

Blood & Honour – Hitlerjugend in Normandy

Putot – The Little Black Devils

Thursday June 8th 1944

Scenario written by Richard de Ferrars and Paddy Green

Historical Overview

The 3rd Canadian Infantry Division had led the assault on Juno Beach. The Royal Winnipeg Rifles (The “Little Black Devils”) were one of the assault battalions in the 7th Canadian Infantry Brigade. Their mission had been to land on Mike Red Beach and then to secure the area west of Courseulles - strongpoint WN 31 and the village of Graye-sur-Mer. The results of the bombardment in their zone had been indifferent. Their supporting DD tanks and other armour were delayed on the run-in and the assault by the lead companies (B and D) went in unsupported. B Company landed in front of the intact strongpoint and started to take a steady stream of casualties. After several long minutes, vital armour support started to arrive and gradually B Company cleared the strongpoint in bitter hand-to-hand fighting. They paid a high price with casualties of 75%. D Company had landed west of the strongpoint and, evading the worst of its fire, rapidly cleared the beach and the minefields to reach Graye-sur-Mer. By H+4, the battalion had reached Objective YEW. The afternoon saw intense fighting at the village of Banville – HQ of the II Battalion 726 Grenadiers and by the end of D-day, the Division had penetrated 5 miles inland to their second objective line – ELM.

Overnight, replacements arrived and these joined the battered remnants of B Company. This brought the Company back close to full strength, but few of the original Officers and NCO's remained. On D+1, the advance inland continued and The Royal Winnipeg Rifles (RWR) led the advance. Opposition was light – mainly remnants of Richter's 716 Infantry Division. By midday, the RWR had secured Putot-en-Bessin, a scattered village sitting between the Caen-Bayeux road (Objective OAK) and the Caen-Bayeux railway. To their east, the villages of Bretteville and Norrey were soon occupied by the Regina Rifles. Immediately to their west, the village of Brouay remained empty – the British 69th Infantry Brigade was still advancing from Gold Beach and was 2 miles short of this objective. Their right flank remained open. On the afternoon of D+1, the first German counterattacks hit the Allied landings - a few miles to the east, the North Nova Scotia Highlanders were caught up in bitter fighting with the 12SS around Authie and Buron. The Little Black Devils could see German troop movements south of the railway and around Le Mesnil-Patry. They knew that the attacks on their positions would start soon.

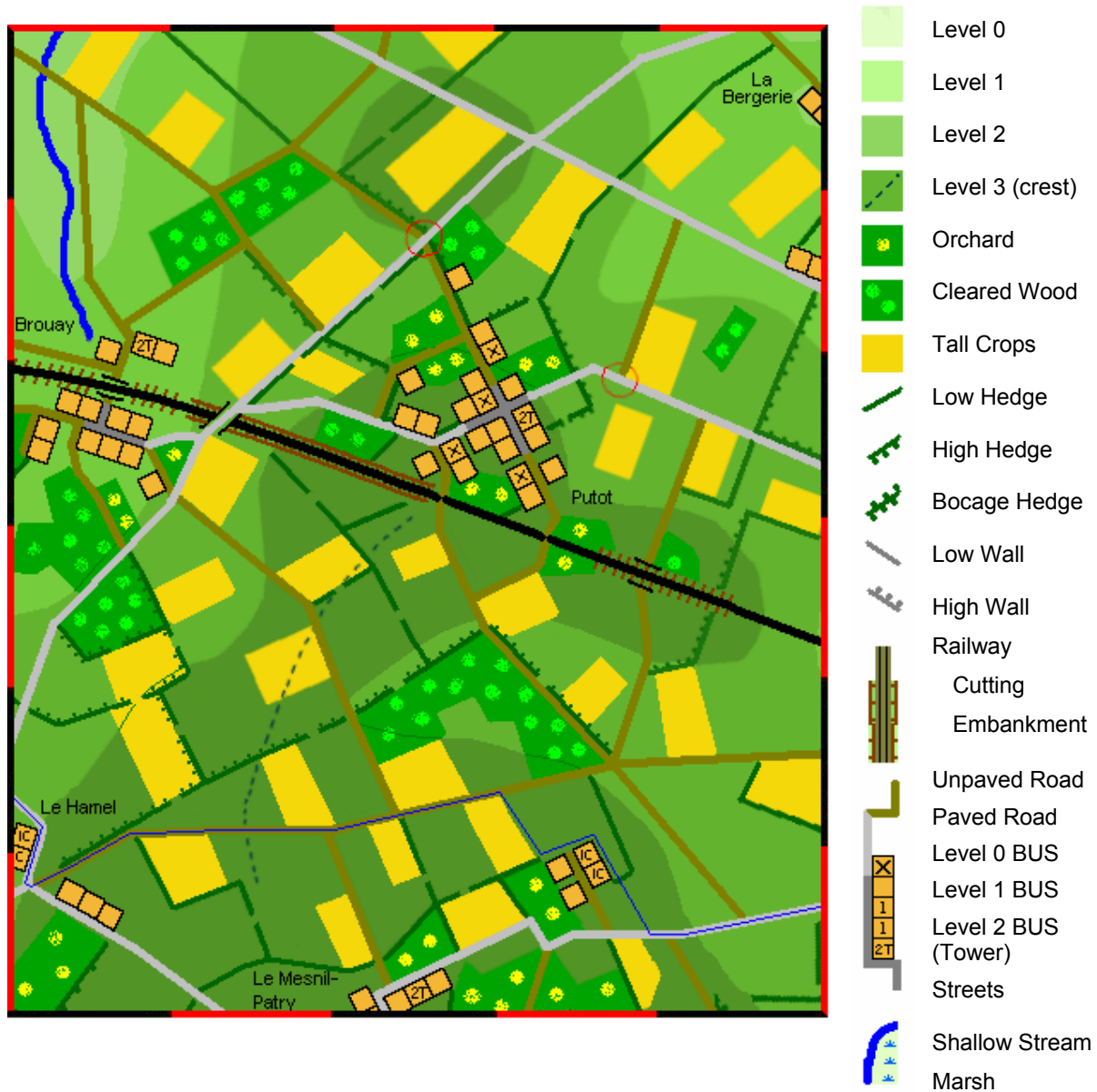
During the early morning hours of June 8th, the battalions of Mohnke's 26th SS Panzergrenadier Regiment completed their assembly in the area between Cristot and Le Mesnil-Patry – closing the gap between the Meyer's 25th Regiment (north & west of Caen) and the Division's Reconnaissance Battalion (around Audrieu & Cristot). The Divisional commander, Fritz Witt, had ordered Mohnke to attack and clear the villages of Norrey, Bretteville, Putot and Brouay. In the early hours of June 8th, the 1st Battalion mounted a strong attack towards Norrey and the railway. This attack was beaten off by accurate Canadian artillery fire and by the stubborn defence of Stu Tubb's men in Norrey. As dawn broke on June 8th, the attention swung half a mile to the west as Siebken's 2nd Battalion moved out of Le Mesnil-Patry to cross the open fields that lead to Putot. Artillery and mortar fire swept the Winnipeg's positions in and around Putot. Equally heavy Canadian artillery fire hit the Panzergrenadiers as they closed in on Putot. The situation in the Winnipeg's position was made increasingly difficult as “snipers” started to appear within the village – remnants from the 716th Infantry Division. Gradually the Canadians gave way. A, B and C companies were cut off, surrounded and started to run out of ammunition. Eventually they were forced to pull out but few men made it back to the positions of D company, east of the village or Brigade HQ at Secqueville. As he watched the situation deteriorate, Brigadier Harry Foster had set about organising a counter attack. At around 20:00 he launched the Canadian Scottish Regiment into a counter-attack, backed by tanks from the First Hussars and a torrent of artillery. Siebken's exhausted men gave way, and by 23:00, the village was back in Canadian hands.

In the aftermath of this battle, more than 50 Canadian POW's, including Major Houston, were executed by various units of the 12SS.

Scenario Design

This scenario is unusual in that armour is absent. Both sides have quite powerful artillery and will have to use this to good effect to overcome the absence of armour support. The scenario focuses on the assault by Siebken's men rather than the Canadian counter-attack later in the day. The German player has plenty of time (15 turns) to gradually force the Winnipeg's out of their positions, but can he survive the Allied artillery?

Map & Terrain



Bocage country lay further to the west. This part of Normandy was open fields of wheat and turnip, dotted with farms, villages and orchards. The Caen-Bayeux railway, with its cuttings, embankments and bridges, posed an additional obstacle, particularly to armour.

- The playing area is 6' x 5' and north is at the top edge of the map.
- All buildings are stone. Within villages, the level "2T" BUS represent the church towers. Buildings marked "1C" represent large Chateau buildings and movement between the second levels is allowed.
- The railway embankment is a high embankment.
- The railway cutting is a wide gully
- Units in the cutting claim +1 on all "improved position" rolls
- At the start of the scenario, all BUS in Putot are considered to be under Canadian control. Thereafter, a BUS is controlled by the last player to have occupied it with a non-panicked unit. The five BUS marked with "x" or "2T" indicate those that the player must control at the end of the specified turns to gain VP's.

Canadian Player Briefing

"More enemy had infiltrated into the town around our positions and there was direct enemy machine gun, mortar and artillery fire on our LMG posts and individuals in slit trenches. It was now impossible to get ammunition to the companies, even with a Bren carrier.

Royal Winnipeg Rifles, War Diary, June 8th 1944

Situation

Lt Col. Meldram, 07:00 June 8th 1944, Putot-en-Bessin.

Yesterday, the 7th Canadian Infantry Brigade pushed inland steadily from the invasion beaches and by the middle of the day, the lead battalions had reached the villages of Norrey, Bretteville (Regina Rifles) and Putot (Royal Winnipeg Rifles). The third battalion, the Canadian Scottish Regiment, remained 2 miles to the north in Secqueville-en-Bessin as the Brigade reserve. On the afternoon of the 7th, a large counterattack a couple of miles to the east at Authie announced the arrival of Rommel's Panzers – the 12SS (Hitlerjugend) Panzer Division. This left one of the battalions of 9th Brigade (The North Nova Scotia Highlanders) badly mauled and means that the Canadian 7th Infantry Brigade is now holding a conspicuously forward position in the Allied line. During the night 7th – 8th June, the Regina Rifles at Norrey repulsed a strong infantry probe. As the day dawns, across the low valley, you can see troops movements around Le Mesnil-Patry. You know that a further assault on 7th Brigade's position is imminent and it is probably coming your way.

Your battalion reached Putot early yesterday afternoon. After a difficult day on D-day, you have had the opportunity to reorganise and bring in some replacements. Although your rifle companies are nearly back to full strength, B Company in particular has suffered badly and has a large proportion of replacements. You have had ample time to prepare for defence, but this is not an ideal defensive position. The village itself is strung out and neither flank is secure. To the east, the Regina Rifles report strong infiltrations towards the railway around Cardonville Farm and German forces may already have crossed the railway. To the west, you have sent patrols into Brouay, hoping to make contact with British forces of 69th Brigade. However, they have found only German armoured cars, probably also from the 12th SS Panzer Division. They are maintaining a thin screening line, helping to protect your west flank.

Mission

Although the position is not ideal, you must hold Putot. If you get pushed back here, the Regina Rifles in Bretteville and Norrey will become even more isolated. In addition, the RWR's position represents the link between the Canadian forces from Juno Beach and the British forces from Gold Beach. If this link is broken, then it will give the Germans the opportunity to drive a wedge between the British and Canadian forces. Put simply, you must hold Putot.

Deployment

Units of the RWR may deploy anywhere north of the railway. They may deploy south of the railway under any one of the following conditions:

- That they are within 5" of a Brouay BUS
- That they are within 10" of a Putot BUS

Canadian infantry may start in basic improved positions (slit trenches & improved hard cover.) and Canadian vehicles may start in hull-down positions. Note that MG's may not use grazing fire whilst mounted on vehicles. If dismounted, units must be emplaced, or in improved position to use grazing fire. Please see below for notes regarding defending Brouay.

Notes & Special Rules

The duration of the scenario is 15 turns. The German player moves first.

• **Artillery**

- Canadian off-board artillery was positioned at Bray and originates from the northeast corner of the map.
- All off and on-board elements may fire up to 2 smoke missions.
- The Canadian may deploy either 2 FOO's in jeeps or 1 FOO in a Sherman OP.
- Replacement of FOO casualties applies (see Artillery Tutorial, "British Artillery Options").
- If you are unfortunate enough to lose both FOO's at the same time, only one replacement may be rolled for at any time. The second replacement may be rolled for once the first has arrived.

- **Initial Company Strengths**

B and D Companies are not at full-strength – reflecting casualties on the D-day assault and subsequent replacements. They do not qualify for “no casualty” manoeuvre roll modifiers. Due to the high number of replacements in B Company, it has a discipline rating of “experienced” as opposed to “veteran”.

- **Maintaining Ammunition Supply**

The Canadian forward positions proved vulnerable to getting cut-off and running low on ammunition. In this scenario, the German player has the opportunity to interfere with the re-supply of the forward elements.

- The two road junctions that are marked with red circles represent the main points of communication with the rear areas.
- If, at the end of the **Canadian player** Close Combat Phase, the German player has troop stands on **one** of these road junctions, then all Canadian ME's drop a discipline rating for the following turn.
- If, at the end of the **Canadian player** Close Combat Phase, the German player has troop stands on **both** of these road junctions, then all Canadian ME's drop two discipline ratings for the following turn.
- If the Canadian player “frees up” one, or both junctions, then the effect is amended appropriately from the start of the following player turn (Canadian or German).

- **Organisation of Canadian ME's**

- Obviously, the four Rifle Companies are each treated as one ME.
- Carrier Platoon from Support Company is treated as a separate ME.
- The rest of Support Company (Engineer, Mortar and ATG platoons) are initially designated as part of Battalion HQ ME, along with FOO's and the Cameron Highlanders Vickers Platoon.
- Any HQ unit may be attached to another ME *as long as this takes place before the start of the scenario*.

- **“Drop that Church Tower”**

Church towers made obvious artillery observation posts and were frequently targeted by the enemy. Any IDF template that covers a tower structure should have a chance of bring that tower down.

- Roll one d10 and add the “T,G,sV” IDF rating (with concentration and thickening modifiers if applicable)
- Modify by –1 for each of the BUS aim points **not** under the IDF template
- If the result is **greater than 10** then the tower loses a level and becomes a 1T structure and a ½” strip of rubble is placed (randomly) into the adjacent street. The street is then treated as a defile.

- **Defending Brouay**

The Canadian player has the option of deciding whether or not to defend Brouay.

- Brouay is considered “defended” at the start of the game if there are at least 6 infantry stands and one AT gun within 5” of any of the Brouay BUS (north and south of the railway).
- During the course of the game, Brouay remains defended if there are at least 4 infantry stands and / or gun stands within 5” of any of the Brouay BUS (good order, suppressed or disordered).
- Whilst Brouay remains defended, the units from III/26 Bataillon on the German Orbat must remain within the triangle formed by the west board edge, the railway line to the cutting bridge, and the paved road running back south-west to the board edge.
- On every player turn that the German player has any unit on the street section in the centre of Brouay, the Canadian player must declare whether Brouay is “defended”.
- If Brouay is not defended, the units from III/26 Bataillon may deploy and fire without restriction. However, units from II/26 may not act as observers for indirect fire for the 251/9's.

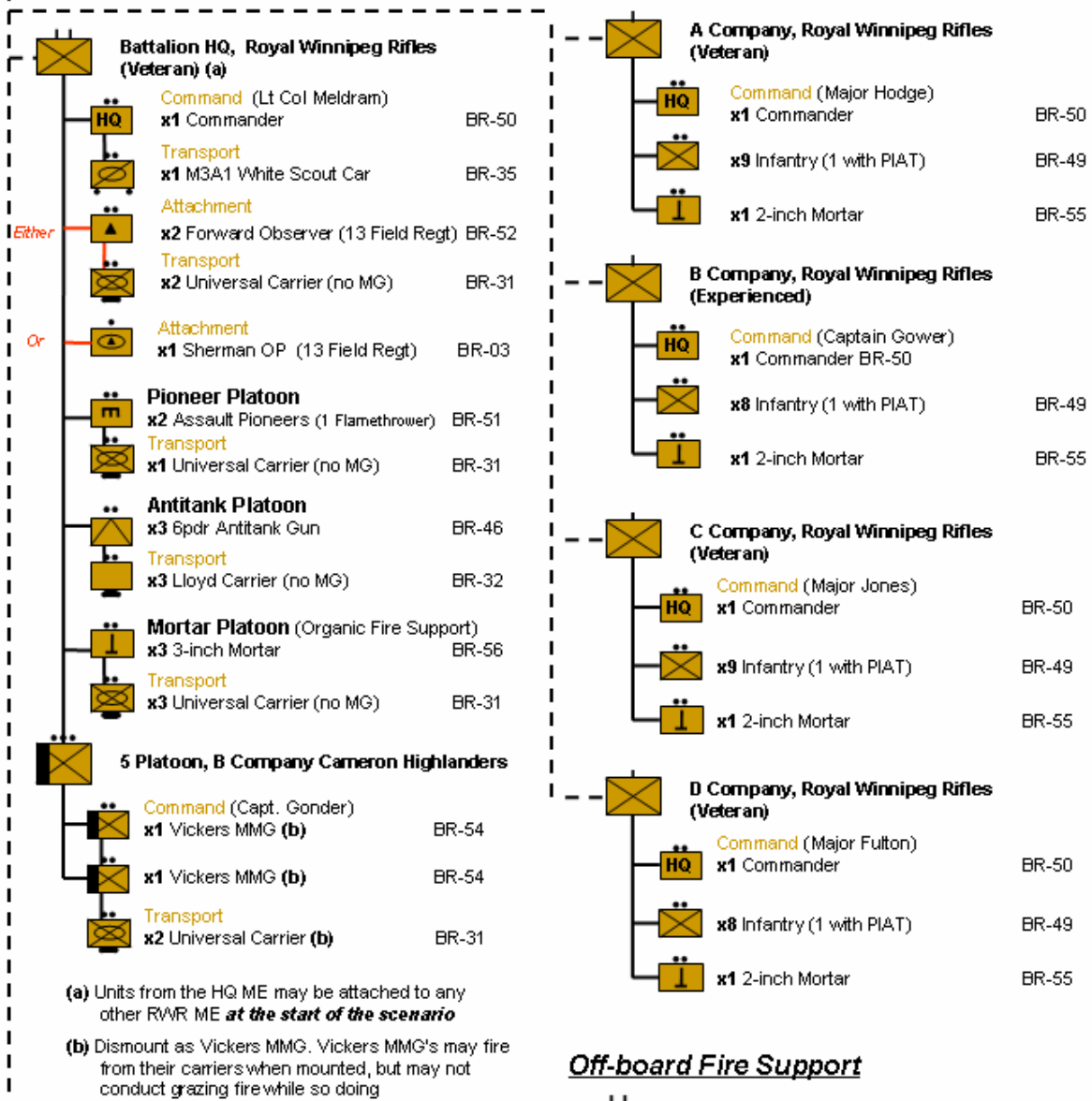
- **Definition of Armour**

For Manoeuvre Check purposes, a Bren Carrier only counts as armour if it has an embarked MG and a Sherman OP tank only counts as armour if the FOO is embarked.

Canadian Order of Battle



Royal Winnipeg Rifles



Off-board Fire Support



The FOO's are from 22nd Field Artillery Battery and may call for fire from this battery as **Direct Fire Support**.

They may call for Regimental fire (MIKE target) as **General Fire Support**

(c) The Carrier Infantry may alternatively dismount as:
x4 Bren Light Machine Gun (BR-53)

(d) Carriers fire without Machine Gun rating when infantry dismount as Bren LMGs.

German Player Briefing

“Our first target was the railway embankment. Heavy artillery and rifle fire greeted us from the embankment. My platoon had the sector to the left of the road and underpass. Kompanie chief Schmolke received a flesh wound in his back that greatly bothered him. During the second stage, behind the embankment, we took some prisoners. Since we had now pushed our way into the positions, the artillery fire stopped.”

Oberscharfuhrer Dargel, III Platoon, 6 Kompanie

Situation

Stubaf. Siebken, Commander II Battalion, Pz-Gren Regt 26, 07:00 June 8th 1944, Le Mesnil-Patry.

Since the summer of 1943, you have been working hard to forge your battalion from the seasoned NCO's and highly motivated Hitler Youth that presented to the training camp at Beverloo, Belgium. They arrived with the enthusiasm of youth that you and your officers have transformed into the bedrock of pride in your Division – the 12SS (Hitlerjugend) Panzer Division. This Division was created to lead in the counter-attack against the invasion of France – wherever and whenever it came. That opportunity has now arrived.

The first alerts started to arrive in the Divisional area around Liseux during the early hours of June 6th. The Panzergrenadier Regiment 26 had a more difficult in deployment than Kurt Meyer's Panzergrenadier Regiment 25 and your men only arrived in the forward area late in the day of June 7th. The Divisional commander, SS-Oberfuhrer Witt, has ordered immediate attacks against the Canadian troops that hold the line ahead of you. You have heard about the outstanding success that Panzer Meyer's men had yesterday afternoon in throwing back the Allies at Authie and Buron. But you have also seen the poor results from a hurried and unsupported attack against Norrey that took place during the night by Stubaf. Krause's I Battalion of your Regiment. Although you do not have the benefit of cover of darkness, and you still do not have the benefit of Stubaf. Max Wunche's Panthers, you have succeeded in moving the artillery into position. To the west, the Division's Aufklarung's Abteilung has successfully slowed the progress of the British forces around Audrieu and elements from Panzer Lehr are moving into position. The III Battalion has started to move some units into the area between Cristot and Brouay. Their commander, Stubaf. Olboeter, has promised to bring some pressure to bear on Brouay. To your East, Panzer Meyer had pushed the Canadian lead elements back from Carpiquet and is holding the advance north-west of Caen. The deepest advance inland made by the Allied invaders lies directly ahead of the Panzergrenadier Regiment 26.

Mission

SS-Oberfuhrer Witt has ordered the Regiment to clear the villages of Putot, Bretteville and Norrey ahead of launching a coordinated attack with Panzer Lehr and 21 Panzer. Your battalion is to take and hold Putot before the Regiment renews its attack on Norrey and Bretteville.

Deployment

The initial deployment area for the main 12SS force, around Le Mesnil-Patry, is south of the blue line on the map. The deployment of the 716 Infantry Division and III/26 forces are explained below

Notes & Special Rules

The duration of the scenario is 15 turns. The German player moves first.

• **Artillery**

The German player may declare at the beginning of the game up to 3 pre-designated aim points for his artillery. These must be either road junctions, bridges, towers or BUS edges that can be spotted from the Le Mesnil-Patry church tower.

German off-board artillery originates from the south edge of the map

All off and on-board elements may fire up to 2 smoke missions. The 251/9's from III/26 may not fire smoke.

If the off-board artillery fires as separate batteries, it may not recombine & fire again as a battalion

- **“Drop that Church Tower”**

Church towers made obvious artillery observation posts and were frequently targeted by the enemy. Any IDF template that covers a tower structure should have a chance of bringing that tower down.

- Roll one d10 and add the “T,G,sV” IDF rating (with concentration and thickening modifiers if applicable)
- Modify by –1 for each of the BUS aim points **not** under the IDF template

If the result is **greater than 10** then the tower loses a level and becomes a 1T structure and a ½” strip of rubble is placed (randomly) into the adjacent street. The street is then treated as a defile.

- **716 Infantry Division Remnants – “Snipers”**

The opportunity to deploy snipers begins as soon as German forces have crossed the railway. At the start of every German *movement phase* where there are German forces north of the railway, roll a d10 and modify the by +1 for each objective BUS controlled by the German player.

Modified roll 7,8,9 One unit deployed
 10+ Two units deployed

- These “snipers” were appearing mainly in and around Putot. They must be deployed within 5” of a Putot BUS **which is on the higher elevation** (to prevent them being used simply to disrupt re-supply)
- They must deploy in cover of an orchard, cleared wood, cornfield or BUS.
- They are deployed in basic improved position.
- They are placed on the table suppressed and may not move (or close assault) until released. They must take Manoeuvre rolls in the normal manner but assume a default 50% casualties until incorporated within another ME.
- Snipers may be released when within 1” of another German unit, at the expense of 1 manoeuvre action from the other German unit, to reflect “taking over command”
- They are then attached to the relevant ME. They move / take manoeuvre rolls normally with that ME and thereafter count towards that ME’s size and casualties.

- **Maintaining Ammunition Supply**

The Canadian forward positions proved vulnerable to getting cut-off and running low on ammunition. In this scenario, the German player has the opportunity to interfere with the re-supply of the forward elements.

- The two road junctions that are marked with red circles represent the main points of communication with the rear areas.
- If, at the end of the **Canadian player** Close Combat Phase, the German player has troop stands on **one** of these road junctions, then all Canadian ME’s drop a discipline rating for the following turn.
- If, at the end of the **Canadian player** Close Combat Phase, the German player has troop stands on **both** of these road junctions, then all Canadian ME’s drop two discipline ratings for the following turn.
- If the Canadian player “frees up” one, or both junctions, then the effect is amended appropriately from the start of the following player turn (Canadian or German).

- **Defending Brouay – III/26**

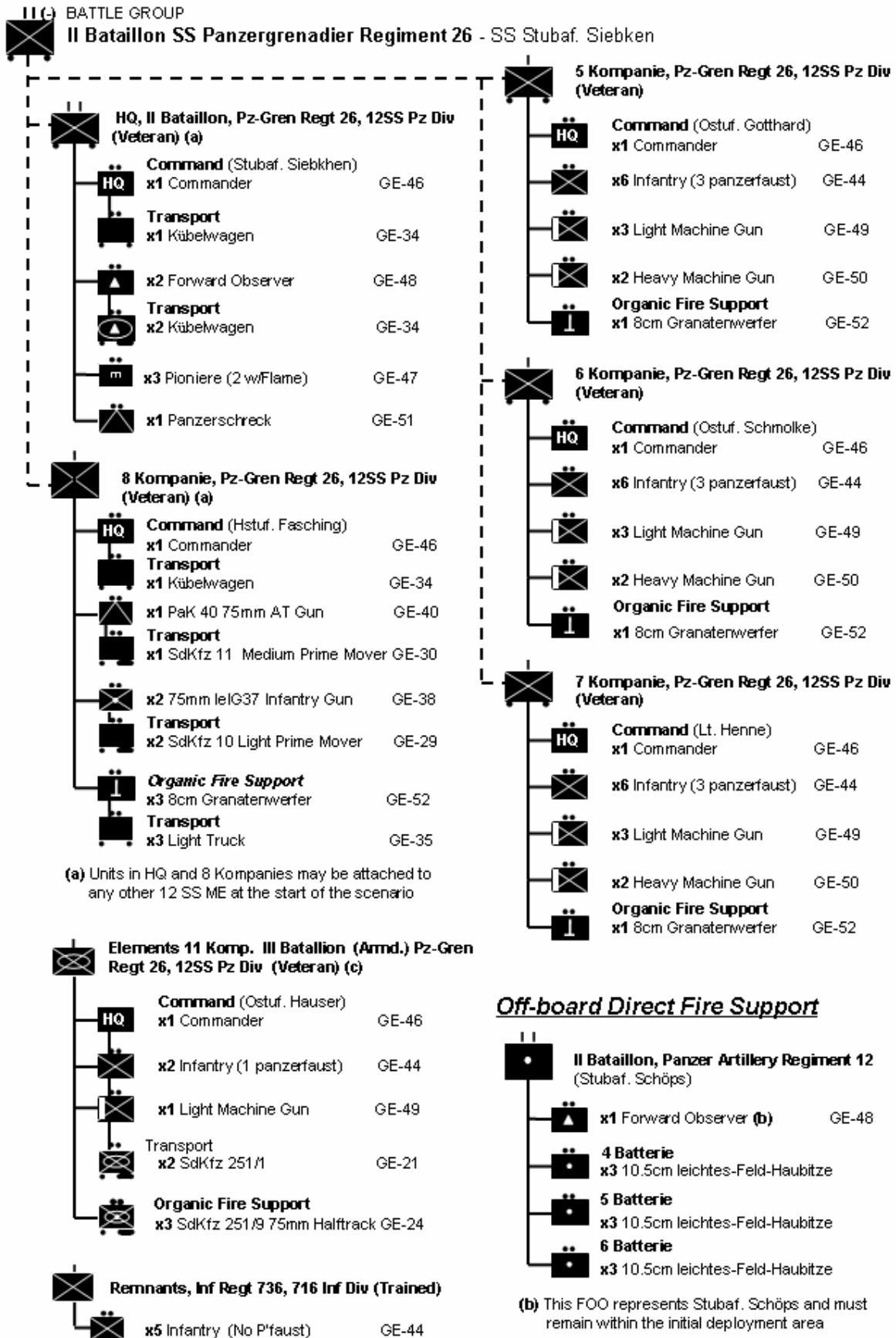
III Battalion of Panzer-Grenadier Regiment 26 was deploying between Brouay & Cristot. Some elements did become involved in the battle for Putot. During this scenario, the German player has limited use of some elements of III/26 Bataillon around Brouay. The Canadian player has the option of deciding whether or not to defend Brouay.

- Brouay is considered “defended” at the start of the game if there are 6 infantry stands and one AT gun within 5” of any of the Brouay BUS (north and south of the railway).
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- **Definition of Armour**

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German Order of Battle



• **Recommended Optional Rules**

- Grazing fire
- Sneak manoeuvre action
- Engineer / improved position rules
- British artillery – replacement of FOO casualties
- Multi-level BUS

• **Victory Conditions**

VP's are awarded for enemy casualties (rulebook page 12 – see below). Units transferred from HQ / support companies to other ME's count towards casualties with the ME they were attached to. In addition, VP's are also given for control over Putot BUS. One VP is awarded for each of the specified BUS in Putot that are controlled by the player at the end of their Close Combat Phase of turns 5, 10 and 15.

The remnants of infantry regiment 736 do not count as a separate ME in VP calculations.

Victory Points Table	
1VP	Each enemy manoeuvre element with 25% casualties OR one knocked out armoured vehicle / gun.
2VP	Each enemy manoeuvre element with 50% casualties OR two knocked out armoured vehicle / guns.
3VP	Each enemy manoeuvre element with 75% casualties or greater OR three knocked out armoured vehicles or guns.
1VP	Each additional knocked out armoured vehicle or gun.

	Canadian	German
Major Victory	Retain control of all objective BUS Gain double the VP's of the German player	Gain control of all objective BUS Gain double the VP's of the Canadian player
Minor Victory	Retain control of 3 objective BUS Gain more VP's than the German player	Gain control of 3 objective BUS Gain more VP's than the Canadian player

Selected Bibliography & Sources

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Battlezone Normandy: Battle for Caen – Simon Trew & Steven Badsey

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Holding Juno – Mark Zuehlke

Maple Leaf Route: Caen - Terry Copp and Robert Vogel

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Steel Inferno – I SS Panzer Corps in Normandy – Michael Reynolds