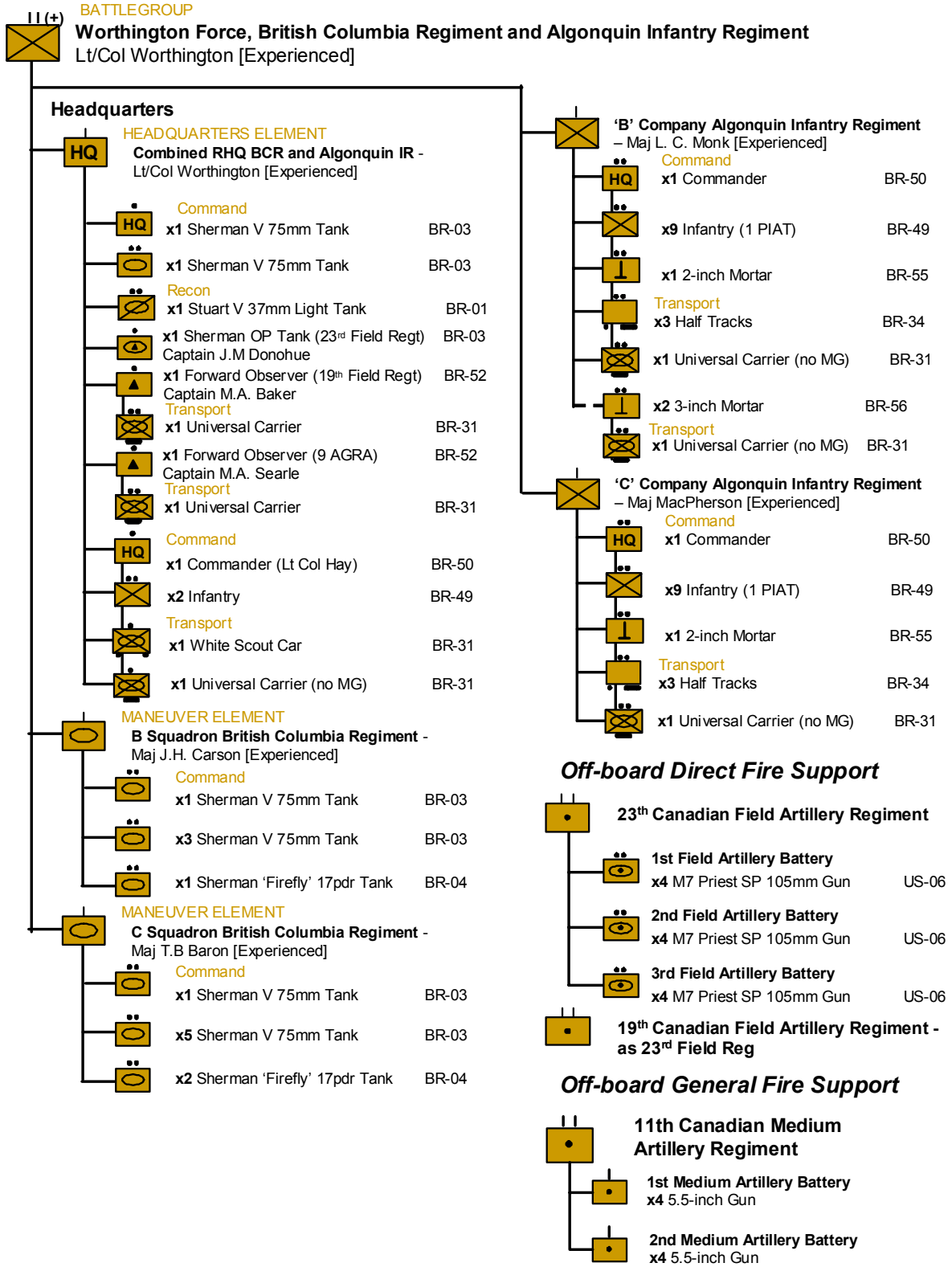
• **Numbered Rule 8**

- If numbered Rule 2 is invoked then Numbered Rule 8 may apply.

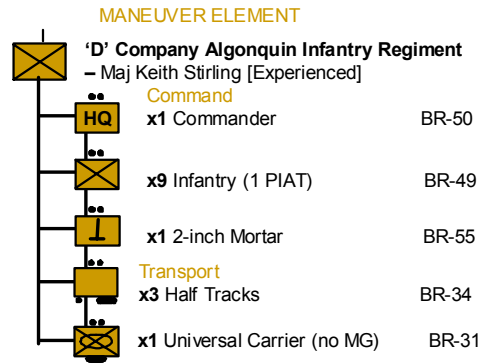
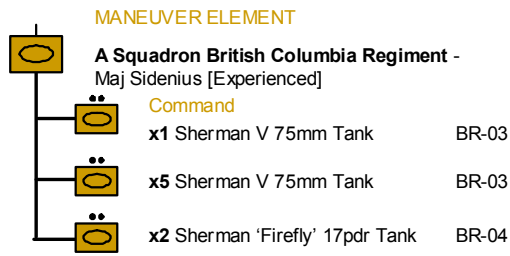
• **Numbered Rule 9**

- If numbered Rule 8 is invoked then Numbered Rule 9 may apply.

Worthington Force



Worthington Force Stragglers



Polish Relief Forces



German Player Briefing

Situation

SS-Standartenführer Kurt "Panzer" Meyer, 06:00 August 9th 1944, Tombeau de Marie Jolie

Over night your old friend Max Wünsche arrived in the Potigny area and by 0300 had taken up a central position in Quesnay Woods. He brought with him his 39 Panthers and 13 Tigers of the 102nd SS Heavy Panzer Battalion and would be joined by Krause's 25th Pz Gren Regiment. This powerful force would form the fulcrum of your defensive line. However, yesterdays Canadian attacks had left Waldmüller's Kampfgruppe critically exposed. His positions between Hautmesnil and St. Sylvian were no longer tenable and so you ordered him to withdraw to new positions around Point 140. This ridge running north of Maizières, Rouvres and Assy formed the last defensive line north of the Laison stream. This was vital ground and so you ordered that a strong anti-tank screen be established using the Panzerjäger Battalion 12th SS Panzer Regiment and all other assets. Olboeter's Fast Group was to take up positions on Point 195 to the left of your line. After relief by the guns of the III Luftwaffe Flak Corps, your 2 batteries of 88mm guns were to relocate to cover the Route Nationale north of Potigny whilst the remaining elements of 12th SS Panzer Artillery Regiment and Werfer Battalion were to withdraw south of the Laison.

You actually managed to grab some sleep last night, safe in the knowledge that these night moves would at last create a solid defensive position which would secure the road to Falise for the first time since the Canadian attack started. It amazed you that the Allies, for all their material superiority, did not seem to understand manoeuvre. A decisive thrust at pretty much any time over the last 2 days would have taken Falise, secured Normandy and all but ended the war. However, you were now shutting the door on that opportunity. However, what alarmed you was that Hitler was wasting the time you were buying him to conduct a last futile attack at Mortain rather than to extricate the German forces from the developing trap. Did he learn nothing from Stalingrad?

You woke early this morning to check that the defensive line had been formed overnight but you couldn't see any evidence of Waldmüller's Kampfgruppe on Point 140. As you looked through your binoculars you saw what you took to be a liaison officer from Kampfgruppe Wünsche driving a captured English light reconnaissance vehicle moving along the southern slope of the ridge and then turning towards Hill 140. To your surprise as he crested the hill he came under fire from Canadian tanks. Fortunately he was able to turn sharply and beat a hasty retreat back in the direction of Quesnay. Feeling apprehensive you telephoned Max Wunsch and told him of your observations and requested a full report. He informed you that he had sent Obersturnführer Meitzel to make contact with Waldmüller that he had heard the firing and had alerted his Kampfgruppe and that he was waiting for Meitzel's return.

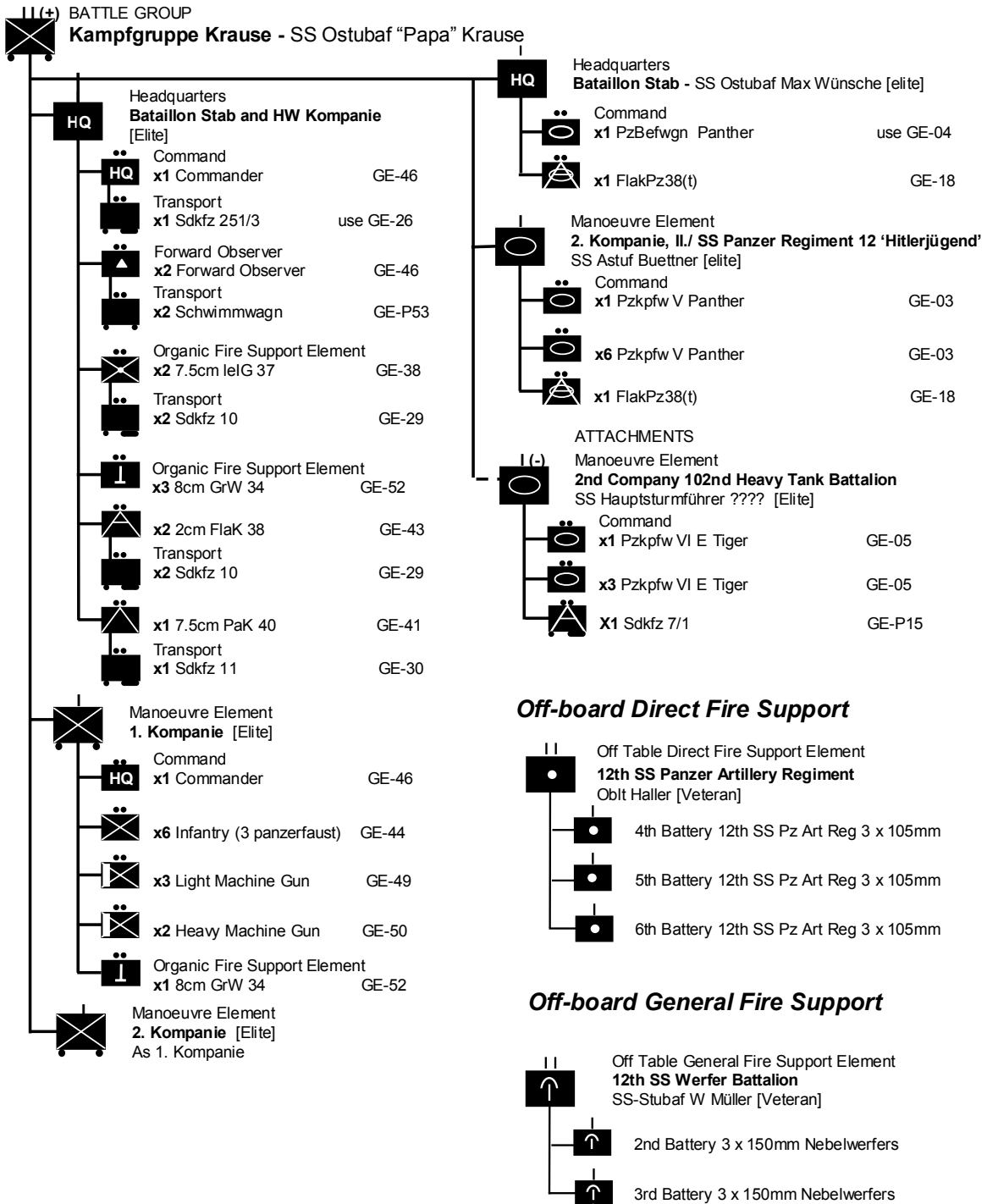
10 minutes later you learned that Meitzel had stumbled on an Allied battlegroup of over 45 tanks advancing towards a strong defensive position on the northern slopes of Point 140. This gave you a major headache. Canadian forces were deploying right in the middle of your defensive line. Your entire position north of the Laison was unhinged by this tactical masterstroke which threatened to outflank Wünsche's position in the woods around Quesnay. The Allies had sold you a dummy! You had been expecting them to drive south along RN158 to Point 195, but this swing to the left achieved the same aim but without exposing their forces to fire from the Panzers in Quesnay Woods. Maybe the Canadians were learning the art of manoeuvre warfare after all!

You resolved to deal with the problem ruthlessly and immediately drove at high speed to the Command post of the 12th SS Panzer Regiment where you gave Max Wünsche the task. You instructed him to advance with elements of his Kampfgruppe, supported by Krause and eliminate the Allied strong point on Hill 140 before it could be reinforced. You pointed out to him the strong probability that an enemy tank breakthrough was occurring in a sector where no German forces were deployed. Falaise was once again exposed and vulnerable with only your weak division standing between the Allies and the collapse of the German front in Normandy.

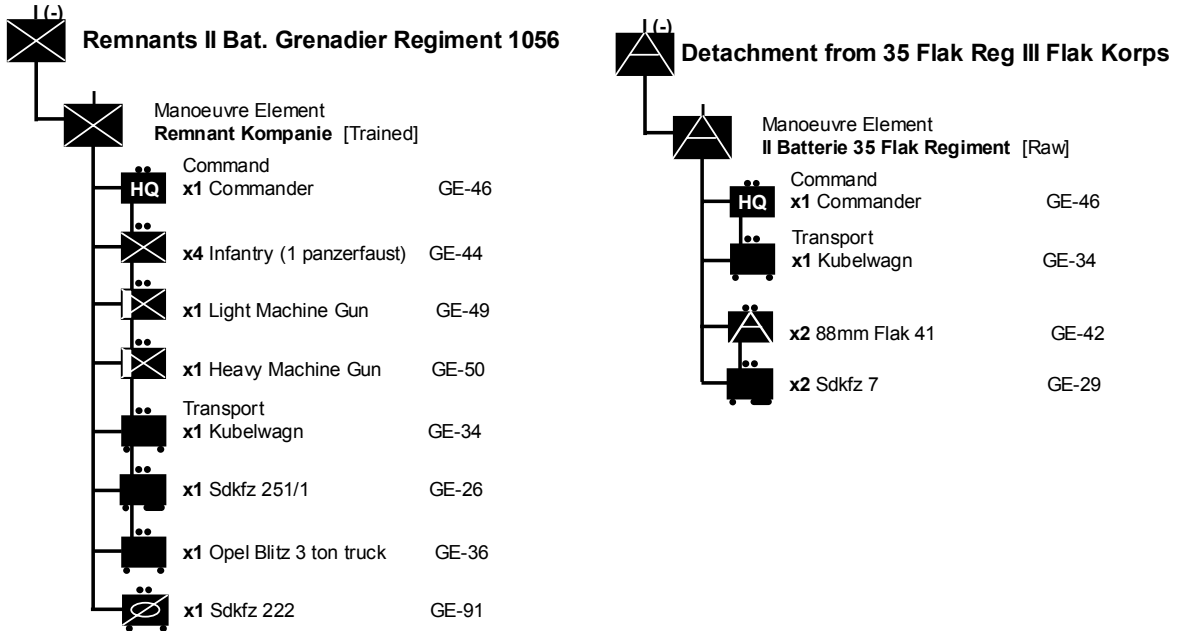
Mission

Destroy all Allied forces in the vicinity of Point 140.

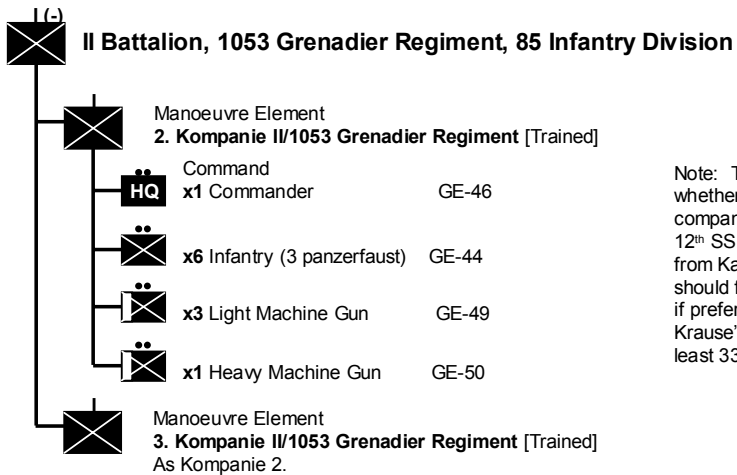
Kampfgruppe Wünsche – Elements, 12. SS Panzer Division ‘Hitlerjügend’



Initial German Forces



German Reinforcements



Note: There is an argument as to whether these 2 reinforcing companies were from 85 ID or were 12th SS Hitlerjugend Panzergrenadiers from Kampfgruppe Krause. Players should feel free to substitute the later if preferred but should note that Krause's companies should have at least 33% casualties.

Deployment & Reinforcements

- Turn 1** Start of scenario. German Initial Forces deploy within the Blue oval facing North. The Infantry may deploy in IP but not the Guns who were ill-prepared.
- Turn 7** Kampfgruppe Wünsche enters the table on any table edge (side or bottom) on the southern half of the board (marked blue). MEs may deploy widely separated.
- Turn 20** German reinforcements deploy within 12" of the SE corner of the table.

• **Discipline Rating**

- All Kampfgruppe Wünsche MEs are elite.
- All German Initial Forces are either Trained or Raw.
- All 85 ID Reinforcements are Trained.
- German Panther MEs may be split at the start of the game into 2 equal MEs one led by Wünsche and the other led by Buettner. If this is done then Wünsche may not apply his Command radius to units other than the ME he is leading.

• **Off board Artillery**

- All German Fire support originates from the southern table edge.
- All German FOOs may spot for either Artillery or Werfers.

• **Transport**

- If desired the German player may discard softskin vehicles from the order of battle.
- Soft-skin Transport does not count towards overall ME size but if destroyed does count as casualties. Armoured transport counts towards overall ME size and casualties if destroyed.

• **Dawn – Restricted Visibility**

- Restricted Visibility Rules apply during Turns 1 and 2.

• **Hidden Unit Status**

- German Troops may deploy in IP at the start of the game, German vehicles may not. All Germans are in hidden positions if desired.

• **Numbered Rules**

- This scenario covers a situation where Worthington Force thinks it is located on Point 195. It is actually lost and located on Point 140 some 6.5Km to the North-East. Thus a number situations may occur that have a different outcome from that expected. Because Lt Col Donald Worthington was unaware of these events and, given the nature of the scenario, it is best if the Allied player does not have these spelled out to him beforehand as this will influence his play. Numbered Rules take this into account by hiding such information from the Allied player until it is applicable.
- When such hidden situations occur the Allied player is informed that a numbered rule applies but not the detail of what the rule entails. It is up to the German player (or umpire) to apply the Numbered Rule and determine its outcome.
- The German player's briefing fully details all Numbered Rules. If activated during the game the Allied player may be told certain pieces of information. The Allied player should be informed:
What the Allied player needs to know about Numbered Rules is printed in red in the German player's briefing and will shown to you only when you need to know.
- The Allied player should not read the German briefing before the game as this will ruin the game.
- The sequence of Numbered Rules has been randomised and there are Dummy Numbered Rules. They should be actively used to increase the Allied players paranoia during the game!

• **Numbered Rule 1 – Typhoon Friendly Fire**

- The first time a Typhoon enters table there a friendly fire incident occurs. The Allied player should be informed:
When the Allied player places a Typhoon on the table for the first time it does not resolve its fire. It may take no offensive action during the Allied players turn. It must remain on table during the German players turn but will receive German AA fire.
- During the subsequent German players turn the Allied player should be informed:
A terrible friendly fire incident has occurred. The typhoon that arrived during your last turn has misidentified your forces and is attacking you. To simulate this it has been placed under the

control of the German player, if not already shot down. You may identify your forces by one or more units firing yellow smoke during the Defensive Fire phase. Any unit may do this.

- During the Allied player's next air phase he should be asked to roll one die. If the die roll is equal to or less than the number of yellow smokes visible to the Typhoon then the Typhoon reverts to Allied Control; if not it remains under German control.
- The Allied player may fire AA at the attacking Typhoon the Typhoon the first turn it is under German control but must fire at it in the second turn if Yellow smoke is ignored.
- German Flak units must fire at the Typhoon if in range. Other units may fire at it.
- If the Typhoon reverts to Allied Control the as a result of yellow smoke then the Allied player should be informed:
 - The Typhoon recognises your yellow smoke and reverts to your control and may now attack as you desire. This is a triggering condition for Numbered Rule 2.
- If the Typhoon does not revert to Allied Control then the Allied player should be informed:
 - The Typhoon fails to recognise your smoke signals and remains under the German player's control. However, subsequent Typhoons to arrive will not repeat this mistake. The next one to arrive will act as a triggering condition for Numbered Rule 2.

• Numbered Rule 2 – Something's Up / Div HQ Suspects Worthington Force is not on Point 195

- During the game 4 triggering conditions may apply that could potentially lead the Div HQ to suspect that something is amiss with Worthington Force and that it is not on Point 195 where it claims to be. These are (in likely order of occurrence):
 1. Typhoons locate a force (initially assumed to be hostile) on Point 140 which when attacked discharged yellow smoke. Subsequent passes have revealed a sizeable Allied force surrounded by German forces.
 2. Calls for fire from Worthington Force repeatedly fail. The guns are firing on targets indicated by the FOOs accompanying Worthington Force but no fall of shot is reported.
 3. Casualties evacuated from Worthington Force claim to have been evacuated from Point 195 but were first seen (and nearly fired upon) by Polish forces to the east. Their stories do not tally with current Div HQ interpretations of enemy activity.
 4. Polish forces advancing on Point 140 have detected a sizeable Allied force located in their Divisional area. Initially identified as hostile they were engaged but subsequently identified as Allied by their yellow smoke.
- If any of these conditions applies the Allied player will be informed by the relevant Numbered Rule.
- At the beginning of each Allied players if any of these trigger conditions apply he should be told:
 - A triggering condition for Numbered Rule 2 applies. This rule will be named once it has been activated by a dice roll – for now it should be called the "Something's Up Rule." Roll 2 dice at the start of every turn. If one condition applies then Numbered Rule 2 will be activated on a double 1. If 2 conditions apply then Numbered Rule 2 will be activated in a double 1,2 or 3. If 3 conditions apply then a double 1-6 will activate Numbered Rule 2. If all 4 conditions apply then any double will activate the rule.
- If Numbered Rule 2 is activated the Allied Player should be told:
 - Numbered Rule 2 is the Div HQ suspects Worthington Force is not on Point 195 Rule. The conditions that have applied and your successful die roll represent the increasing concern at Div HQ and confusion over the whereabouts of Force Worthington. Initial indications were missed, ignored and not reported. However, following a chance conversation a bright young Major on the Div HQ staff has put 2 and 2 together and realised that Force Worthington are not on Point 195. Unfortunately he is but one lone and rather junior voice with a highly unlikely theory. He has now got to try and convince the senior commanders that Worthington Force is lost. Numbered Rule 8 now applies Roll 1 die at the start of every Allied turn starting next turn.

• Numbered Rule 3 – Dummy

- This is a Dummy Numbered Rule that keeps the Allied player guessing. You will note that the rules have been jumbled up so that nothing can be deduced from their numbers. The use of Dummy rules further adds to the Allied player's confusion and paranoia.
- There is nothing stopping you asking him to roll a dice, sucking your teeth, consulting an imaginary table and announcing that nothing happens this turn.

• Numbered Rule 4 – Ineffective Calls for Fire Support

- Every time the Allied player makes a successful Call for Fire he should be told:
 - By making a successful Call for Fire Numbered Rule 4 has been activated. Roll another die and consult the table below.....
- After consulting this imaginary table, regardless of the result of the die roll the Allied player should then be told:

The number you rolled results in no artillery fire arriving at the target. This is a triggering condition for Numbered Rule 2.”

- If asked for an explanation the Allied player should be told that:
Because you rolled a number that was odd / even / greater or less than the game turn/ over 4/ exactly 7 / when modified was greater than 10 etc.....
- Basically the Allied player should be initially led to believe that the non-arrival of his Fire Support was one-off event that will be resolved next turn. Each successive turn that the Allied player makes successful Call for Fire Rolls he should be fobbed off by increasingly unlikely and fobbed off with increasingly bizarre and unlikely excuses as to why it doesn't arrive. He may not be told that he is lost and that the Calls for Fire he is making are arriving correctly 6½ km away. However, if he ever suspects that his Fire Support will never arrive then he should be told:
The Allied Calls for fire are correct, the guns are firing but no shells are arriving within the field of view of your FOOs. Brigadier J.N. Lane, the Divisional Commander of Royal Canadian Artillery suspects that something is very wrong. Numbered Rule 2 has been triggered.

• **Numbered Rule 5 – Polish Forces Friendly Fire**

- When Polish forces arrive on the table they will take one manoeuvre action. During the subsequent German players turn the Allied player should be informed:
A terrible friendly fire incident has occurred. The Polish forces that arrived during your last turn has misidentified your forces ands are attacking you. To simulate this they have been placed under the control of the German player. You may identify your forces by one or more units firing yellow smoke during the Defensive Fire phase. Any unit may do this.
- During the Allied player's next phase he should be asked to roll one die. If the die roll is equal to or less than the number of yellow smokes visible to any Polish Command unit then it reverts to Allied Control if not it remains under German control.
- If the Polish Forces revert to Allied Control the as a result of yellow smoke then the Allied player should be informed:
The Polish forces recognises your yellow smoke and reverts to your control and may now use them as desired. This is a triggering condition for Numbered Rule 2.
- If the Polish Forces do not revert to Allied Control then the Allied player should be informed:
The Polish forces fails to recognise your smoke signals and remain under the German player's control. However, they may only take one manoeuvre action.
- The Polish forces revert to Allied Control if fired upon by German forces or if any Polish unit successfully spot any Worthington Force unit with a DOWN 2 “identifying not just spotting” modifier. The moment either of these happen the German player immediately loses control of the Polish forces or if they subsequently spot sufficient yellow smokes.
- If under German control, Polish forces may fire at spotted or suspected Canadian targets.

• **Numbered Rule 6 – Dummy**

- As for Numbered Rule 3.

• **Numbered Rule 7 – RAMC Casualty Evacuation**

- On successful evacuation of Casualties the Allied player should be told:
Your wounded have arrived back at the Div Casualty Clearing Post. Debriefs of the walking wounded appear inconsistent with the reported positions of Worthington Force. This is a triggering condition for Numbered Rule 2. Successful casualty evacuation improved the discipline rating of your force by one grade.

• **Numbered Rule 8 (Div HQ acts to Locate Worthington Force)**

- Once Numbered Rule 2 has been activated the Allied player should roll one die at the start of each of his turn to determine the actions of the Div HQ. Once a natural “0” is rolled then the Allied player should be told:

By rolling a “0” Numbered Rule 8, the Div HQ acts to Locate Worthington Force Rule, has been activated. Roll another die and consult the following table:

Die Roll	Result
Odd	Brigadier J.N. Lane, the Divisional Commander of Royal Canadian Artillery has gone up in a Auster Light aircraft to look for Worthington Force. If he rolls a 1 or a 3 then he fails to find you. If the die rolls is 5, 7 or 9 then, aware of the pitched battle far to the east of Point 195 he opts to take a big risk and fly into enemy territory. He will appear on the south west corner of the table in 5, 7 or 9 turns respectively and leave the table the next turn at the centre of the north table edge. If he spots your forces (you may fire yellow smoke) and leaves the table without being shot down then Numbered Rule 9 is activated next turn.
Even	Div HQ has sent Lt Caswell's Troop of 2 Shermans from C Squadron, 12 th

	Manitoba Dragoons to probe southeast along the Laize to observe Point 195 to confirm it is unoccupied. If the die roll is 2, 4 or 6 he does this and returns to Div HQ with the report that you are not on Point 195. However, if the die roll is 8 or "0" then Caswell uses his initiative and follows the sound of the guns. He will arrive of turn 8 or 10 respectively anywhere on the western table edge and will close Point 140 until he spots and identifies your forces (you may fire yellow smoke). To identify your forces as Worthington Force rather than Poles you must successfully spot any unit with a DOWN 2 "identifying not just spotting" modifier. If he then leaves that table by the northern table edge without being destroyed then Numbered Rule 9 is activated next turn.
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• **Numbered Rule 9 (Div HQ acts to relieve Worthington Force)**

- Once Numbered Rule 9 has been activated the Allied player should roll one die at the start of his next turn to determine the reaction of the Div HQ. The Allied player should be told:

Numbered Rule 9, the Div HQ acts to relieve Worthington Force Rule, has been activated. The remnants of Worthington Force have been located 6½ km north east of Point 195 on Point 140 – outside the Divisional boundary. It beggars belief how Worthing has managed to get so badly lost. However, Div HQ has determined to send a relief force to Point 140. Roll one die and consult the following table:

Die Roll	Result
1-2	Amy Force from the "Taming the Tigers" scenario arrives in 4 turns time.
3-4	Smith Force from the "Taming the Tigers" scenario arrives in 6 turns time.
5-7	Williamson Force and Smith Force from the "Taming the Tigers" scenario arrives in 8 turns time.
8-10	The whole of Halpenny Force from the "Taming the Tigers" scenario arrives in 10 turns time.

• **Numbered Rule 10 – Dummy**

- As for Numbered Rule 3.

Map & Terrain



The battle area was open countryside dotted with woods, crops and gorse (brush).

- The playing area is 6' x 4' and north is the top long side of the map.
- All buildings are stone.
- All woods (dark green with light green trees) are woods with underbrush.
- All areas of brown with dark green bushes are brush.
- All hedges are High hedges. All crops are tall crops.
- Troops on lower elevations can see up slope only as far as the ridgeline. It does not obstruct visibility from higher or equal elevations.

Game Notes

The game starts at 0630 and lasts a nominal 65 number of turns.

The Canadian player moves first.

The following optional rules in force are listed separately.

The game can be played without the initial entry of the Canadian forces. To do this begin the game at turn 7 with the entry of the German forces. Canadian forces may be deployed anywhere within yellow circle.

Canadian forces should be reduced by 2 Shermans from one Armoured ME and 3 infantry units from one Infantry ME. Variable game length should be reduced to 50 turns.

Variable Game length

In this scenario the onus is very much on the German player to “get on with it” whilst preserving his own force. To simulate this the game has a variable length. German losses will shorten the game to simulate the need to re-organise following casualties or react to the losses by pulling back etc.

Nominal game length is 60 turns, from this subtract the following:

- 1 Turn – for every Soft Skin vehicle or Troop stand KOed
- 2 Turns – for every AA or other AFV KOed
- 3 Turns – for every Panther KOed
- 4 Turns – for every Tiger KOed.

Casualties from Initial forces do not count towards variable game length.

Casualties from 85ID count half (rounded down)

Victory Conditions

	<i>Canadian</i>	<i>German</i>
Total	Hold until relieved, retaining at least ten undisordered and unwounded unit within the yellow circle at the end of the game.	Destroy or force from the table all Allied forces with at least 20 turns to spare
Major	Hold until relieved, retaining at least one undisordered and unwounded unit within the yellow circle at the end of the game.	Destroy or force from the table all Allied forces with at least 10 turns to spare.
Pyrrhic	If not relieved by 10 turns from the end of the game and casualties have already been evacuated the evacuate all remaining forces from the table.	Destroy or force from the table all Allied forces by the end of the game.