

Blood & Honour – Hitlerjugend in Normandy

Taming the Tigers

Tuesday, August 8th 1944

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Additional play testing by 'Proff' Pender and 'Scotty' Scott

Allied Player Briefing

Situation

Major-General George Kitching, 4th Canadian Armoured Division, 13:25 August 8th 1944, Amblie

Operation TOTALIZE phase 1 has been a complete success for the Allies. Most of the phase 1 objectives have been taken easily and casualties are low. Almost all of the strong points by-passed by the armoured columns have been assaulted and taken by the marching infantry. Last night's carpet bombing of German positions by the RAF was highly successful and General Simmons tactics of solid armour columns storming through the night towards their objectives, guided by tracer fire was successful. Also successful was the use of massed "Unfrocked Priests" to carry forward the infantry accompanying the armour.

Early in the morning of 8th August the operation was ahead of schedule. The German defensive line is in tatters and the remnants of the German 89th Infantry Division are demoralised and streaming away from the front. Although the first line of defence has been shattered, intelligence leads you to expect a stronger second line of defence comprising the 1st SS Pz Div (LSSAH) and 12th SS Panzer Division "Hitlerjugend" still standing between you current positions and Falaise¹. Once you have broken through this second line and exploit southwards, nothing will prevent a stunningly successful encirclement of two German armies.

TOTALIZE phase 2 is due to begin at 1326 with the planned carpet bombing by the B-17s of the 8th USSAF. This prevents your forces from pressing forward into the safety zone. Instead the forces, which have penetrated as far south as St. Aignan de Cramesnil, have been instructed to dig in and wait for the inevitable counter attack. Phase 2 will be spearheaded by your Division and the 1st Polish Armoured Division led by Maj-Gen Maczek. The 4th Canadian Armoured Brigade under Brig Leslie Booth will lead your drive south spearheaded by Halpenny's Grenadier Guards of Canada. Brig Booth was thoroughly briefed as to the urgency of the situation by General Kitching at 1900 on 6th August when he stressed how important it was to push south as rapidly as possible. The main point of contention during General Simmons Ops brief was concern that both the Canadian and Polish Divisions were being asked to advance across an unusually narrow frontage.

You look in awe as the 8th USSAF fly overhead. History will later recall that 681 B-17 Flying Fortresses dropped 1487 tonnes of bombs, although some aircraft aborted, unable to locate their targets amid the smoke and dust of the preceding waves. You are certain that your troops are safe, a safety line had been established with a generous safety margin, running from Gaumesnil quarry to Robertmesnil. The troops around St. Aignan are all north of that line. History will relate that your confidence was misplaced.

Now that the phase 2 bombing has started you feel confident that the danger of a German counter attack has faded; surely they cannot attack through this weight of bombs. You ponder for a moment – maybe the Germans don't have sufficient forces for a counter attack? If this is the case then maybe the road to Falaise has been wide open all morning? You turn away – the prospect of such a missed opportunity is too difficult to consider.

¹ In fact the 1st SS Pz Div (LSSAH) had moved to the west to join the Mortain counter-offensive and if Lt Gen Simmons did but realise it the road to Falaise lies open. All that stood in the way of the First Canadian Army preventing a disastrous encirclement of two German armies was Kampfgruppe Waldmüller from the battle worn 12th SS Panzer Division "Hitlerjugend."

Mission

Phase 1 - Hold against any German counter attack to prevent German ingress into your forming up areas for the Phase 2 assault.

Phase 2 – Move your armour south with maximum speed, supported by infantry, from their phase 2 start positions, in accordance with the phase 2 Totalise plan. By-pass or clear German positions as appropriate.

Allied Deployment, Notes & Special Rules

• Deployment and Reinforcement

Phase 1 Turn 1 Start of scenario. All units begin on table deployed within their initial deployment area. It should be noted that this deployment area is split in three. Canadian units should deploy in the western area and British units in the eastern area. The central area may see Canadian or British deployment and not both.

The ME led by Major Radley-Walters (and no other) may optionally deploy up to 8" outside the Canadian deployment zone. This should allow deployment up to the road running east-west through Gaumesnil if desired.

Phase 1 Turn 6 Phase 1 reinforcements may be ordered forward at the cost to the Allied player of the *Delay Points* listed in the ORBAT. These are chosen by the Allied player at the end of the Allied player's turn 6. Note: Ordering reinforcements costs *Delay Points* – order everything and you have lost the game! These troops should only be used sparingly!

Phase 1 Turn 7 Phase 1 reinforcements arrive during turn 7 (being the last Allied MEs to move during turn 7). They arrive anywhere along the northern edge of the initial deployment area. The British arrive in the eastern area and the Canadians in the west.

Phase 2 Turn 1 All units surviving phase 1 units, except Maj Radley- Walters' ME, return to the revised initial deployment area.
All phase 2 units in the attacking forces enter the table (unless delayed) within the respective entry zones marked on the map.

• Discipline Rating

- All MEs are experienced with the exception of the Polish MEs in phase 2 which are trained.
- Any Allied unit from the phase 1 forces (with the exception of Radley-Walters' ME) that leaves the Allied initial deployment zone reduces its discipline rating to trained. This is because it is breaking Corps and Divisional orders and is fearful that it has crossed into the bombing danger zone. This restriction applies during both phases 1 and 2 but only for phase 1 forces.

• Off board Artillery

- All fire support originates from centre of the north table edge.
- All phase 1 fire support is direct fire support although this may reduce to general fire support during the game as a result of bombing short.
- FOOs may only call their own artillery Regiments. There are no pre-designated points. They may call their own troop as organic fire support. Battery & Regimental fire support is direct fire support.. Commanders may only call for fire from guns of their own nationality.

• Fireflies and 17-pdr AT Guns

- 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 battle² and hence all Fireflies and 17-pdr AT guns use the pre Aug-44 stats.

• Transport

- All company transport must be placed on table.

² 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.

- Armoured transport counts towards overall ME size and casualties if destroyed.

- **Use of Rapid Advance**

- During phase 2 the Germans can restrict either the Canadian or Polish (or both) use of rapid advance by expending Delay points. If affected, these units may not conduct a rapid advance. They may perform 2 manoeuvre actions in any other way; they could, for example, move once and turn through 90 degrees for the second action. This simulates these forces advancing cautiously because of the psychological impact of the earlier German counter-attack, congestion and previous friendly fire incidents.

- **Hidden Unit Status**

- At the start of phase 1 All Allied MEs count as hidden.
- At the start of phase 1 all troops and guns may be deployed in IP or dug in. All vehicles may begin phase 1 hull down.
- At the start of phase 2 the only units that may claim hidden unit status are those previously in IP or dug in during phase 1 and which have not moved during the interphase.
- No units from phase 2 Allied assault forces may claim hidden unit status.

- **Bombing Short**

- The planned carpet bombing by the B-17s of the 8th USSAF occurs between turns 1 and 9 inclusive. This will not have an impact on the game unless there is a mistake and one of the 55 boxes of 12-13 Flying Fortresses drop their bombs short. To determine whether this happens or not roll a dice at the start of every German players turn. If "1" is rolled then a box has dropped its bombs short. This may happen up to 9 times in the game if that is what the dice determine. To determine where the bombs land – roll another dice and consult the following table:

- | | |
|-----|--|
| 1-5 | - the bombs hit the points indicated on the map in pink and labelled 1-5. Resolve as for indirect fire using +2/+3 with a template area 8" around the point. |
| 6 | - the bombs hit artillery positions in the rear. All direct fire support counts as general fire support. If this result is suffered twice then no artillery is available. |
| 7 | - the bombs hit artillery positions in the rear. Reduce the number of artillery batteries in support by 50% (round down). Exploding ammunition causes road congestion - Germans awarded 1 <i>Delay Point</i> . |
| 8 | - Forming up areas hit – Germans awarded 2 <i>Delay Points</i> . |
| 9 | - Forming up areas badly hit – Germans awarded 3 <i>Delay Points</i> . |
| 10 | - German player chooses the location of the bombing (anywhere on the table) Resolve as for indirect fire using +2/+3 with a template area 8" around the point chosen by the German player. |

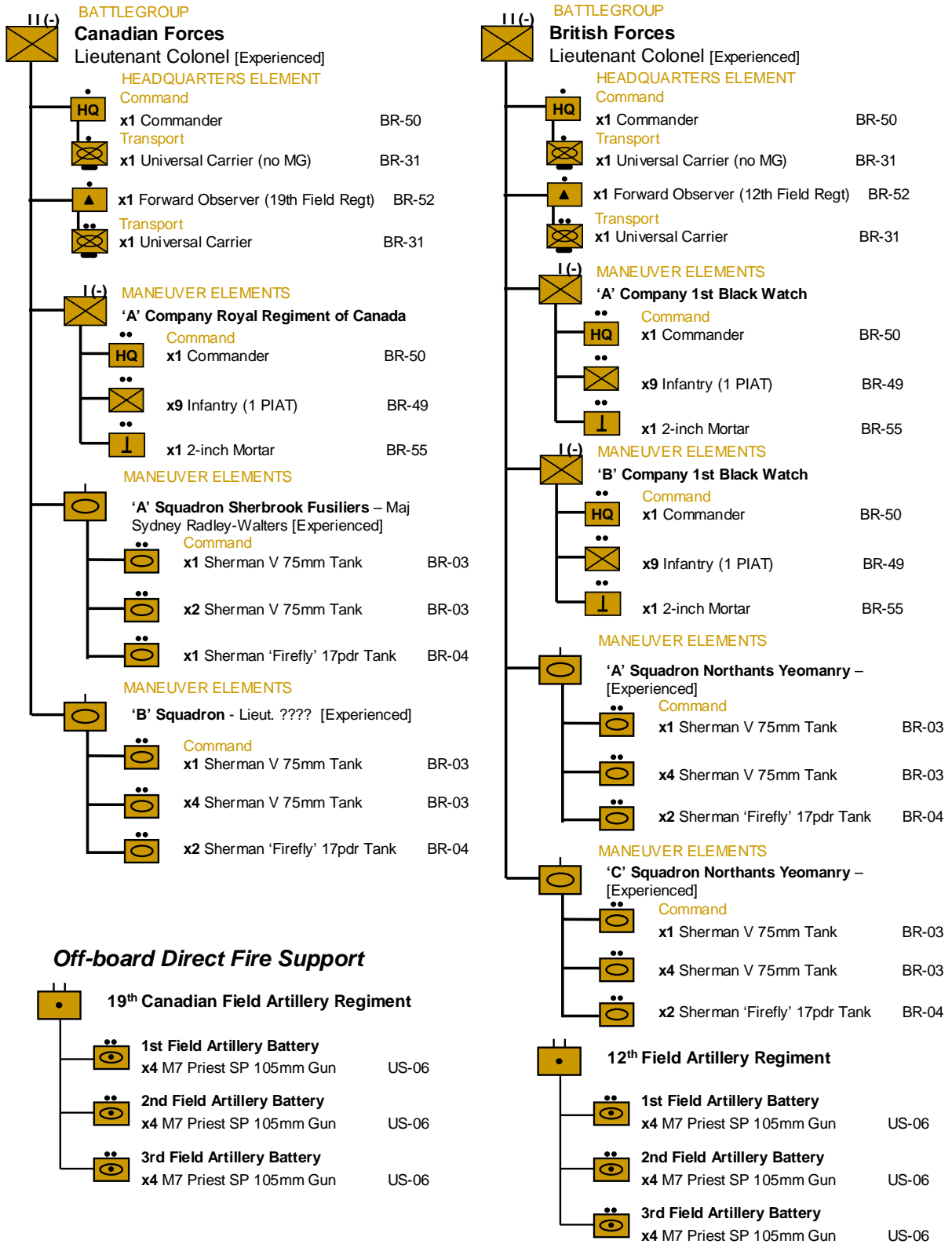
- **Interphase**

- Remove all fleeing units from the table.
- Remove Radley-Walters' ME from the table. (He was withdrawn to support the attack on Caillouet to the west.)
- Move all remaining phase 1 forces directly backwards to within the initial deployment zone if outside.
- Connect up the outer positions of all undisordered Allied units to establish the revised phase 1 deployment zone for phase 2. All phase 1 forces must deploy in this area.
- All suppressed or disordered units are restored to good order.
- Phase 1 forces may not move during phase 2 but may fire in the German player is rash enough to give them a target.
- If the Allied player needs to reuse Shermans (and there are a lot of them in this scenario) all the phase 1 forces could be removed from play, as in the phase 2 assault, the German player may not enter the Allied phase 1 deployment zone.

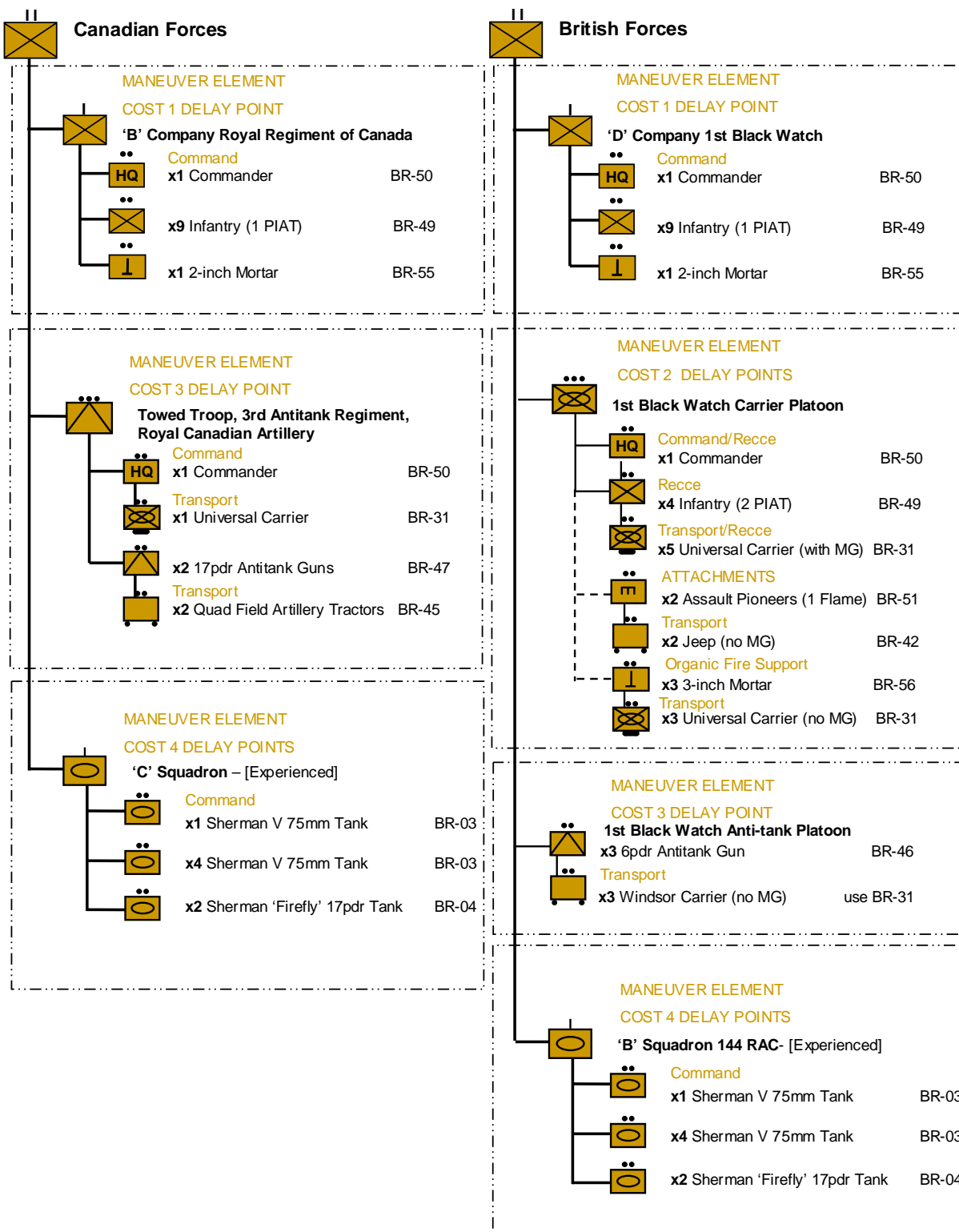
- **Phase 2**

- Phase 2 forces must enter the table as soon as they can. They cannot be electively delayed by the Allied player.

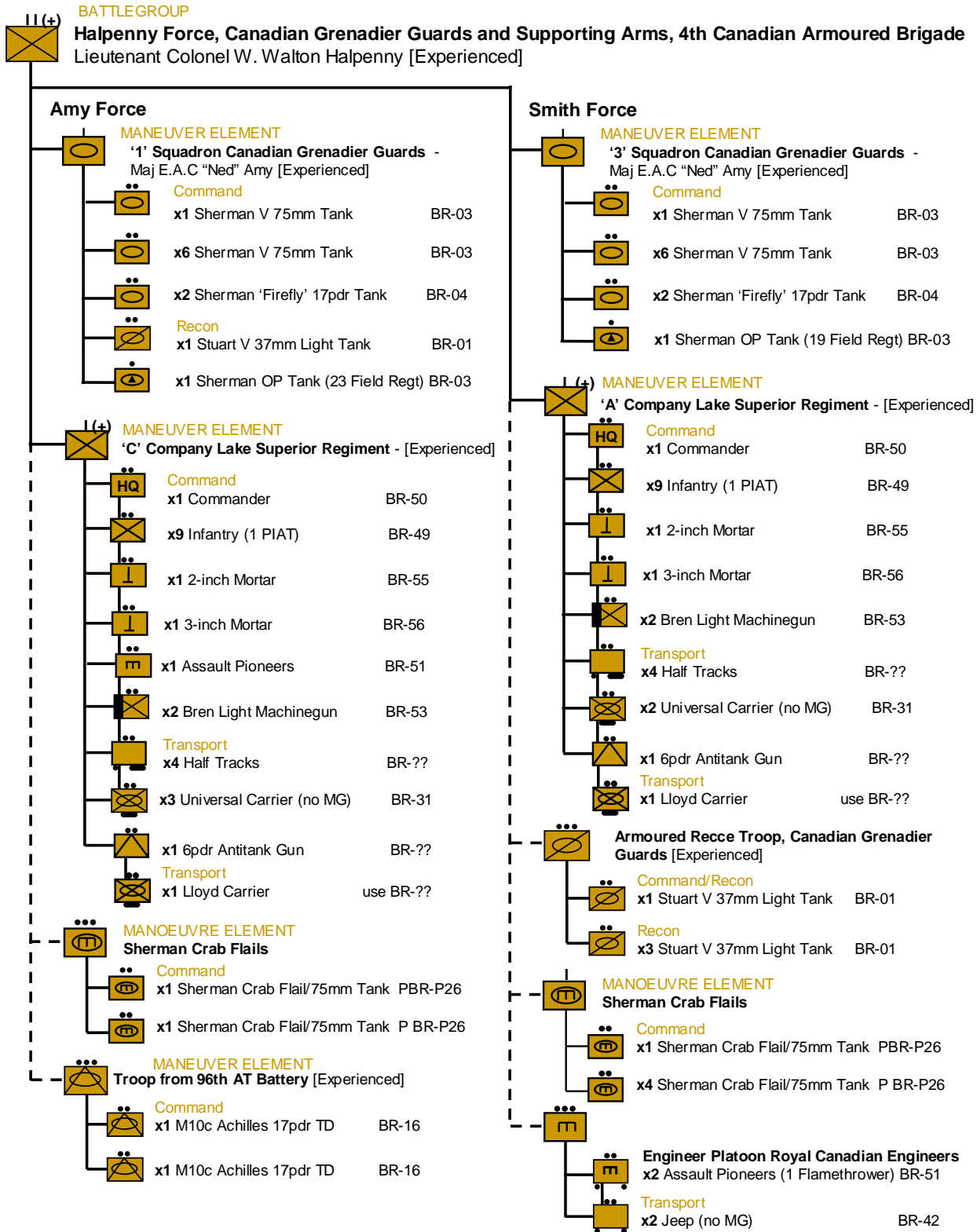
Phase 1 Initial Allied Forces



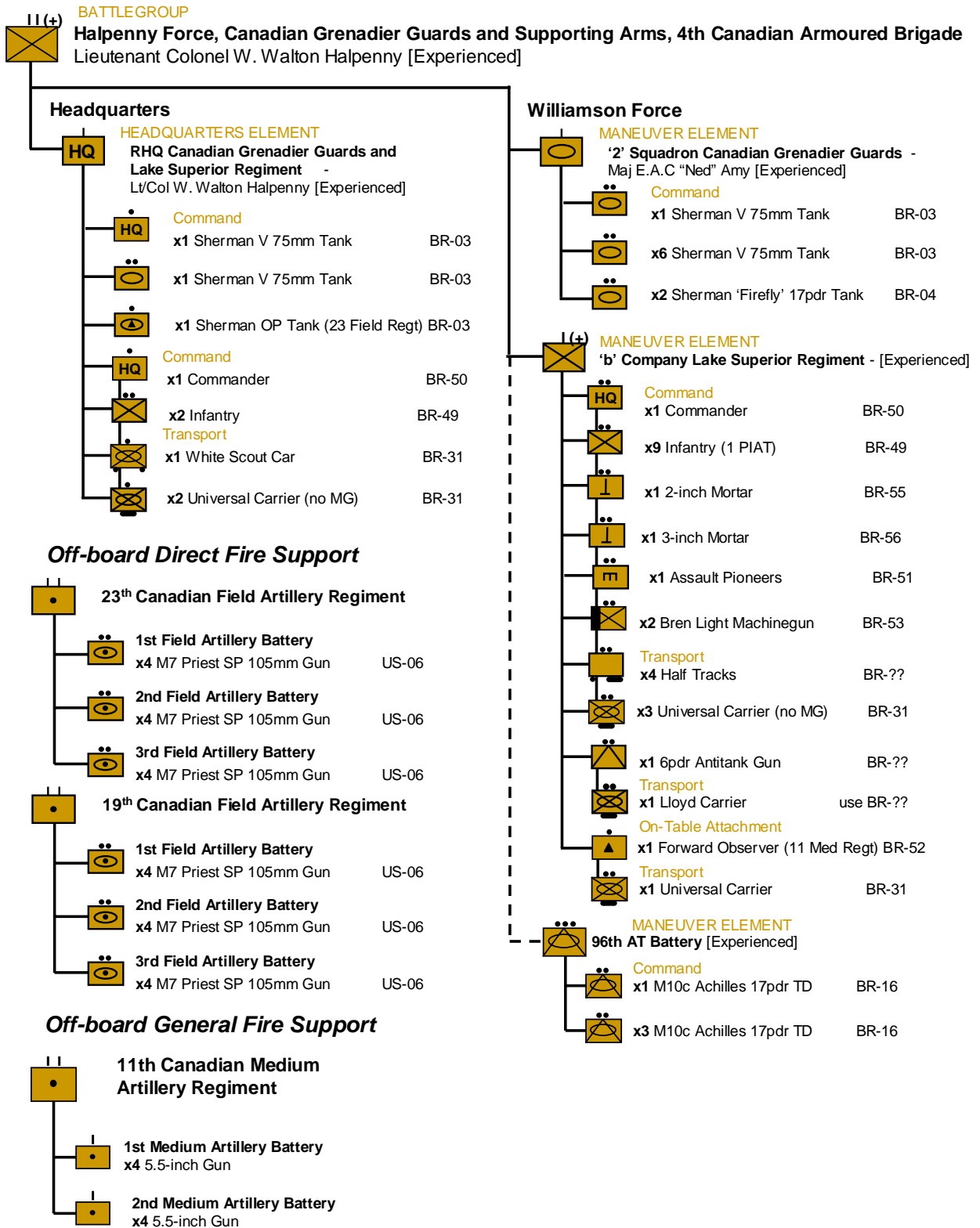
Phase 1 Allied Reinforcements



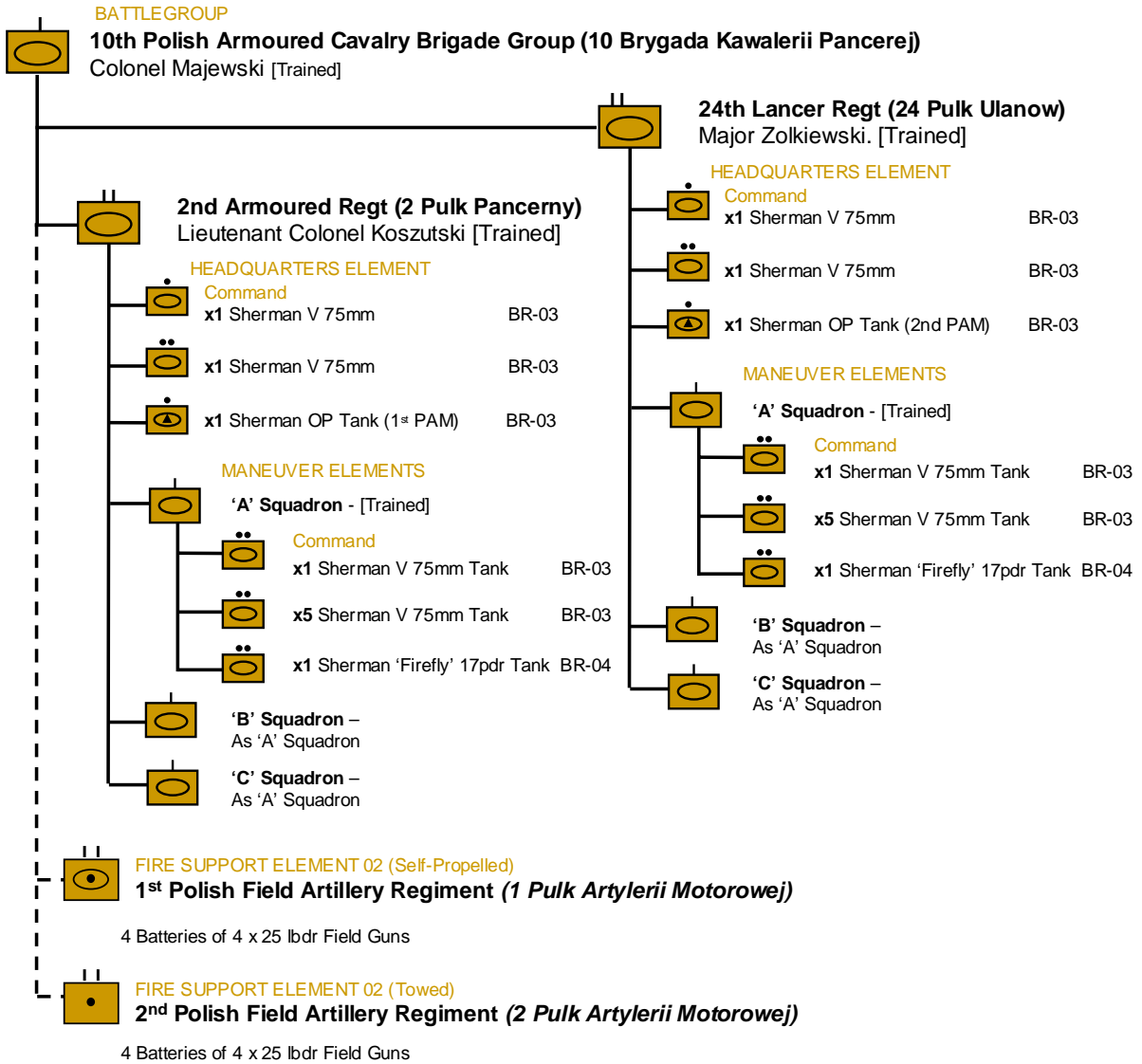
Allied Phase 2 Forces – Halpenny Force



Allied Phase 2 Forces – Halpenny Force (Continued)



Allied Forces – Elements of 1st Polish Armoured Division



German Player Briefing

Situation

SS-Standartenführer Kurt "Panzer" Meyer, 12:25 August 8th 1944, Cintheaux

At 2140 last night General von Kluge ordered Dietrich to move the Hitlerjugend Division to the area north west of Condé-sur-Norreau to contain the British breakthrough between Vire and Thury-Harcourt. Max Wünsche with his Kampfgruppe, currently dealing with the Grimbosq bridgehead, would follow on later. Those orders became largely irrelevant only a few hours later when over 1,000 RAF night-bombers saturated the positions held by 89th Infantry Division immediately to your front. Half an hour later 7 columns (4 Canadian and 3 British) began to steamroller through the positions held by 89th Infantry Division. Each column contained nearly 2,000 troops and 200 armoured vehicles closely packed together. They were guided by tracer fire and radio beacons and preceded by a rolling barrage fired from over 360 guns.

Before dawn you moved up to Urville to meet Mohnke, who had been seriously deafened by the bombing. He reported that 89th Infantry Division positions had been over-run and that any form of organized defence had collapsed. Clearly the enemy had to be contained for at least 24 – 48 hours to buy time for arrival of General Chill's 85th Infantry Division.

Fearing the worst, you moved further forward to Cintheaux to assess the situation for yourself. You know this area well from training and you know that the last effective defensive line before Falaise lies 5km south at Potigny and Quensay woods. Your division must form a defensive line on the high ground north of Potigny to stop the Allies reaching Falaise. Waldmüller was covering RN158 with a meagre Anti-tank platoon whilst soldiers from 89th Infantry Division fled past in disorder. It sickened you to see German soldiers running away from battle for the very first time during the long, gruesome, murderous years you had spent in the front line. You knew how your weak Division was and knew that the 89th Infantry Division would have to play its part in forming the defensive line if the Allied armour was going to be held. You calmly stood in the middle of the road, lit a cigar and demanded to know from the routing soldiers if they were going to leave you to deal with the Allied attack alone. It seems that embarrassment is a more powerful emotion than fear because soon a defensive line of sorts began to form. You then moved forward to observe the Allied positions from the chateau at Gaumesnil. There your worst fears were confirmed – in front of you the spearhead elements of two Allied armoured divisions were seemingly formed up ready to strike southwards. The awesome display of Allied military power took your breath away. If you had just one quarter of the Allied materiel.....

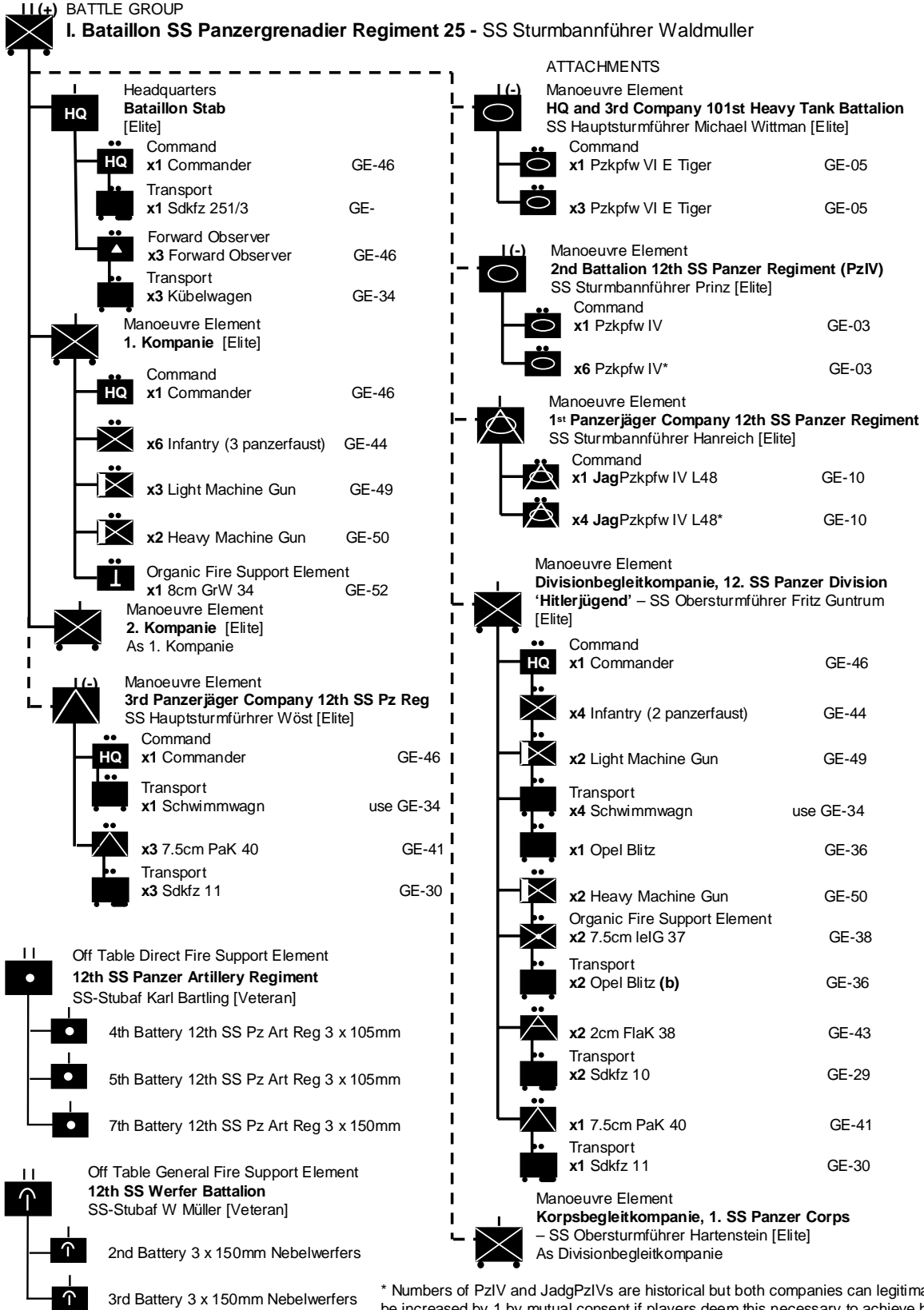
Back in Urville you met with General Heinricks from 89th Infantry Division and General Eberbach appraised them of the situation. You recommended an audacious counter attack to block and delay the allied advance. All three of you knew that nothing greater than this could be achieved given the disparity of forces. Eberbach agreed to your plan to send Waldmüller's Kampfgruppe, stiffened by Wittman's Tigers, north, towards Crammesnil, St. Aignan and up RN158 to block the routes leading to Falaise as far north as possible. H-hour for the attack was set at 1330. Both you and Eberbach understood that this was an all or nothing attack. It had to succeed or the Allies would be in Falaise by sundown. There were no reserves available for 24 hours until Max Wünsche could take up position in Quesnay woods or until the 85th Infantry Division arrived.

You returned to Waldmüller's HQ to brief him on the plan of attack. He was to put in a delaying attack with his Kampfgruppe, including II Battalion 12th SS Panzer Regiment and supported by Wittmann's Tigers. Meanwhile the Escort Companies and Jagdpanzers would form an anti-tank screen in the wooded ridgeline between Robertmesnil and St. Sylvian. By 1220 you were finalizing the arrangements for the attack scheduled to begin at 1330 when Wittman arrived for an oral briefing. He smiled wryly when he understood the mission but, just then, a lone B-17 flew over your positions and began dropping red flares. You immediately realised that this was a pathfinder marking aim points for an impending strategic bombing strike. If your forces waited for H-Hour they would be pulverized by hundreds of tons of explosives and quickly overrun by the supporting armour. You turned to Waldmüller and Wittman but they already understood your intention to begin the counter attack immediately. You reminded them that success was essential if the front line was to be restored and as a parting gesture you wished them "good hunting" and shook them by the hand.

Mission

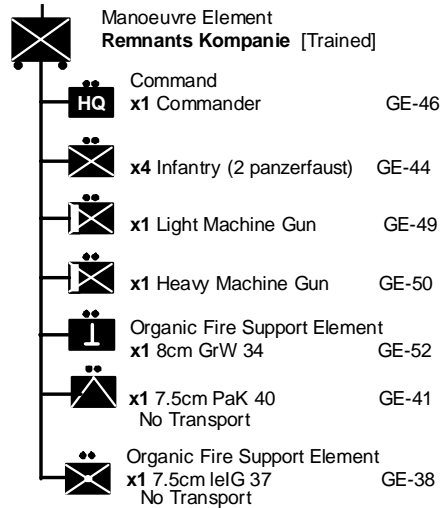
Disrupt and delay the Allied breakthrough by attacking the Allied forces to your front, exiting your force via St. Aignan (north table edge) to go on and take and hold Sequeville (2.5km to the north of the north table edge) and also by establishing an effective anti-tank defensive line along the wooded ridge-line in front of St. Sylvian.

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



* Numbers of PzIV and JagdPzIVs are historical but both companies can legitimately be increased by 1 by mutual consent if players deem this necessary to achieve balance.

Remnants of 89 Infanterie Division



German Deployment, Notes & Special Rules

• Deployment & Reinforcements

- Phase 1 Turn 1** Start of scenario. All units deploy on table behind the German initial deployment line (the led line on the map).
Wittman's ME and the remnants of 89ID may only deploy within 24" of Cintheaux.
There are no reinforcements.
- Phase 2 Turn 1** All surviving units deploy on table at least 10" away from the Allied initial deployment line. There are no reinforcements.

• Discipline Rating

- All German MEs are elite except the remnants of 89 ID which are trained.
- Remnants of 89ID do not count as having zero casualties at the start of the game. They may only move northwards if in the personal command radius of Waldmüller.

• Off board Artillery

- All German fire support originates from the centre of 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.

• Allied Forces

- During phase 1, the Allied player is deployed within his initial deployment zone. He may be dug in and will be expecting a counter attack.

- During phase 2 the German player has become aware that 2 Armoured Divisions are located just north of the northern table edge. Therefore, the German player may not enter the Allied deployment zone during phase 2 as this will bring his forces directly into contact with all this armour.

- **Hidden Unit Status**

- All German MEs may deploy at the start of phase 1 in hidden positions, all troops and guns may be deployed in IP or dug in and all vehicles may begin the game hull down.
- All German MEs may deploy at the start of phase 2 in hidden positions. The only units that may start in IP or dug in during phase 2 are those ending phase 1 in IP or dug in and not moving in the interphase.

- **Bombing Short**

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| 7 | - bombs hit artillery positions in the rear. Reduce the number of support artillery batteries by 50% (round down). Exploding ammunition causes road congestion - award 1 <i>Delay Point</i> . |
| 8 | - Forming up areas hit – Germans awarded 2 <i>Delay Points</i> . |
| 9 | - Forming up areas badly hit – Germans awarded 3 <i>Delay Points</i> . |
| 10 | - German player chooses the location of the bombing (anywhere on the table) Resolve as for indirect fire using +2/+3 with a template area 8" around the point chosen by the German player. |

- **Interphase**

- All German units must move more than 10" away from the Allied initial deployment zone.
- All suppressed or disordered units are restored to good order.
- All KOed vehicles, guns or troops that surrendered are removed from play. KOed troops - on the roll of 8, 9 or 0 they return to play & are placed within 4" of their command as disordered infantry (no p'zfaust).

Map & Terrain



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

- The playing area is 8' x 5' and north is at the top of the map.
- All buildings are stone and are level 0 structures, except those marked "1" and "2T" which are 2 level and 3 level church towers respectively.
- The wall around the north of Gaumesnil counts as a tall wall the one around Cintheaux church is a low wall.
- The gully in the centre of the British positions is a deep gully.
- Woods with green dots have underbrush. Those with yellow dots are cleared.
- Hedges with dots are high hedges. Those without are low hedges..

Game Notes

Phase 1 of this scenario starts at 1230 and lasts 12 turns.

Phase 2 of this scenario begins at 1500 and lasts for 20 turns although the German player may expend *Delay Points* accrued in the phase 1 to stall the start of phase 2.

The German player moves first in phase 1.

The Allied player moves first in phase 2.

Victory Conditions - Phase 1 Delay Points

The purpose of phase 1 of this scenario is for the German player to accumulate *Delay Points* and for the Allied player to thwart his efforts. Thus there are no phase 1 Victory Conditions however, the achievement of phase 2 Victory Conditions will be greatly enhanced if the German player accumulates the maximum number of delay points or the Allied player prevents him accumulating any.

On the map, within the phase 1 Initial Allied Deployment Zone there are 20 small red dots. These should be represented on the table using coins or similar markers. These are *Delay Point* markers and are the objectives for phase 1. They do not necessarily represent terrain or military objectives but rather points of psychological impact which, if reached, will be detrimental to the will and impetus of the Allied Command and execution of the

phase 2 attack. It could, for example, be argued that a strong German counter attack would cause Brigadier Booth to start drinking earlier in the day which would delay the start of the attack. Or it could cause General Simmons to move more forces into the forming up areas, thereby incurring delays caused by traffic congestion.

The German player is awarded a *Delay Point* if at any point during the game an undisordered German unit passes within 1 inch of the marker and there is no undisordered Allied unit of any description closer to the marker. *Delay Point* markers are permanently won and so once they have been awarded by the German player they are removed from play. The award of a *Delay Point* to the German player cannot be reversed.

The German player may also accrue additional *Delay Points* by destroying more Allied armoured vehicles than he suffers as casualties. To work out *Delay Points* from differential AFV casualties, at the end of the phase 1, count the number of Allied AFVs KOed, subtract the number of German AFVs and then divide this total by two. This gives the number of *Delay Points* that are applied for phase 2. If the number is negative (i.e. the German player has lost more AFVs than he has KOed then the number of *Delay Points* awarded is reduced accordingly. This is the only way that the Allied Canadian player can win *Delay Points* back. (Note that this AFV calculation includes Universal Carriers as well as Tanks – so the allied player is strongly advised to keep these weaker units away from the front line, although they must be placed on the table.) Also during turn 7 the Allied player is given the opportunity of bringing forces stationed in the Cramesnil and Lorguichon areas (to the north) forward to the front line – However, in doing so he again accrues *Delay Points*. Lastly *Delay Points* may be awarded to the German player if directed as a result of 8th USSAF bombing short.

So remember that *Delay Points* can be derived from 4 aspects of the game: picked up from the table, awarded from differential AFV casualties, awarded after 8th USSAF bombing short or to penalise the Allies bringing forward reinforcements in phase 1.

Effect of Delay Points

In the interphase period between phase 1 and phase 2 the German player decides how the *Delay Points* he has accumulated in phase 1 will be used. Because the phase 2 Allied assault will be delivered by a Polish Division in the east and a Canadian Division in the west, he must split his *Delay Points* between these two forces. The effect of a *Delay Point* is:

1 *Delay Point* = Delay Canadian or Polish entry onto the table by 1 turn and prevent that force from conducting a rapid advance for a further turn. (2 manoeuvre actions can be performed just no rapid advance).

Thus if the German player has accumulated 6 *Delay Points* and chooses to allot 4 to the Canadians and 2 to the Polish then the Canadian Assault forces enter the table on turn 5 but cannot conduct a rapid advance until turn 9 whereas the Polish arrive on turn 3 and start moving normally on turn 5. There are no restrictions to which forces are allotted *Delay Points*. If the German player has 20 or more *Delay Points* he could conceivably allocate them all to either the Canadians or Polish and thereby prevent them from entering the table at all.

Victory Conditions

	<i>Canadian</i>	<i>German</i>
Total	Destroy sufficient German Forces during Phase 1 ensuring that Phase 2 is not fought.	Prevent any Canadian or Polish forces from exiting the southern table edge and destroy over 75% of the Phase 2 forces from either force.
Major	Exit at least 2 MEs of both Canadian and Polish forces with less than 75% casualties from the southern table edge.	Prevent any Canadian or Polish forces from exiting the southern table edge.
Minor	Exit at least 2 MEs of either Canadian and Polish forces with less than 75% casualties from the southern table edge.	Prevent any Canadian or Polish forces from exiting the southern table edge in the strength required to give the Canadians a minor victory.

Scenario Designer's Notes

This battle could have been interpreted in a number of ways. Some commentators argue that Meyer rashly sent Wittman into a trap formed by a 3-sided armoured box walled by Sherman Fireflies. They also argue that advancing H-Hour did not save his troops from the bombing as the 8th USSAF targets were several miles to the rear. Had the bombs landed on his positions they argue that exposing them as he did was the worst thing he could have done given the fragmentation nature of the bombs employed. Lastly it is argued that Waldmüller's attack was futile given that the Allies had to wait for the 8th USSAF carpet bombing to complete before Phase 2 attack could commence.

Conversely it has been argued that General Simmons Totalize Offensive was deeply flawed given that it lost impetus between phase 1 and phase 2. As Meyer commented "You don't interrupt a cavalry charge to have tea." In his book "No Holding Back", Brian Reid describes the performance of Brigadier Leslie Booth as "both professionally inadequate and personally disgraceful". As the Brigade Commander for the Canadian phase 2 units, his role was pivotal. But during the afternoon of August 8th, his Divisional Commander found him passed out & drunk on the floor of his tank. The pressure had proved too much. The Canadian command was certainly vulnerable in how it would cope with unexpected deviations from the plan. One can only wonder what would have happened if Max Wünsche wore khaki instead of black and commanded 4th CAB instead of Brigadier Leslie Booth. Also it is argued that General Simmons could not have possibly known the true extent of the situation to his front because the intelligence regarding the location of the LSSAH was missing or that he was powerless to stop the 8th USSAF strategic bombers because of bureaucratic complications. However, what cannot be argued was that Totalize phase 1 was a huge success and this was largely down to General Simmons plan. However, during phase 2 Simmons was perhaps guilty of having too much faith in his plan and sticking to it too rigidly. Also he had the misfortune of coming up against Kurt Meyer and his Hitlerjugend.

This scenario is unashamedly written with the greatest emphasis on the perspective of Hitlerjugend Division. Hence the counter attack can achieve the delays that Meyer hoped for. The Blood and Honour series does, after all, follow that division through Normandy. However, in order to achieve game balance the German forces have been enhanced by 20-30% and the Allied forces weakened by 20-30%. Given the nature of wargaming – if representative forces were tabled players would not only be unable to fit all the Allied units on the table but the co-ordination of these forces would allow them to easily brush aside the Hitlerjugend counter attack. Lastly I have included the possibility of the 8th USSAF bombing short and dramatically changing the outcome of this game. This did not happen historically as the friendly fire incidents happened further to the north impacting the battle by affecting artillery support and demoralizing the Polish troops who were badly affected. However, friendly fire incidents in this area could have happened and given the disparity in the forces it gives the game an interesting sting in the tail.

Play testing demonstrated that this game is highly variable – the most *Delay Points* was 23 the least 4!

Victory Conditions – Playing Phase 1 Only

Players may choose to play phase 1 of this scenario only (due to lack of time or lack of the massive amount of Allied Armour required for phase 2).

If playing phase 1 only, delete the Korpsbegleitkompanie from the German ORBAT.

	Canadian	German
Total	Restrict the Germans to gaining 4 or fewer Delay Points.	Gain 19 or more Delay Points.
Major	Restrict the Germans to gaining 7 or fewer Delay Points.	Gain 15 or more Delay Points.
Minor	Restrict the Germans to gaining 10 or fewer Delay Points.	Gain 11 or more Delay Points.