

Bloody Buron

July 8th 1944

Scenario written by Paddy Green and Richard de Ferrars

Canadian Player Briefing

Situation

Lt. Col F M Griffiths The Highland Light Infantry of Canada, 9th Highland Brigade, Canadian 3rd Division, 07:30 July 8th 1944, at the rear HQ position in Le Vey.

Monty is convinced that the only way to breach the German defences around Caen is by an all-out frontal attack. He has called this Operation CHARNWOOD and has planned a attack, employing 3 Infantry Divisions; 115,000 men on a 8 mile front preceded by a massive strategic air bombardment by the RAF. You have sat through endless briefings over the last 3 days and have spent many hours studying the intelligence and the maps while ensuring that all the necessary logistics have been called forward. The plan is quite simple. In Phase I the British 3rd Division on the left will take out Leбіsey and the 59th Division will capture Bijude and Galamarche and continue on to St Contest and Epron. Your 3rd Canadian Division will be on the eastern flank of the attack in Phase II and have been given the task of clearing out Buron, Gruchy and Authie before passing through Franquville in Phase III and effecting a junction with 8th Brigade at Carpiquet. At the same time 7th Brigade will clear out Bitot, Cussy and Abbey Ardenne.

Your part in Monty's plan is to assault Buron, take it, hold it and move forward to take the high ground beyond. The North Novas will then push through your lines to take Authie while the Glens assault Chateau de Louet. It all hinges on Buron. Buron - the village that fell to the North Novas the day after D-Day and was held against a strong counter attack only to be casually abandoned that night. Buron - the village that has been in German hands ever since. Buron - the village your lads have been staring at every day for a month. Buron - the village which has been shelling your positions in "Hell's Corner" almost continuously - day and night. Buron - the village that has been fortified little by little by the Panzer Grenadiers of the Hitlerjugend Division. Buron - the village you hate! The enemy your boys hate! Many of their comrades are dead or lie in British hospitals because of Hitlerjugend mortar bombs and shells. Rumour has it that this division shot dead seventeen POWs from the Winnipeg Rifles. You can understand why your Battalion is pretty fired up and ready for a fight.

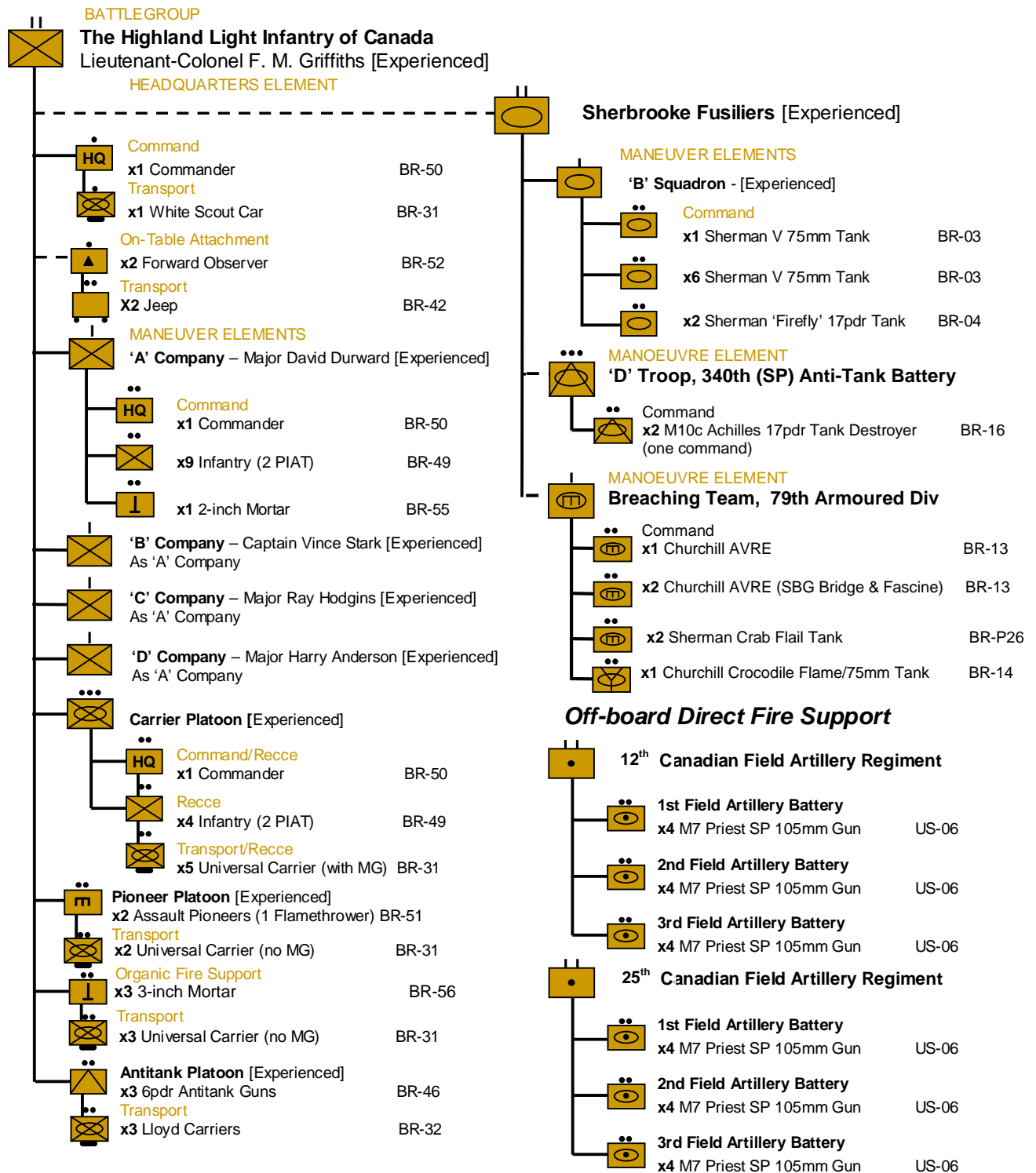
Your intelligence is good, especially about enemy obstacles. Apparently the whole place is a network of minefields and trench systems, the worst of which are two large Anti-Tank Ditches just north of the village. Enemy dispositions are known pretty well. The North Novas took a SS POW 3 days ago who has been singing like a bird. He says that there are 2 Companies of the 25th Panzer Grenadier Regiment in and around the village. The 10th Company is holding the northern edge of Buron and the 9th Company is stationed between Gruchy and Buron. Apparently these forces have been stiffened by a Heavy Weapons Company and a handful of tanks. However, your Intelligence Officer, Lt Chuck Campbell, says that the guys back at Brigade are treating all this with caution and believe the POW may be feeding us a line.

Your FUP (Form Up Point) was well recced and the start line between Les Buissons and Vieux Cairen is strongly held and has been cleared of mines. Your plan is for B Company, under Capt Vince Stark, to take the eastern half of the village and D Company, Under Maj Harry Anderson, the western half. At "O" Group you briefed both the OCs about the Anti-Tank ditches and stressed that these must be cleared before pushing on into the village but you will be supported by a Breaching Team from 79th Armoured Division for this purpose. Maj Hodgins and C Company will help clear the village and then be held in reserve and when Buron has been taken, A Company, under Maj Durward, will move up and take the high ground south of the town. Air activity has been increasing over the last 24 hours and last night was full of the sound of bombers as they pounded the enemy positions. This improved the lads morale 500%. They are anxious to get at the enemy in Buron now. You look at your watch but do not need it to tell the time as 100 or more guns behind you announce that it is 0730. Your pipe major shouts and the skirl of bagpipes fills the air.

Mission

- Your forces are to take and hold Buron and the high ground to the south of the village (point X).

Allied Forces – Highland Light Infantry of Canada



- All Canadian Forces start the scenario either off table or deployed behind line AA.
- Canadian Forces may only enter the table from behind line AA but may do so on any turn desired.
- Off Board Direct Fire Support may be chosen as a rolling barrage starting in turn 1 where the player desires and rolling forward for 6 turns or as a concentration barrage on Buron for 6 turns. After this there is no more direct Fire Support for the Canadians.

Canadian Deployment, Notes & Special Rules

• Deployment and Reinforcement

Turn 1 Start of scenario. All Canadian Forces start either off table or deployed behind line AA. Canadian Forces may only enter the table from behind line AA but may do so on any turn desired.

There are no Canadian Reinforcements.

• Discipline Rating

- All MEs are experienced.

• Off board Artillery

- All non-organic fire support originates from the northern short table edge.
- Off Board Direct Fire Support must initially be chosen as a rolling barrage starting in turn 1 rolling forward for 6 turns or as a concentration barrage on Buron for 6 turns (2 MIKEs side by side)
- After this it will the Supporting Artillery Regiments will need to redeploy and reammunition during which time they are unavailable for Direct Fire Support missions.
- From Turn 14 onwards only the Fwd Observers own batteries are available for further Direct Fire Support missions and this is called for as Direct Fire Support (not organic because it the FOO's own battery).
- Off board artillery and on board mortars may fire smoke or mixed missions twice during the game.

• Transport

- Transport listed in the TOE must be placed on table where possible.
- Transport does not count to overall ME size but if destroyed does count as casualties.

• Hidden Unit Status

- At the start of the game none of your units may claim hidden unit status if behind line AA.

• Buron Defences

- Buron is expected to be heavily fortified with mines (both anti-personnel and anti-vehicle mines), entrenchments and barbed wire.
- Suspected minefields are marked on the map.
- The anti-tank ditch counts as a wide and deep ditch/gully. Its location is well established. Where it is crossed by a road this counts as an obstructed defile. This anti-tank trench may be neutralised by SBG Bridge or Fascine.
- All other entrenchments count as a shallow gully. Most of their locations are well known from aerial reconnaissance but others may exist deeper behind German lines. The positions of foxholes etc cannot be verified.
- It is expected that there will be dug-outs (counting as log pillboxes) included in the defences but their positions are not known.
- It is expected that some areas of the village will be strongly fortified (counting as concrete pillboxes)
- It is expected that barbed wire will be a prominent feature of the defences.

German Player Briefing

Situation

Hauptmann Fritz Steger, Commanding Officer III Battalion 25th Panzer Grenadier Regiment, 07:30 July 8th 1944, at Buron.

Mission

Brigadeführer Fritz Witt tragically died during a bombardment by the Royal Navy on the Divisional Command post in Venoix near Caen on 14th Jun 1944. This tragic event had important repercussions for you. Standartenführer Kurt "Pannzer" Meyer was summoned to the Korps command post and ordered to take command of the Division. Following on from that your Commanding Officer, Obersturmbannführer Karl-Heinz Milius assumed command of 25th Panzer Grenadier Regiment and by doing so you took over command of III Battalion. You were confident that you would prove a worthy successor to Milius, a man who joined the Waffen SS in 1934 and had served in "Germania" and "Deutschland" Regiments and "Wiking" Division and who had won his Iron Cross in France in 1940. Moreover, you are immensely proud that as an Officer of the Heer (Regular Army) and a Hauptmann that Panzer Meyer has seen fit to appoint you to Command. Your letters to your wife shine with pride about your Battalion, your men and your command although you are careful to shield her from your darker thoughts. You are haunted by rumours about men of your Battalion killing of Canadian prisoners at the Abbey Ardenne on 7th June with the knowledge of Milius. The truth, however, remains unasked and unknown but nevertheless you are troubled by the scared behaviour of Canadian POWs as they implore you not to shoot them. You may command a Waffen SS Battalion but you are no Nazi and are deeply troubled by such disregard of the laws of war. You fear a backlash.

Inactivity has caused you to become broody – that is in the past. Right now the enemy are to your front. You took command of III Battalion in Buron, a small Normandy village that had been the scene of much fighting on the 7th June. At one point the village had fallen to the Canadians and was held against a strong counter attack. However, it was casually abandoned during the night only to be occupied by men from your Battalion. It has been in German hands ever since. You shake your head and chuckle to yourself at the thought of anyone ever giving up such an excellent defensive position. The Canadians must be mad to have given up such a place. However, since the 7th June the battle for Normandy has been raging on different fronts. Your Battalion has only seen low levels of combat and have amused themselves shelling Canadian positions every day since - what was it that prisoner called it: "Hell's Corner." However, if days were for resting, observation and reaping a harvest with mortar fire the nights were for hard work. Little by little your Panzer Grenadiers have turned Buron from a village into a fortress. Houses have been strengthened and loop-holed, trenches dug, minefields laid and Anti-Tank ditches constructed. Your lads joke that all the other Battalions of the 12th SS Hitler Jugend Division fight with rifles and guns but III/25 only get to fight with spades and pickaxes. At least that has meant that casualties since 7th June have been very light. The other joke, closer to the truth, is that they are trying to "Honour their fathers by making the village look like the Western Front of the Great War." Your reply is always "Dig Deeper" but at least you know that joking is better than dieing - your Battalion is in good morale.

Over the last few days both you and the Canadians have been patrolling the area heavily. Your troops have participated in many raids to take prisoners and interrogation has revealed that there will shortly be a big attack in this sector. Coupled with this there have been many reports from observers indicating a build-up of men and material across the front and a gradual increase in air activity. Then last night the sky was alive with the sound of bombers. You feared that they would pound your positions and were glad that the trenches had been dug deeply. However, to your amazement the bombs dropped 3 or more miles to your rear and caused no casualties to your men. After that you heard the sound of tank engines starting up – a sure sign that the Canadians will attack soon. You look at your watch just about 0728 – if the Canadians run true to form they will start their bombardment soon. Then who knows – the Canadian Scottish will probably attack in skirts while playing their terrible music. No matter. You are ready. Your men are ready. The defences are ready. Supplies and ammunition have been distributed. The civilians evacuated to safety. It will be a hard fight. It will be a good fight! The enemy guns open up. You look at your watch 0730. You shake your head and chuckle again - these Canadians are so predictable.....

Mission

- You are to hold Buron.

German Forces – Elements, 12. SS Panzer Division ‘Hitlerjüngend’



Off-board Self Spotting Direct Fire Support

(a) If desired, the German player may exchange any/all support weapons in the 4th Company for an Infantry (GE-44) stand prior to the start of the game (up to half the infantry stands may have panzerfaust).

(b) If desired, the German player may discard these softskin vehicles from the order of battle.

(c) Because the British had failed to clear St. Contest and Galmanche prior to the attack the attacking Canadians suffered a withering fire during. These elements of Direct fire support are self spotting from Point A (north east corner of the map) and spot as a forward observer at higher elevation. They will fire as independent elements and (apart from the 2 mortars) may not combine their fire. If during the resolution one of these elements throws a natural "0" it is considered to be running short on Ammunition and is only be permitted to fire one more time. If during the resolution of their fire one of these elements throws a natural "1" it is considered to have been destroyed by enemy action and may not fire again. These elements may fire 1 turn of smoke.

Deployment & Reinforcements

Turn 1 Start of scenario.

Turn 8 6 Kompanie 12th SS Panzer Regiment arrives via Authie.

• **Discipline Rating**

- All MEs are elite.

• **Off board Artillery**

- All non-organic fire support originates from the southern short table edge.
- Off board artillery and on board mortars may fire smoke or mixed missions once during the game.
- Ammunition is limited so there are only 4 turns of HE and 1 of smoke for the 105mm battery and 3 turns of HE only for the Nebelwerfers. Once all this ammunition is expended then the Off-board Direct Fire Support will fall silent.
- The onboard FOO may spot for either the 105mm battery or the Nebelwerfers as desired but obviously not for both in the same turn.

• **Off board Self Spotting Direct Fire Support**

- Because the British had failed to clear St. Contest and Galmanche prior to the attack the attacking Canadians suffered a withering fire during. The elements off board Self Spotting Direct Fire Support are considered to be at Point Y (north east corner of the map) for game purposes. They spot as a forward observer at higher elevation. They will fire as independent elements and (apart from the 2 mortars) may not combine their fire. If during the resolution one of these elements throws a natural "0" it is considered to be running short on Ammunition and is only be permitted to fire one more time. If during the resolution of their fire one of these elements throws a natural "1" it is considered to have been destroyed by enemy action and may not fire again. These elements may fire 1 turn of smoke. Once these units use Direct Fire (either Offensive Defensive Fire) they may no longer be used to bring down IDF.

• **Transport**

- If desired, the German player may discard any or all softskin vehicles from the order of battle.

• **Canadian Forces**

- The Canadian player is deployed behind line AA and will start his assault on turn 1.
- The Canadian player has a strong Infantry Battalion and just over a Company of tanks.

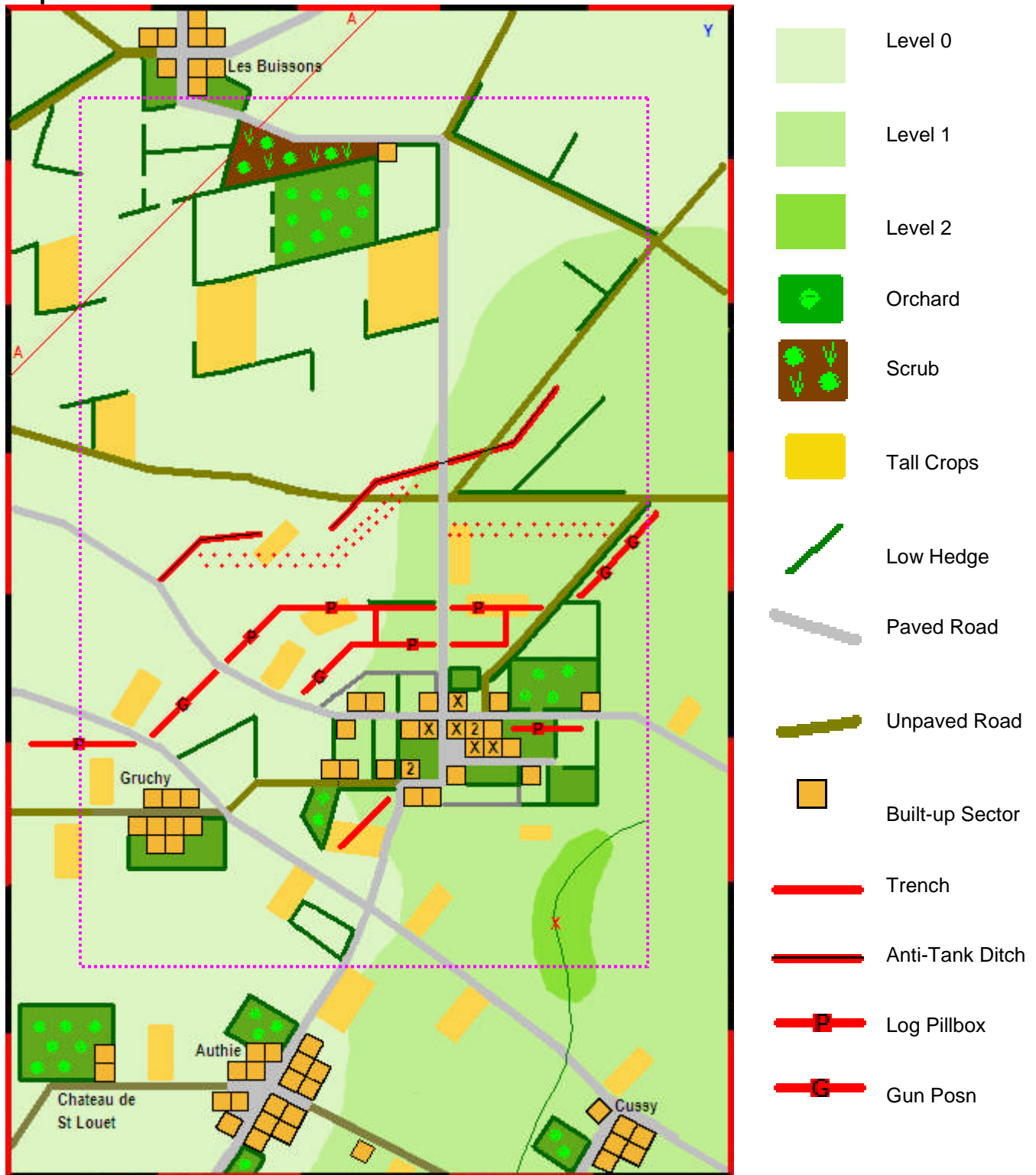
• **Hidden Unit Status**

- All German MEs count as hidden at the start of the game.
- German units do not have to start the game deployed in fixed defences and troops doing so will count as being in IP.
- German forces may as far forward as the anti-tank ditch but not beyond.

• **Buron Defences**

- Buron is heavily fortified with mines (both anti-personnel and anti-vehicle mines), entrenchments and barbed wire.
- Marked minefields are located as depicted on the map. You may lay up to 20 minefield bases 30mm by 60mm at least 12 of which must be laid in the marked areas. Areas of the marked minefield not sown count as dummy minefields. All minefields (other than dummies) are buried, mixed and normal density.
- Up to 15 bases of barbed wire may be laid 15mm by 60mm.
- The anti-tank ditch counts as a wide and deep ditch/gully and, if manned, counts as entrenchments. Where it is crossed by a road this counts as an obstructed defile. This anti-tank trench may be neutralised by SBG Bridge or Fascine.
- All other entrenchments count as a shallow gully. Dug-outs are represented by log pillboxes are as marked. Gun positions allow any gun in the ORBAT to count as being entrenched.
- 2 BUS within Buron may be strongly fortified (counting as concrete pillboxes). These may not be multi-level BUS.
- Entrenchments should be placed roughly as marked but the second line of trenches may be omitted if desired.

Map & Terrain



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

- The playing area is 8' x 5' and north is the left long side of the map. The pink dotted line shows the table reduced to a 6' x 4' playing area if desired.
- All buildings are stone. Buildings marked "2" are two level structures.
- At the start of the scenario, Buron is considered under German control. Thereafter, a BUS is controlled by the last player to have occupied it with a non-panicked unit. The BUS marked with "x" or "2" show those that the player must control at the end of their phase for that village to be considered "under player control".
- The second line of trenches are included for historical reality. However, the scenario plays equally well if these are omitted and this is recommended if playing on 6' x 4'.

Game Notes

The game starts at 0730 and lasts 20 turns.

The Canadian player moves first.

The following optional rules are recommended:

- Grazing fire.
- Sneak manoeuvre action.
- Paul Bernardino's Engineering Rules.
- British artillery – replacement of FOO casualties.
- Multi-Level BUS

Victory Conditions

	<i>Canadian</i>	<i>German</i>
Total	Take and Hold Buron and Gruchy and exit at least one company to take and establish a position including at least 3 units in Improved Positions on the high ground within 4" of point X.	Hold Buron and loose fewer VP than the enemy.
Major	Take and Hold Buron and Gruchy	Hold Buron
Minor	Take and Hold Buron	Maintain a foothold in Buron and loose fewer VP than the enemy.

Special Rules

Improved Positions Definitions, Construction and Impact on Movement / Spotting

Summary	Construct	Spotting	Manoeuvre Roll	Effect of Move
Nil	N/A	N/A	N/A	N/A
Improved Position	1 IP Roll	Down 1	+1	Lost
Dug-In	2 IP Rolls	Down 1	+1	Lost*
Entrenched	Scenario	Down 1	+1	Remain
Pill-box (Log)	Scenario	Down 1	+1	Remain
Pill-box (Concrete)	Scenario	Down 1	+1	Remain

* Scenario may reflect the existence of previously dug in troops by defining areas where IP rolls receive an additional +1 or +2.

Direct Fire

-1 modifier: soft cover, hard cover, basic improved position

-2 modifier: basic improved position in hard cover or BUS, enhanced improved position, log pillbox

-3 modifier: concrete pill-box

Units in BUS, trenchline and pill-box are not subject to enfilade fire

Cover modifier for linear terrain only applies if LOS crosses terrain

Choose most beneficial cover modifier (modifiers are not cumulative)

Combine with any enfilade modifier (none if BUS)

Summary	DF Front				DF Enfilade				IDF	
	Open	Soft	Hard	BUS	Open	Soft	Hard	BUS	Non-BUS	BUS
Nil	0	-1	-1	-1	+1	0	0	-1	0	-1
Improved Position	-1	-1	-2	-2	0	0	-1	-2	0	-1
Dug-In	-2	-2	-2	-2	-1	-1	-1	-2	-1	-1
Entrenched	-2	-2	-2	-2	-2	-2	-2	-2	-1	-1
Pill-box (Log)	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2
Pill-box (Concrete)	-3	-3	-3	-3	-3	-3	-3	-3	-3	-3

Close Combat

+1 modifier: any one of hard cover, BUS, enhanced improved position, pill-box

Units in BUS, trenchline and pill-box are not subject to -1 outflanked modifier

No modifier for basic improved position

Summary	CC Front				CC Outflanked			
	Open	Soft	Hard	BUS	Open	Soft	Hard	BUS
Nil	0	0	+1	+1	-1	-1	0	+1
Improved Position	0	0	+1	+1	-1	-1	0	+1
Dug-In	+1	+1	+1	+1	0	0	0	+1
Entrenched	+1	+1	+1	+1	+1	+1	+1	+1
Pill-box (Log)	+2	+2	+2	+2	+2	+2	+2	+2
Pill-box (Concrete)	+3	+3	+3	+3	+3	+3	+3	+3