

# Blood & Honour – Hitlerjugend in Normandy Idaho and Soulangy

“They prefer death to surrender!”<sup>1</sup>

August 15<sup>th</sup> 1944

Scenario written by Paddy Green and Richard de Ferrars

## Canadian Player Briefing

### Situation

**Brig H.W. Foster, Commander 7<sup>th</sup> Canadian Infantry Brigade, 12:55 15<sup>th</sup> August at Soumont-St-Quentin.**

General Montgomery's Directive M518 spells out the special significance of Falaise. It now falls to Canadian forces to take this city. Your Brigade is on point leading the assault south. You understand the Strategic situation only too well. As Major General Keller pointed out the last time you met, the Allies have the chance of encircling all the German forces that took part in the Mortain counter-attack. This would destroy several German Armies in one stroke and shorten the war by months. However, you agree that a “short encirclement,” cutting the enemy's line of retreat between the Falaise and Argentan axis is not the best option. You favour the “long encirclement” along the Seine that uses this natural obstacle as a barrier to isolate more of the German forces. Unfortunately this debate has been lost and your Brigade is to drive south into the teeth of the German defences holding open the northern flank of the pocket and close the gap. Vital to this defence are the 2 objectives in front of you, Hill 168, codenamed Idaho, and the village of Soulangy.

Lendrum's 1<sup>st</sup> Canadian Scottish have been readying themselves for their assault on Objective Idaho, the high ground some 4km NE of Falaise, for the last hour. This dominating high ground must be taken to enable your other battalions can push on further south through Soulangy and on towards Falaise. In a few minutes Lendrum will be leading his Battalion from its present Forming Up Position along the Soulangy-Epency road at Sur-le-Mont Farm, across the open fields towards Idaho. They are already formed into a box formation of 2 up and 2 back and are supported by a Squadron of Shermans from the Fort Garry Horse.

You don't have news of how well Meldram's Winnipeg rifles are doing moving towards their start line but understand that the traffic on RN158 is terrible. They need to assemble quickly for their assault on Soulangy. You are determined to throw them into the attack as soon as possible but know that it may be several hours before they are ready. In the meantime, Idaho must be assaulted. You fear that the FUP around Sur le Mont Farm has already been noticed and will soon come under artillery attack. They need to move out on the dot of 1300 if they are to avoid casualties from the shelling.

You know that the enemy to you front is the elite 12<sup>th</sup> SS Hitlerjugend Division but you doubt whether they can hold on for much longer. They have been in the thick of the fighting since just after D-Day and must be exhausted by now. Their moral must have suffered the continued pounding they have received. However, your men do not like fighting these fanatics. They prefer death to surrender and that means unnecessary Canadian casualties. It seems like the cream of Canadian youth is already lying in the fields of Normandy – today there will be more.

You turn to your Commander Canadian Royal Artillery is eager to see you. His news is not good. Unfortunately the success of Operation Tractable has meant that your Brigade has advanced to the extreme range of the supporting artillery, It looks like Lendrum and Meldram will have to make do with Organic Fire Support for their assaults. CCRA has requested that you postpone the assaults for 24 hours to allow his guns to be brought further forward. However, can't be done – you have already given the Germans too much time to organise their defences and dig-in. Damn these narrow Norman roads! At least you can make sure that the attacks will have the support of the Brigades organic assets, including the Chemical (4.2”) mortars which are more than adequately supplied with smoke bombs.

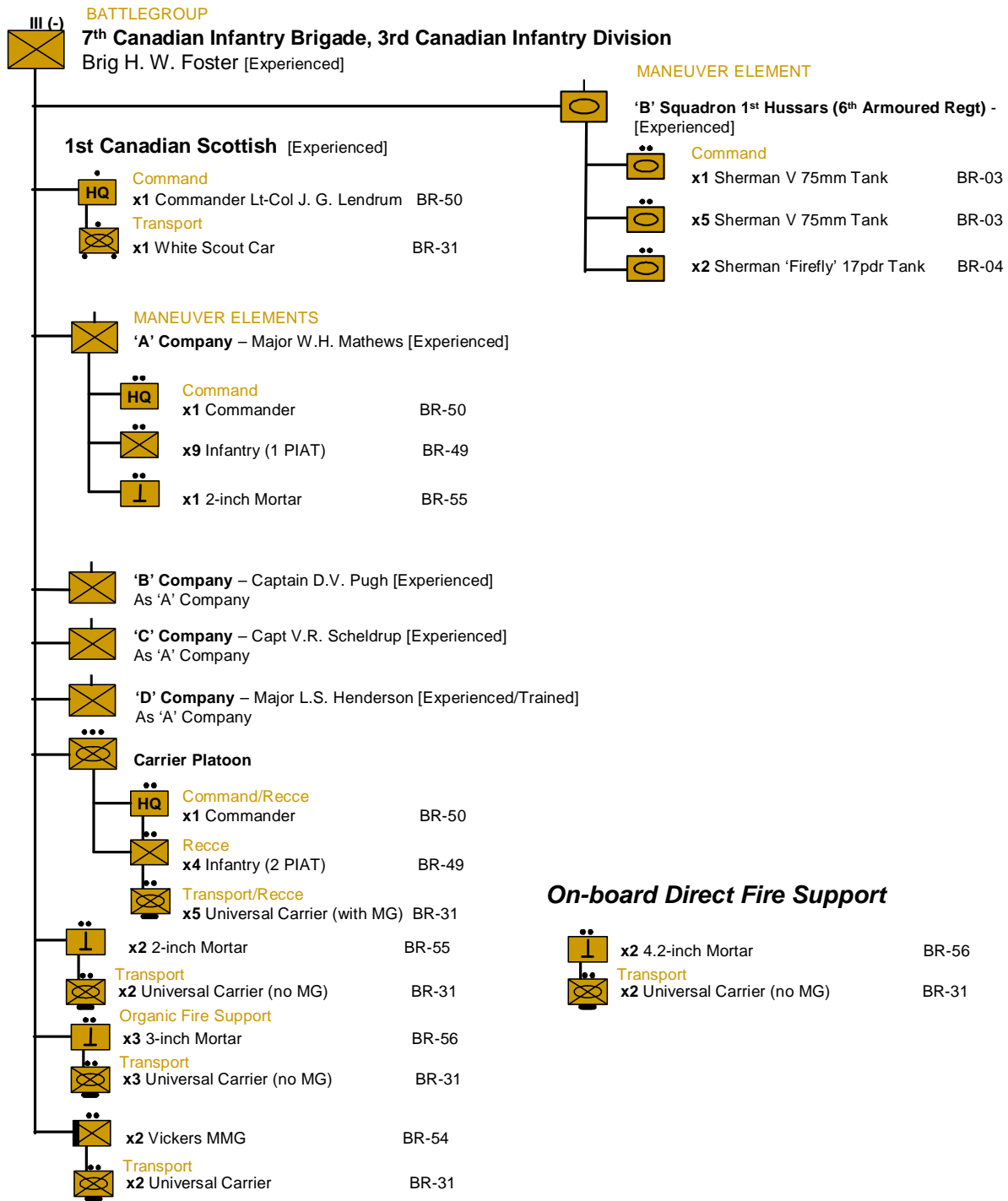
### Mission

Take Objective Idaho (the high ground northeast of Falaise) and Soulangy.

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<sup>1</sup> History of the 12<sup>th</sup> SS Panzer Division – Volume 2, Hubert Meyer page 64.

# Objective Idaho – Assault Forces



**MANEUVER ELEMENT**

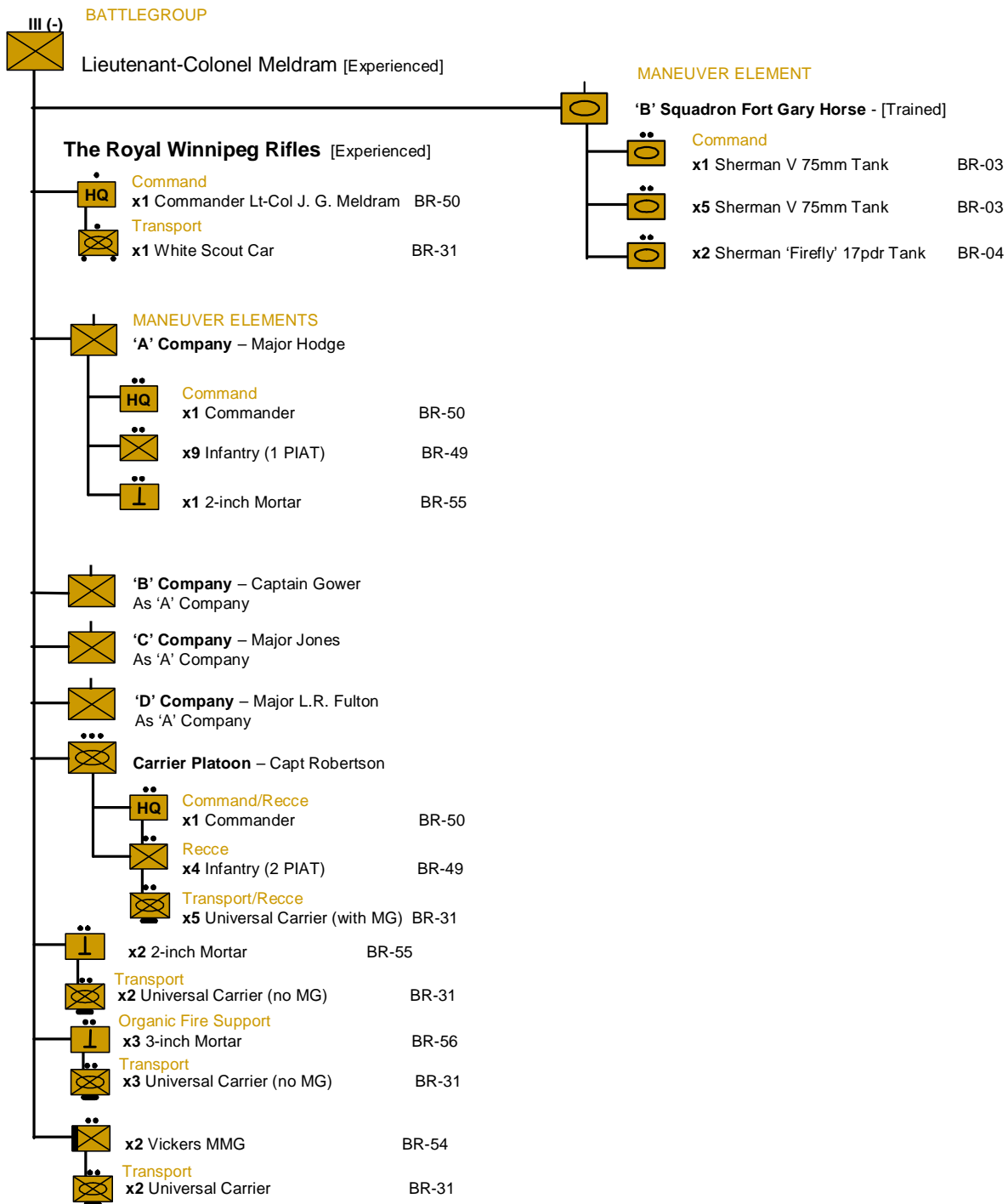
**'B' Squadron 1st Hussars (6th Armoured Regt) - [Experienced]**

- Command**
  - x1 Sherman V 75mm Tank BR-03
- x5 Sherman V 75mm Tank BR-03
- x2 Sherman 'Firefly' 17pdr Tank BR-04

**On-board Direct Fire Support**

- x2 4.2-inch Mortar BR-56
- Transport**
  - x2 Universal Carrier (no MG) BR-31

# Soulangy – Assault Forces



## **Canadian Deployment, Notes & Special Rules**

### **• Deployment and Reinforcement**

**Turn 1** Start of scenario. Objective Idaho Assault forces are deployed on table north of the blue line around Sur le Mont Farm anywhere north of the line.  
The Canadian forces must be placed on the table if room allows.  
They may not deploy hidden or dug-in.  
The Canadian player is warned that his troops are vulnerable to IDF attack in their Form Up Positions and should be committed to the Idaho assault immediately.

**Variable** Soulangy Assault forces may enter the table anywhere along the north west table edge (marked with blue line) following a successful die roll.

### **• Discipline Rating**

- Most MEs are Experienced, this reflects the high numbers of casualty replacements.
- The Fort Garry Horse performed particularly badly on the day and are rated as Trained.
- For players wanting to give individualised experienced ratings to MEs:
  - D Coy, 1 Bn Canadian Scottish consisted almost entirely of casualty replacements and could also be rated as Trained

### **• Off board Artillery and Air Support**

- At this stage in the fighting the Allied advance had advanced beyond the range of their Fire Support.
- There is no Air support. Only Organic Fire support is available.

### **• On board Fire Support**

- Brigade's 4.2" Mortars are available and may lay smoke but are limited to 6 rounds.
- The Battalion's 3" Mortars also lay smoke but are limited to 2 rounds.
- Company level 2" mortars only lay dissipating smoke but have unlimited rounds.
- Full smoke (once laid) may be stoked. Laying full smoke costs the equivalent of 1 round of smoke. Laying dissipating smoke or stoking full smoke costs the equivalent of ½ round of smoke.
- The 4.2" Mortars may provide Organic fire support to either/both the Idaho or Soulangy Assault forces.

### **• Fireflies**

- The cards for Fireflies provide higher stats after Aug 44 to account for the use of Armour Piercing Discarding Sabot rounds. These were not in use during this battle<sup>2</sup> and hence all Fireflies use the pre Aug-44 stats.

### **• Transport**

- All company transport must be placed on table.
- 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.
- Universal Carriers used for transport (no MG) do not count as armour for the purposes of either manoeuvre rolls or Victory points.
- White Scout Cars, and Universal Carriers (with MGs) count as armour in all respects.
- All carrying capacities are increased by 1.

### **• Variable timing of Soulangy Assault**

- At game start the Allied player does not know when the Soulangy Assault forces will be ready. From turn 2 onwards he may roll to begin the Soulangy assault by rolling below the current game turn on a d10. (i.e. a 1 on turn 2, a 2 on turn 3 etc)
- If unsuccessful the player may roll again on subsequent turns needing to roll the same number to be successful. (i.e. if he failed to roll a 1 on turn 2, he also needs a 1 on turn 3)
- To reset the required number the Allied player must decide to forgo this roll for one turn. (i.e. despite the previous failure if the player does not roll for the Soulangy Assault forces on turn 4, he may roll, requiring a 4 or less on turn 5.)

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<sup>2</sup> 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.

# German Player Briefing

## Situation

### **SS- Stubanfurher “Papa” Krause, 12:55 15<sup>th</sup> August 1944 near Soulangy**

During the night of 13/14 August your Kampfgruppe moved from Olendon to Villiers-Canivet. Meanwhile the SS-Stubaf Oskar Drexler moved his 12th SS Artillery Regiment so that they could operate against the bridgehead near Clair-Tizon. III/26 attacked this position from an area north-west of Ussy, throwing them back across the river. This success has brought the Division time to reorganise its defences after the most recent Canadian Offensive. Yesterday morning, 14<sup>th</sup> August, Kurt Meyer and Max Wünsche scouted the ground north of Falaise to assess the terrain. They assessed that Hill 159, some 3km north of the ancient Norman capital, dominated the city. They selected this as the centre-piece of the 12<sup>th</sup> SS Division's defence. Your Kampfgruppe was allotted an advanced supporting position between the river and RN158 and the high ground some 4km NE of Falaise. Kurt Meyer has stressed the importance of the HJ defences remaining solid. Your Division is forming the northern shoulder holding open the line of retreat for the German Armies to the west. It is perhaps too early to talk about encirclement but there is a severe danger of this if your defences do not hold.

You are not in ideal terrain for a defensive fight. It is far too open for your liking and this will leave your troops very vulnerable to allied artillery fire. However, you are happy that they have solidly dug-themselves into good positions overnight. The farmland surrounding your location is soft in comparison to the gnarled tree-roots of Quesnay Wood. However, your numbers preclude you forming a defensive line and force you to adopt interlinked hedgehog strong points. This is not ideal but better than you had feared especially now you know that the Panzer Regiment and Panzerjaeger Battalion set up solid strong points defending the vital ground of Hill 159 on your right flank. However, you are a realist and understand that the forces available for the defence of the area north of Falaise by the HJ are barely sufficient for the task in hand. You fear the worst.

Your men are tired, some are close to exhaustion. Few have had a proper hot meal in the last 3 or 4 days and all are hungry. However, like good soldiers they are more worried about what they have in their ammunition pouches rather than their bellies. In this respect it has been good news after the Speiss found a damaged railway truck in the sidings of Falaise station packed full of 105mm ammunition. The spirits of your men are high and morale improved further last night after some stragglers, previously thought to have been killed or captured, rejoined the Kampfgruppe. This interrupted the digging for a few minutes. Later on, some lightly wounded men returned to their units, bringing with them a crate full of chocolate and brandy and the digging stopped for much longer. It pleased you to see your boys given a few minutes of respite – they needed it!

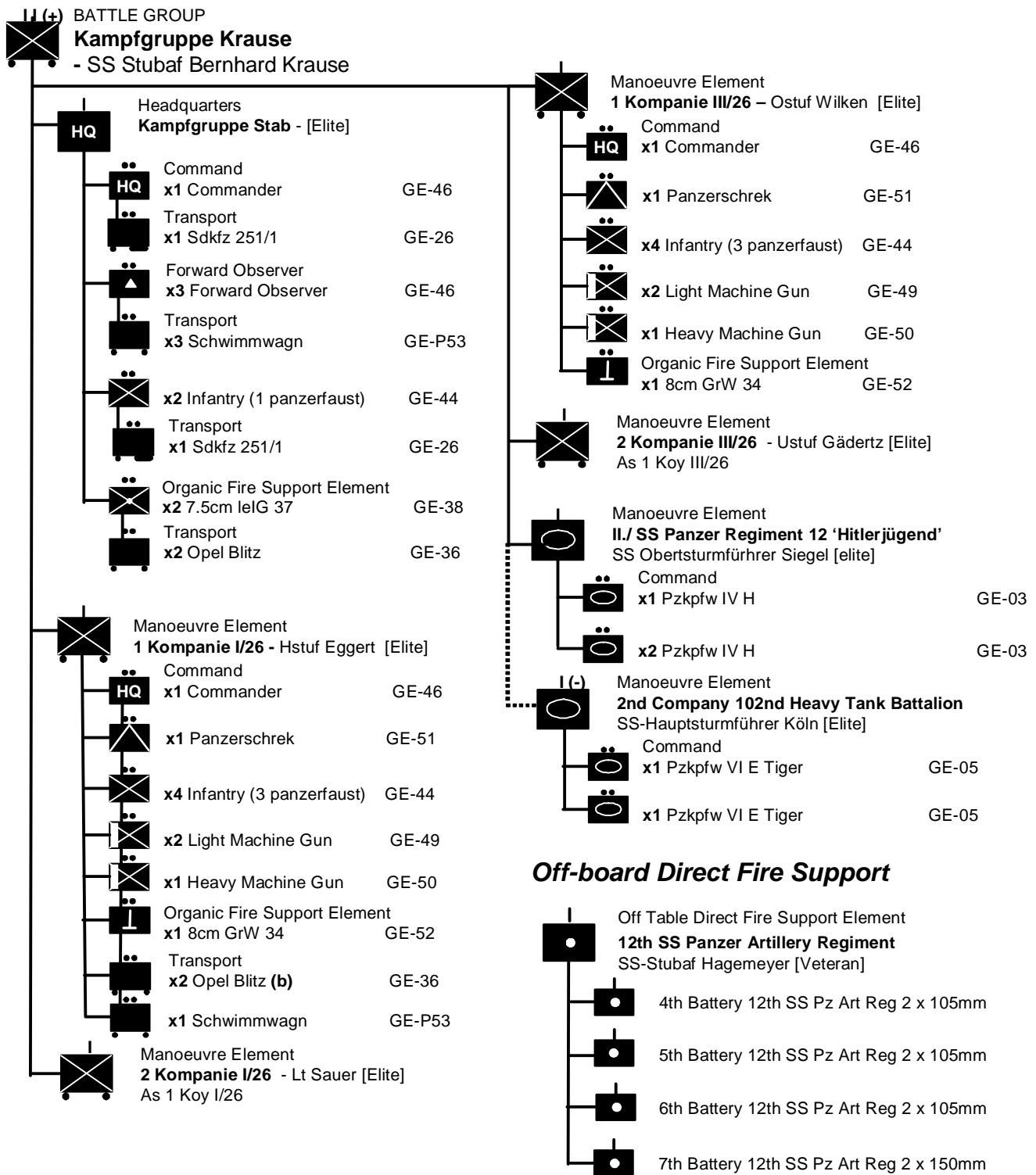
Your forces are a shadow of their former selves. Both your battalions are down to 2 weak Kompanies and the Hannomags from III/26 have been taken by Division to be used as prime-movers and to transport a rapidly deployable reserve force. However, you have noticed that over the last few days there are an increasing number of previously “destroyed” half-tracks that have been “repaired” and returned to the regiment. Also a few that were “missing” have since been found. Two of these have just left your HQ headed towards Soulangy carrying ammunition, medical supplies, as well as a large pot of Chicken and Vegetable stew and a basket of bread! That will cheer up the lads, even though the stew will be lukewarm at best by the time it gets to their trenches and fire pits.

Over the last few hours you have been watching Canadian activity north of the Soulangy-Epency road. It looks like a Brigade has been assembling for an assault but you don't have a good enough view to call down concentrated fire on the assembly area. However, you have requested that the artillery some random shelling. This is only possible because of the relative abundance of ammunition since SS-Stubaf Oskar Drexler had the good fortune of finding an ammunition dump adjacent to his 12th SS Artillery Regiment HQ. You guess that the Canadians will soon make an attack on Hill 168 and/or Soulangy. You are comforted to see the Tigers of 102nd Heavy Tank Battalion in ambush positions; although not under your direct command they are in a very useful position.

## Mission

Hold Soulangy and Hill 168, the high ground North East of Falaise, (Objective Idaho) with minimum casualties.

# Kampfgruppe Krause – 12. SS Panzer Division ‘Hitlerjüngend’



## **German Deployment, Notes & Special Rules**

### **• Deployment and Reinforcement**

**Turn 1** Start of scenario. All forces deploy on table south of the red line.  
The 2 Tigers may only deploy in the southern marked red box and must be separated by at least 12".  
All troops may deploy "dug-in" (double IP) and all tanks may deploy Hull down.

### **• Discipline Rating**

- All MEs are Elite.

### **• Off board Artillery**

- Direct Fire support originates from the southern table edge.
- The supporting German Artillery has just found a railway truck packed full of 105mm ammunition and has unlimited 105mm ammunition at its disposal. However, there remains a shortage of 150mm ammunition which is limited to 8 Rounds during the entire game.
- Direct fire support can be fired by battalion or split into separate batteries. If split the artillery must pass a turn without firing before being recombined.
- If firing a battalion concentration each battery concentrates onto its own template (i.e. 150mm batteries cannot concentrate to thicken 105mm batteries). This means that there can only ever be a single template with concentrated fire at +2/+1 with the others firing at +1/0.
- Off board artillery may conduct random shelling of Point 175 if desired. Point 175 counts as a pre-registered target and random shelling does not count against ammunition limitations.

### **• Tigers**

- The 2 Tigers from 2nd Company 102nd Heavy Tank Battalion have been given specific orders to act as an anti-tank screen in ambush positions between Soulangy and Epancy. However, they are difficult to contact owing to defective radio equipment and/or exhaustion from previous fighting.
- They will engage enemy armour that they can see but will not relocate to support the Panzer Grenadiers unless activated.
- To be activated in support of an infantry ME one of the Tigers must be in base to base contact with the CO, while that CO expends a manoeuvre action making the request. If this is done, the Tigers may leave their ambush positions to support that ME only and on completion, when the German player sees fit, will return to their original positions.
- The loss of any one these Tigers will degrade the German victory conditions by one level from the perspective of the Germans (i.e. the German player that wins a major victory but who loses a Tiger can only claim a minor victory.)

### **• PzIVs**

- Panzer IVs attached to your Kampfgruppe have been recalled by Obersturmfurher Max Wunsche to assist in the tank battle raging against the 4<sup>th</sup> Armoured Brigade, attacking in the direction of Hill 159 from Olendon. However, Siegel recognises that the battle for point 168 is equally important and will stay under your command as long as there are enemy tanks from the Objective Idaho Assault force in view.
- The moment that no undisordered enemy tanks can be spotted or suspected by the PzIVs for 2 consecutive turns after turn 6, all remaining PzIVs will withdraw towards the south east corner of the table as rapidly as possible and will not return.

### **• 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.
- All carrying capacities are increased by 1.
- The 2 Sdkfz 251/1s may dismount their HMGs and combine them with a HQ Infantry troop stand to generate 2 HMG stands. If this is done then the Sdkfz 251/1s are not placed on the table.

### **• Hidden Unit Status**

- All German MEs count as hidden at the start of the game.





## Game Notes

The game starts at 1300 and lasts for 18 turns.

The Canadian player moves first.

All agreed optional rules listed separately are recommended.

It is strongly advised that the Grazing Fire HMG optional rule is used.

## Victory Conditions

	<b>Canadian</b>	<b>German</b>
<b>Total</b>	Take and hold both Objective Idaho and Soulangy suffering with fewer than 50% casualties.	Repel Canadian attack holding both Objective Idaho and Soulangy, causing over 50% casualties and suffering less than 50% casualties.
<b>Major</b>	Take and hold both Objective Idaho and Soulangy.	Repel Canadian attack holding both Objective Idaho and Soulangy suffering less than 50% casualties.
<b>Minor</b>	Take and hold Objective Idaho or Soulangy with fewer than 50% casualties.	Repel Allied attack and hold both Objective Idaho and Soulangy regardless of casualties.
<b>Winning Draw</b>	Take and hold Objective Idaho or Soulangy regardless of casualties but causing more than 50% casualties	Hold either Idaho or Soulangy while suffering fewer than 50% casualties

The loss of one or both Tigers degrades the German victory conditions 1 level.

Objective Idaho is considered to be in German Control at the start of the game. To be considered “taken” by the Canadians, undisordered Canadian troops must be in IP on the high ground (i.e. above the contour line enclosing point 168) and the whole of the high ground must be free of undisordered German troops.

Soulangy is considered to be in German Control at the start of the game. To be considered “taken” by the Canadians, all 23 BUS in Soulangy (including those over the river) must be free of undisordered German troops.

## Smaller Games

The game can easily be played as two separate smaller vignettes:

- The Idaho vignette should only use the right hand 4ft of the table. The Canadian forces should be restricted to the Canadian Scottish and 1st Hussars only. The Germans should lose both companies from I/26, a FOO and one of the Tigers.
- The Soulangy Vignette and the left hand 4ft of the table. The Canadian forces should be restricted to the Winnipeg Rifles and Fort Garry Horse only. The Germans should lose both companies from III/26, a FOO, the PzIVs and either the infantry or IeIGs from the Kampfgruppe Stab.