

Blood & Honour – Hitlerjugend in Normandy

Night Attack on Bretteville & Norrey

Thursday - Friday June 8-9th 1944

Scenario written by Paddy Green & Richard de Ferrars

Canadian Player Briefing

Situation

Lieutenant Colonel Matheson, 21:30 June 8th 1944, le Haut de Bretteville.

The Regina Rifles landed under heavy fire on NAN GREEN beach at Courseulles sur Mer on D-Day. During the initial assault A Company commander, Major Duncan Grosch, was wounded and his troops were pinned down by HMG fire and an "88mm" gun. The men of A Company lay huddled on the beach, exposed to the withering fire until Lieutenant Bill Grayson, in a supreme act of bravery, cleared the bunker and enabled his men to push on into the town. B Company, under Major F.L. Peters, had been able to move inland more quickly. C and D companies were in reserve but D Company suffered badly when 2 of its landing craft hit mines about 250 yards from the beach causing many casualties.

During the remainder of the day, the Regina's fought to clear Courseulles sur Mer but again A Company suffered badly. Now under Captain Ron Shawcross, it was engaged in clearing the town along the canal when it was ambushed from the rear by Germans returning through underground tunnels to re-establish themselves in a previously cleared area. Luckily a troop of Shermans was at hand to assist. By 0930 D Company, reorganized under Lieutenant H.L. Jones, had set out along the road to Reviere, two miles south, to seize the bridge over the Mue. C Company, having accomplished its task in Courseulles moved to join D Company. On arrival both companies successfully attacked a German headquarters position taking more than 20 prisoners and by 1215 the bridge at Reviere was secured.

By 1800 hours, B Company moved forward to Fontaine-Henry with C Company bypassing the village on the way to Le Fresne-Camilly. Despite stiff resistance and poor communications, B Company entered Fontaine-Henry at 1900 and shortly afterwards C Company reported that it had cleared Le Fresne-Camilly. Battalion headquarters was established at Le Fresne with a much-battered A Company guarding the bridge at Reviere. At 2100 hours the Battalion was ordered to consolidate for the night in a new position on the high ground southwest of Le Fresne. By 2200 hours, the Battalion dug in about seven miles inland and began to recce positions for the following day's advance. During D-Day the Regina's had taken 150 German prisoners.

Overnight nearly 100 reinforcements arrived from the beachhead. Supposedly, this was enough for the whole Regiment. All of them had to be allocated to A Company to make up for its appalling losses during D-Day and to allow it to be withdraw from Reviere and rejoin the rest of the Battalion. Although this brought A Company back up to somewhere near full strength, these reinforcements looked raw against the grizzled survivors of A Company. Undoubtedly, it would take a while for A company to recover. With these reinforcements came a number of the survivors of D Company. They arrived equipped with German weapons! Two men even had naval uniforms, having had to discard their own on the beaches! However, even with these stragglers rejoining it, D Company was a shadow of its former self.

On 7th June the Battalion was ordered to advance to its final objective, line "OAK", the high ground on the Caen-Bayeux road at Bretteville L'Orgueilleuse. At 0715 hours the companies moved off with A and C Companies on the right, B and D Companies on the left. C Company advanced by road through Camilly, Bray, and Bretteville to Norrey-en-Bessin. A Company was to follow and occupy Bretteville – perhaps the easiest job but A Company needed time to recover. B Company moved forward on the left through Thaon, Cairon, and

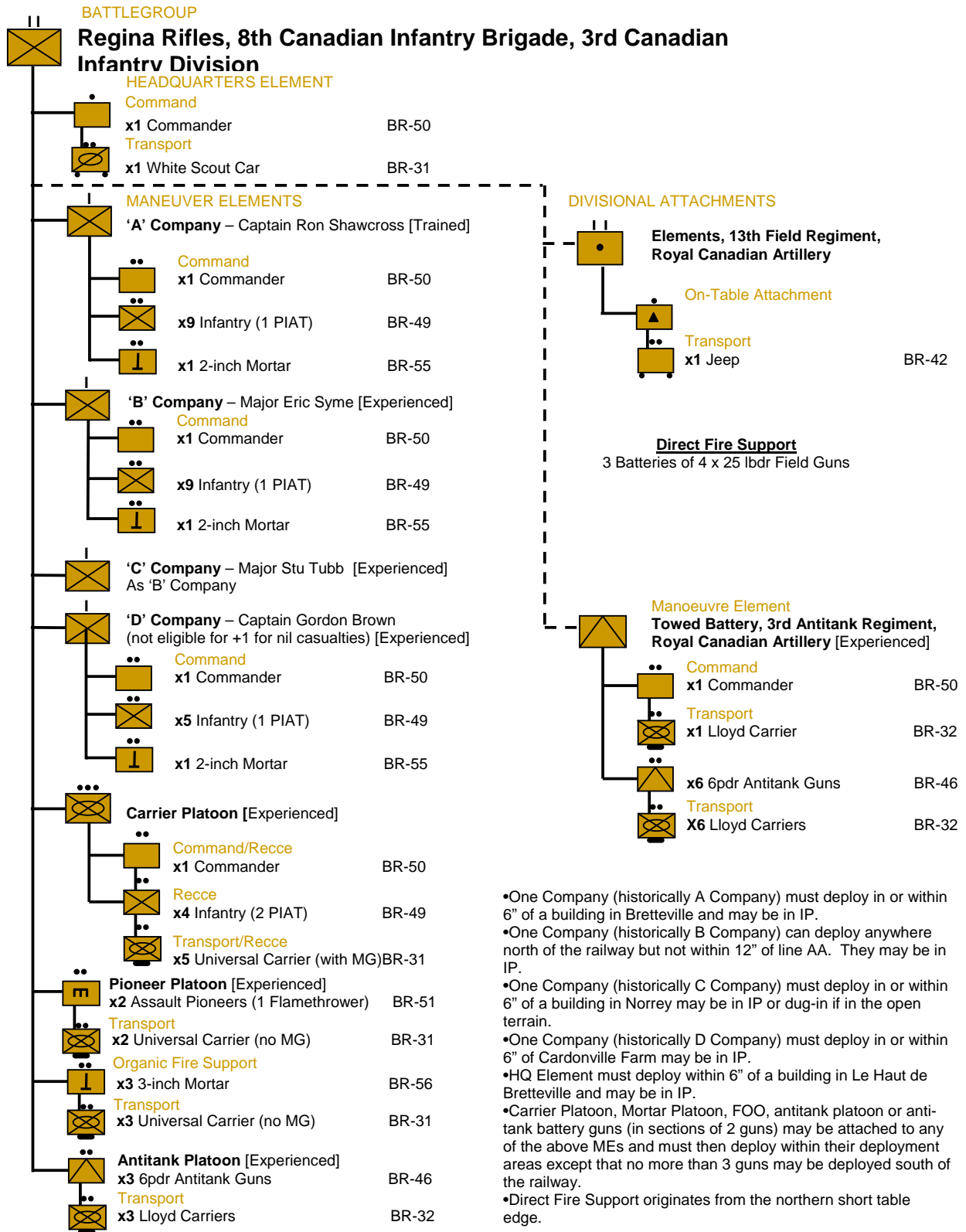
Rots. D Company was to follow and occupy the road, rail, and river crossing south of Rots. At 0730, the Battalion headquarters followed. A and C Companies moved into Bretteville L'Orgueilleuse, which the Germans had hastily vacated and Battalion headquarters arrived there at noon. After some heavy fighting, B and D Companies came up by 1400 hours. At Bretteville, the civilian population gave the troops a very friendly reception and the Battalion took up a defensive position around the village. Things remained quiet during the afternoon. The companies dug in to be ready for the expected counter-attack which could come either from the east from Caen or from the left front from Carpiquet. With the occupation of Bretteville, the Regina Rifles became the first and only unit of the invasion force to reach and hold its D-Day objective. This meant that the Regina's were now out in a forward position, with no protection on the left flank. This had been left open when the North Nova Scotia Highlanders of 9th Brigade withdrew after its abortive attack towards Authie and Carpiquet. The Battalion position was precarious. During the night of 7th June, the Germans mounted a strong counter-attack with tanks and infantry simultaneously on B, C, and D Company positions. After heavy fighting, the attack was repulsed but the German dead revealed that the Battalion faced the 12th SS Panzer Division "Hitlerjugend." Strangely this didn't reveal much to the Canadians, as reports varied between this Division being a "Baby Division" full of 17 year old boys, to it being an elite formation of fanatical Nazis led by battle hardened SS veterans of Adolf Hitler's own Bodyguard. Time would tell.

During the 8th June, the Battalion continued to hold its position and tried to rest where possible. However with no back-up troops and a left flank still wide open, nerves were on edge. C Company, under Major Stu Tubb, at Norrey-en-Bessin, held the most advanced and precarious position of any of the Allied troops in the line. The brigade commander wanted this company withdrawn but after a severe protest it remained in place. During the morning of June 8, D Company manoeuvred to the right flank to the northwest of Norrey to Cardonville Farm to relieve members of the Winnipeg Rifles. B Company also moved to positions on the east side of Bretteville. Major Eric Syme took command of B Company and Captain Gordon Brown took over D. Otherwise there was only sporadic fighting and shelling along the front, but no major German counter-attacks. The Germans were definitely building up to something. Dusk approached. Another attack under the cover of darkness was expected. It would probably come from the South or South West like it did the previous night - unless the Germans realised that the Regina's left flank was horribly exposed.

Mission

- The Brigade has ordered the Regina's to hold Bretteville.
- D Company's position at Cardonville Farm is key to the defensive line and must also be held.
- The last part of the mission is personal. After your stand-up row with the Brigadier defending Stu Tubb's position in Norrey-en-Bessin, you are not going to give him the satisfaction of saying "I told you so." Besides if Norrey is lost now the Regina's will only suffer more casualties taking it back. Therefore, you must hold Norrey.
- So that is it – hold current positions overnight against the expected German counter attack.

Allied Forces – Regina Rifles



Canadian Deployment, Notes & Special Rules

- **Deployment** (deployment distances are measured to closest aim-point)
 - One Company (historically A Company) must deploy in or within 6" of a building in Bretteville. It may be in IP.
 - One Company (historically B Company) can deploy anywhere north of the railway but not within 12" of line AA. They may be in IP.
 - One Company (historically C Company) must deploy in or within 6" of a building in Norrey may be in IP or dug-in if in the open terrain.
 - One Company (historically D Company) must deploy in or within 6" of Cardonville Farm may be in IP.
 - HQ Element must deploy within 6" of a building in Le Haut de Bretteville and may be in IP.
 - Carrier Platoon, Mortar Platoon, FOO, antitank platoon or anti-tank battery guns (in sections of 2 guns) may be attached to any of the above MEs and must then deploy within their deployment areas except that no more than 3 guns may be deployed south of the railway.
 - You are strongly advised to adopt an all round defence.
- **Discipline Rating**
 - All MEs are "Experienced" apart from A Company, which is "Trained" to reflect the presence of so many replacements that have yet to be fully integrated into the Company.
 - The discipline ratings listed take into account night-time effects. **DO NOT ADJUST FURTHER.**
 - D Company had suffered very heavy casualties during D-Day and on the 7th Jun. They do not qualify for the +1 for nil casualties at any point during the game.
 - A Company also suffered heavy casualties during D-Day but does qualify for the +1 for nil casualties because they had been reinforced. (As an alternative representation reflecting the state of A Company the Canadian player may choose to remove 2 Infantry stands and make it Experienced.)
- **Off board Artillery**
 - Direct Fire Support originates from the northern short table edge.
 - Off board artillery may not fire smoke or mixed missions.
 - Off board artillery and on board mortars may fire a flares only once during the game.
- **Transport**
 - All company transport must be placed on table.
 - Transport does not count to overall ME size but if destroyed does count as casualties.
- **Triggering a German counterattack**
 - The German player has two deployment areas:
 1. SE table edge north of the railway - behind Line AA.
 2. SW table edge - behind line BB.
 - German Forces behind line BB are in IP.
 - Any hidden unit marker that could be spotted by Canadian units may be challenged and if spotted must be moved by the German player during the initial set-up.
 - There has been sporadic firing to and from these troops throughout the day and their positions are suspected.
 - German Forces behind line BB appear to be inactive but if any allied unit crosses line BB it will trigger a German counter-attack in the next German player turn.
- **Hidden Unit Status**
 - All Canadian MEs count as hidden units before the game starts and companies deploy using hidden unit markers and in addition you may deploy 3 dummy markers per ME.
- **Flares and Smoke**
 - 2" Mortars may fire flares twice during the game. 3" Mortars, Commanders and Fire Support elements may only fire flares once during the game.
 - 2" Mortars may fire smoke twice during the game. All other on table smoke capable units may only fire smoke once during the game. Off board artillery may not fire smoke or mixed missions.

German Player Briefing

Situation

SS-Standartenführer Kurt "Panzer" Meyer, 21:30 June 8th 1944, approaching Bretteville.

Following the D-Day landings the Allies total command of the air prevented a co-ordinated German counter-attack. Despite this the 12th SS Panzer Division "Hitlerjugend" had limited success. On the 7th June, the 25th Panzer Grenadier Regiment succeeded in halting the Canadian advance at Buron and St. Contest but were repulsed at Cambes. On the left their sister formation Mohnke's 26th Panzer Grenadier Regiment suffered in the fighting around Putot in the early hours of the 8th June. During that afternoon and evening continued Canadian pressure on this flank drew in more German forces and increasingly pressured the 1st Battalion. More worryingly Meyer observed that a gap had opened between the inner flanks of the 25th And 26th Panzer Grenadier Regiments centred on the positions of the Regina Rifles in Norrey-en-Bessin. With the majority of his forces committed and further Canadian attacks expected during the 8th June Meyer could do little. However, on observing enemy movements, this veteran of the Eastern Front discerned that Canadian concentrations around Cairon were not intent on immediate offensive action. As a result Meyer decided to seize the initiative with a counter-attack under the cover of darkness along the line of Route Nationale 13 (RN13). This would close the gap, relieve the pressure on Mohnke and encircle the Canadian position at Norrey. Ultimately, if this attack were successful, it would pave the way for further attacks to split the British and Canadian bridgeheads, and ease the pressure on the Douvres radar station, which was still holding out near the beaches.

Early in the afternoon of 8th June, Meyer discussed his plan of attack with Obersturmbannführer Max Wünsche, commander of the 12th SS Panzer Regiment. They planned a high speed thrust deep into the enemy positions, taking them by surprise. The attack was to be directed towards Bretteville l'Orgeilleuse, via the small village of Rots to the west of Caen. The 1st and 4th Companies of Panthers were to spearhead the attack supported by the Reconnaissance Company of the 25th Panzer Grenadier Regiment and a Battery of Wespes. This force was weak in infantry but the 1st Battalion 26th Panzer Grenadier Regiment was also to lend support by attacking from its positions about St. Manvieu. Both Meyer and Wünsche were confident - these tactics had seldom failed them on the Russian Front. They were to command the attack together and both chose to accompany their units into battle. Support from the 1st Battalion 26th Panzer Grenadier Regiment was important and Meyer had discussed the attack with Mohnke. His old friend promised him the support he needed in the form of supporting attacks on Bretteville and Norrey. However, as a word of caution, Mohnke added that these attacks depended on securing a solid base around Cardonville Farm, which had yet to be taken.

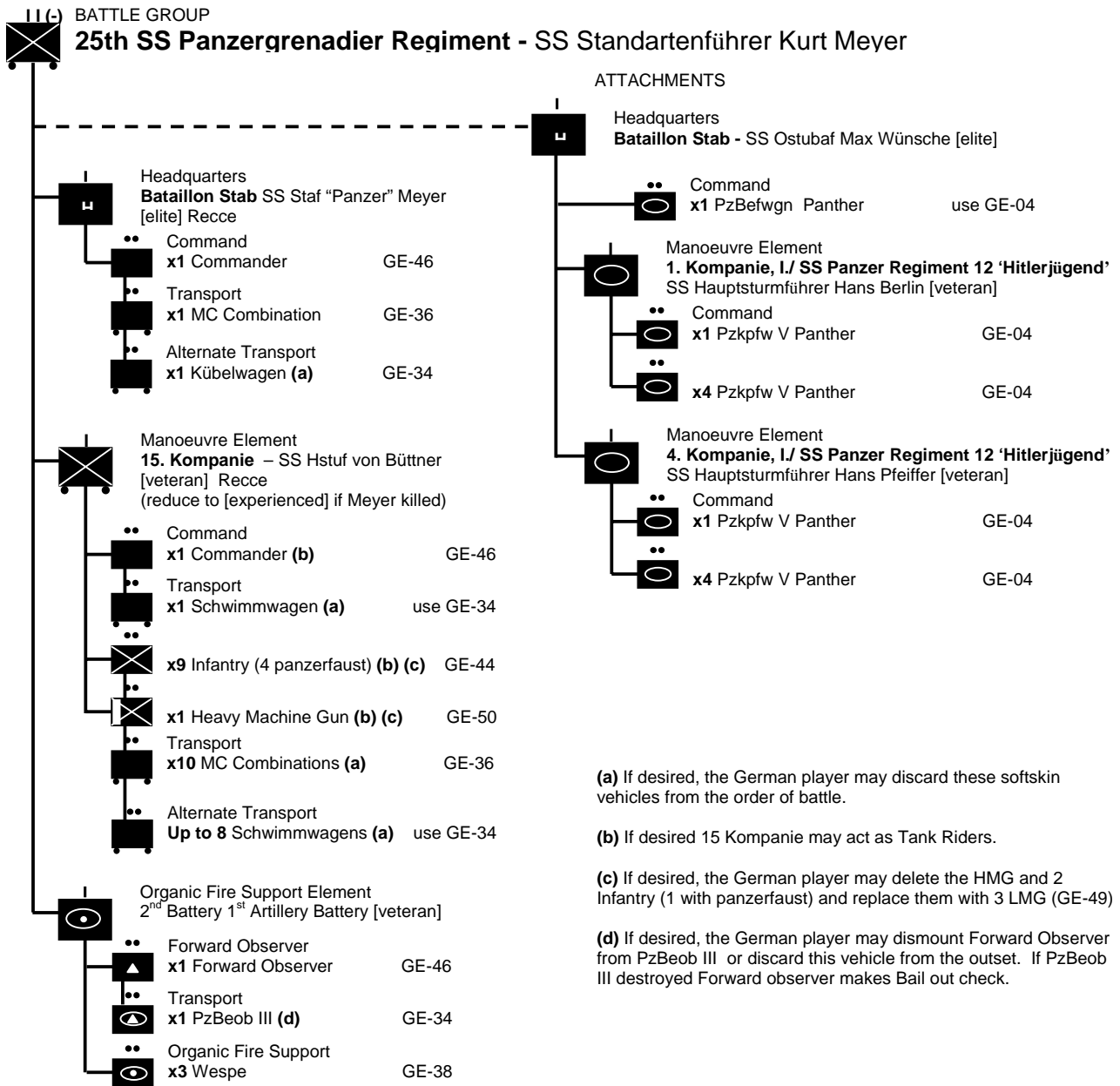
That afternoon, as Meyer inspected the men of the 15th Reconnaissance Company, he was surprised by the good mood of his young troops. He felt especially close to this elite company not only because he was an experienced motorcycle reconnaissance soldier, but also because he had taken a personal interest in their training at Beverloo and instilled in them a special sense of pride. As the men mounted the tanks, SS Oberscharführer Helmut Belke, an old comrade of Meyer, reminded him of a promise he made during while training in Belgium. "Boys, the Reconnaissance Company is always the spearhead of the Regiment" he had said. "So you bear a lot of responsibility. I promise you that I will be in your ranks to witness your baptism of fire." Belke now drove the motorcycle combination that would carry Meyer into the forthcoming battle.

Meyer and his comrade passed the stationary Flak 88 positions around Franqueville and, leaving the last friendly positions behind, powered the motorcycle forward. Other motorcycles and Schwimmwagens of the Reconnaissance Company and the artillery observer's vehicle, followed about 100 metres behind them. The Panthers of the 12th SS Panzer Regiment followed behind in wedge formation. They reached Rots just before nightfall where the Reconnaissance Company dismounted to advance on foot. However the village of Rots proved to be clear so they remounted and advanced towards Bretteville and Norrey. On sighting Bretteville, the Panthers opened fire.

Mission

- Your forces are to attack along the axis of RN13 and must take and hold Bretteville.
- Ideally this initial surprise will work and you will be able to sweep through Bretteville and exit at least 1 company of Pz Grenadiers and 1 Company of panthers off the table via RN13.
- The salient around Norrey must also be eliminated.
- If resistance proves too strong, then you would be content to take and hold Bretteville - to control the RN 13 and to pressurise Norrey.

Assault Force A – Elements, 12. SS Panzer Division ‘Hitlerjugend’

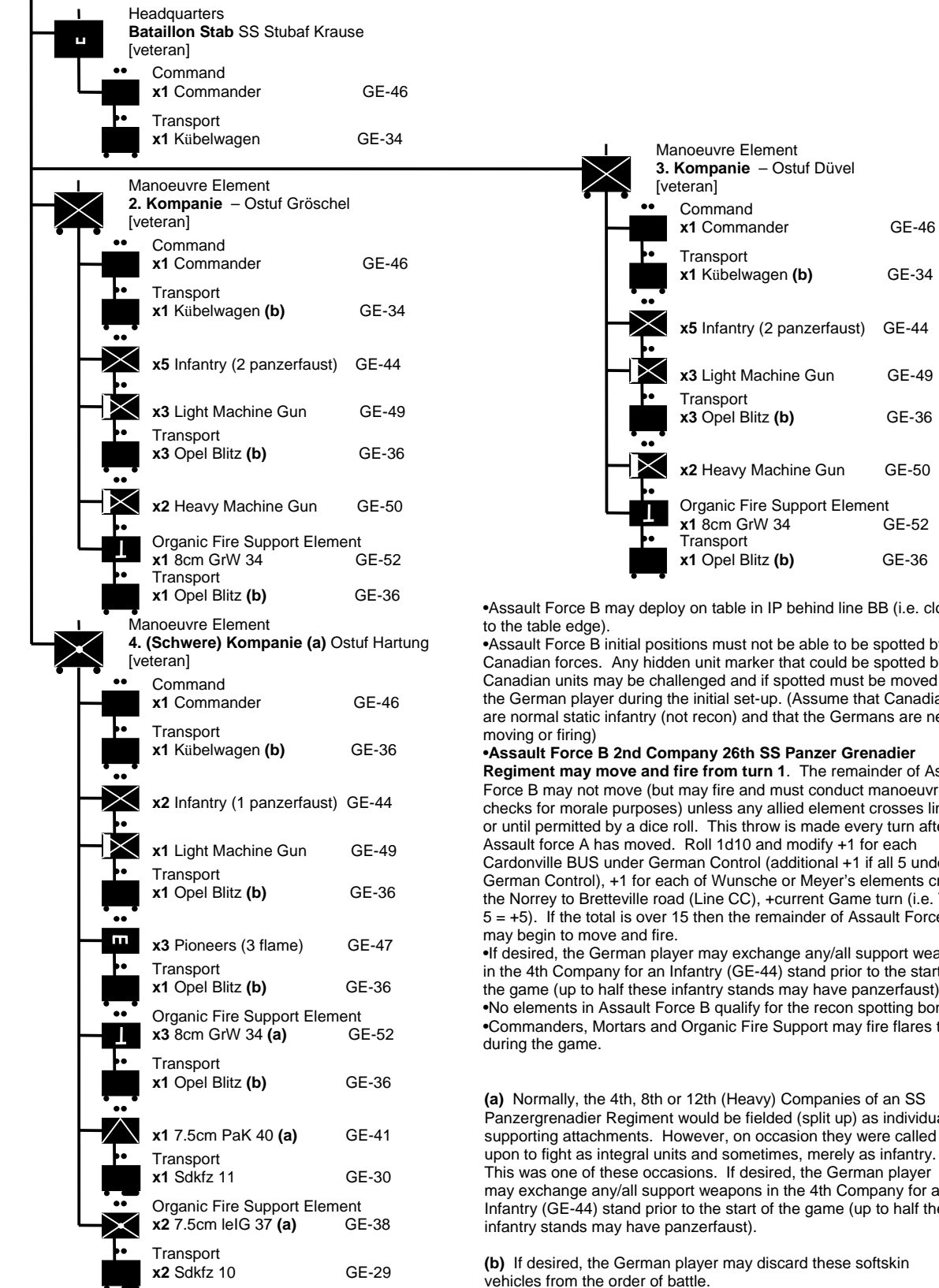


- Assault Force A must deploy on Turn 1 from the SE table edge north of the railway. Behind Line AA.
- Only Meyer, Fwd Obs and elements of 15 Kompanie qualify for the recon spotting bonus.
- If Panzer Meyer's element is killed, 15 Kompanie troops' discipline rating drops to experienced.
- Commanders, Mortars and Organic Fire Support may fire flares twice during the game.

Assault Force B – Elements, 12. SS Panzer Division ‘Hitlerjugend’

II (-) BATTLE GROUP

I. Bataillon SS Panzergrenadier Regiment 26 - SS Stubaf. Bernhard Krause



•Assault Force B may deploy on table in IP behind line BB (i.e. closest to the table edge).

•Assault Force B initial positions must not be able to be spotted by Canadian forces. Any hidden unit marker that could be spotted by Canadian units may be challenged and if spotted must be moved by the German player during the initial set-up. (Assume that Canadians are normal static infantry (not recon) and that the Germans are neither moving or firing)

•**Assault Force B 2nd Company 26th SS Panzer Grenadier Regiment may move and fire from turn 1.** The remainder of Assault Force B may not move (but may fire and must conduct manoeuvre checks for morale purposes) unless any allied element crosses line BB or until permitted by a dice roll. This throw is made every turn after Assault force A has moved. Roll 1d10 and modify +1 for each Cardonville BUS under German Control (additional +1 if all 5 under German Control), +1 for each of Wunsche or Meyer's elements cross the Norrey to Bretteville road (Line CC), +current Game turn (i.e. Turn 5 = +5). If the total is over 15 then the remainder of Assault Force B may begin to move and fire.

•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 these infantry stands may have panzerfaust).

•No elements in Assault Force B qualify for the recon spotting bonus.

•Commanders, Mortars and Organic Fire Support may fire flares twice during the game.

(a) Normally, the 4th, 8th or 12th (Heavy) Companies of an SS Panzergrenadier Regiment would be fielded (split up) as individual supporting attachments. However, on occasion they were called upon to fight as integral units and sometimes, merely as infantry. This was one of these occasions. 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.

Deployment & Reinforcements

• Assault Force A

- Assault Force A must deploy on Turn 1 from the SE table edge north of the railway. Behind Line AA.
- Only Meyer, Fwd Obs and elements of 15 Kompanie qualify for the recon spotting bonus.
- If Panzer Meyer's element is destroyed 15 Kompanie troops' discipline rating drop to experienced.
- Commanders, Mortars and Organic Fire Support may fire flares twice during the game.
- Smoke may be fired twice per game by any smoke capable unit.

• Assault Force B

- Assault Force B may deploy on table in IP behind line BB (i.e. closest to the table edge). The 2nd Company 26th SS Panzer Grenadier Regiment must be the western most company deployed.
- Assault Force B initial positions must not be able to be spotted by Canadian forces. Any hidden unit marker that could be spotted by Canadian units may be challenged and if spotted must be moved by the German player during the initial set-up. (Assume that Canadians are normal static infantry (not recon) and that the Germans are neither moving or firing)
- **2nd Company 26th SS Panzer Grenadier Regiment may move and fire from turn 1.** The remainder of Assault Force B may not move (but may fire and should conduct manoeuvre checks for morale purposes) unless any allied element crosses line BB or until permitted by a dice roll. This throw is made every turn after Assault force A has moved. Roll one d10 and modify:
 - +1 for each Cardonville BUS under German control (additional +1 if all 5 under German control)
 - +1 for each of Wunsche or Meyer's elements cross the Norrey to Bretteville road (Line CC)
 - + current game turn (i.e. Turn 5 = +5).If the total is 15 or over, then the remainder of Assault Force B may start to manoeuvre.
- 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 these infantry stands may have panzerfaust).
- Assault Force B assets may not provide indirect fire support on missions called for by observers in Assault Force A but may provide supporting fire if self spotted or called for by elements of Assault Force B.
- No elements in Assault Force B qualify for the recon spotting bonus.
- Commanders, Mortars and Organic Fire Support may fire flares twice during the game.
- Smoke may be fired twice per game by any smoke capable unit.

• Discipline Rating

- The discipline ratings listed take into account night-time effects. DO NOT ADJUST FURTHER.

• Off board Artillery

- The German player has no off board Artillery.

• Transport

- If desired, the German player may discard soft skin vehicles from the order of battle.
- Transport does not count to overall ME size but if destroyed does count as casualties.

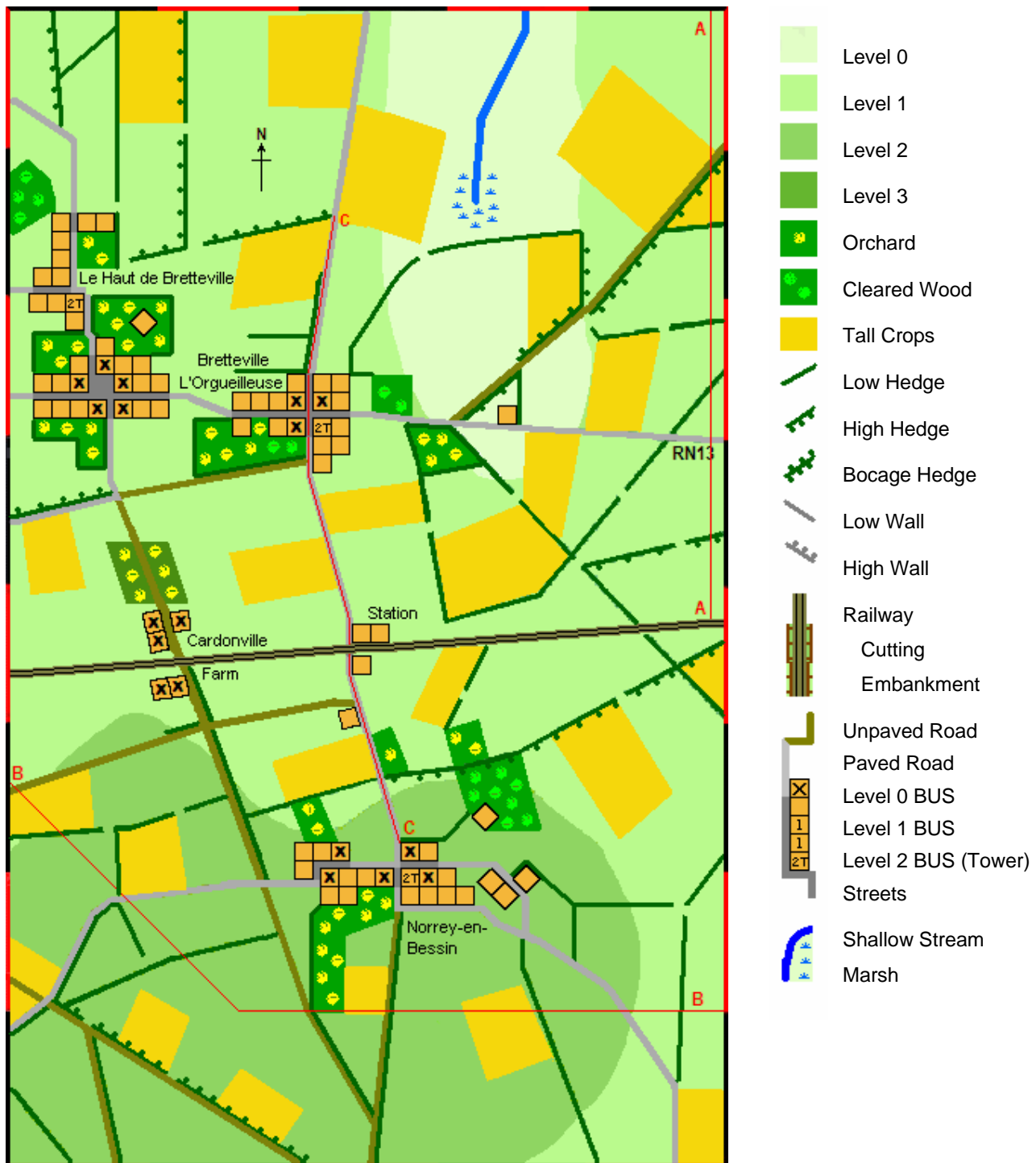
• Canadian Forces

- The Canadian player is deployed in Norrey, Cardonville Farm, Bretteville and le Haut de Bretteville. Canadian forces are probably dug-in or in IP.

• Hidden Unit Status

- All Assault Force B elements count as hidden units before the game starts and companies deploy using hidden unit markers and in addition you may deploy 2 dummy markers per ME.

Map & Terrain



- The playing area is 8' x 5' and north is at the top of the map.
- Line AA and BB indicate the German initial deployment areas.
- All buildings are stone. Buildings marked "2T" are two level structures and represent Church towers.
- At the start of the scenario, all villages are considered under Canadian control. Thereafter, the last player to have occupied it with a non-panicked unit controls a BUS. The BUS marked with "x" or "2T" show those that the player must control at the end of their phase for that village to be considered "under player control". Thus to control the whole of Bretteville requires 9 BUS to be held (the BUS marked "2T" in Le Haut de Bretteville is not required), to control Norrey requires 6 BUS, to control Cardonville requires 5 BUS and to control the easternmost part of Bretteville requires 4 BUS.

Game Notes

The game starts at 2130 and lasts 16 turns.

The German player moves first.

Night rules (good visibility) are in force throughout (see below).

Not All Destroyed Vehicles Burn and **Fire** rules are in force throughout (see below).

The following optional rules are also recommended:

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

Victory Conditions

	<i>Canadian</i>	<i>German</i>
Total	Hold the whole of Bretteville, Norrey and Cardonville and destroy at least 10 Panthers.	Clear RN13 and exit 1 company of Pz Grenadiers and 1 company of Panthers off the table via Bretteville L'Orgueilleuse.
Major	Hold the whole of Bretteville and Norrey and destroy at least 6 Panthers.	Take and hold Norrey and the easternmost part of Bretteville L'Orgueilleuse
Minor	Hold the whole of Bretteville and Norrey.	Take and Hold either Norrey or the easternmost part of Bretteville L'Orgueilleuse

Bibliography

(Listed alphabetically by author)

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'**Blood and Honour: The History of the 12th SS Panzer Division "Hitler Youth," 1943-45**' -

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'**1944 The Canadians in Normandy**' - Reginald Roy,

Special Rules

Night Rules - Good Visibility

Spotting

Down 2 spotting modifier (1" minimum remains)
No Up 1 modifier for higher elevation

Firing

Fire Combat Modifier of -1 for all direct fire
-1 on Call for fire against suspected targets. Call for Fire against spotted & predesignated targets unaffected

Manoeuvre

No rapid advance except if moving on paved roads
Movement on paved roads is at full speed not double speed
Modifier of -1 on Bog Down table
No +1 command modifier for troops unless within 2 inches of commander
No +1 command modifier for vehicles unless within 4 inches and line of sight (LOS) of commander
No +2 enemy proximity modifier for no LOS to spotted or suspected enemy
-1 modifier if troops panicked on last Manoeuvre Roll

Close Combat

Modifier for "DEF/ATT: vehicle vs. troops in concealment" changed to -3
Modifier for "DEF: outflanked" changed to -2

Discipline Rating

Night-time effects on discipline ratings have been factored into the TOEs for this scenario.

Flares

Commanders and all weapons capable of indirect fire can fire flares. The scenario will dictate how many rounds of flares each element can fire (normally one). Flares can be fired as either direct fire (offensive or defensive) or as indirect fire but in this case only by elements capable of indirect fire.

Flares are fired as indirect fire either using the Call for Fire procedure or self spotted. They may only be fired against a prominent terrain feature or units that the firing unit or spotter have either SPOTTED or SUSPECTED. Flares fired as indirect fire will last until the players next indirect fire phase (i.e. the battery is tasked with keeping an area illuminated and fires many shells to achieve the aim). Flares are fired as indirect fire and are twice the size as an indirect fire template for the weapon concerned. If flares are fired as indirect fire, then normal restrictions apply to subsequent manoeuvre or direct fire from those units.

If flares are fired as direct fire, then they are considered to be short lived flares to illuminate a specific point over a short duration. Flares fired as direct fire may only be fired against units that the firing unit has either SPOTTED or SUSPECTED. Flares fired by direct fire are the size of a small IDF template and last only until the end of the players turn in which they were fired. If flares are fired as direct fire, then normal restrictions apply to subsequent manoeuvre or fire from those units.

Any unit with an aiming point within a flare template does not benefit from either the down 2 spotting modifier for purposes of being a TARGET for spotting or the -1 Fire Combat Modifier for purposes of being a TARGET of direct fire. The unit also suffers an ADDITIONAL "DOWN 2" modifier on the spotting table when trying to spot an enemy target (loss of night vision). A unit illuminated by flares fired as indirect fire may wish to manoeuvre out of the illuminated area. This is treated as a disappearing target for the purposes of opportunity fire although the "first inch of movement" restriction still applies. This means that units on the edge of a flare template can often slip away, but units at the centre cannot.

Fires

A burning vehicle or burning Built up areas also illuminates targets.

Line of Sight is blocked by fires. Any unit within fire template does not benefit from the Down 2 spotting modifier for purposes of being a TARGET for spotting or the -1 Fire Combat Modifier for purposes of being a TARGET of direct fire and also suffers an ADDITIONAL "DOWN 2" modifier on the spotting table when trying to spot an enemy target. (loss of night vision).

Not All Destroyed Vehicles Burn

When a vehicle is destroyed throw one die and modify as follows:

- 2 for vehicles destroyed in close combat
- 1 for vehicles destroyed by indirect fire
- 1 for soft vehicles
- 1 small vehicles
- +1 for vehicles destroyed by large calibre AP weapons (88mm or over)
- +1 for vehicle prone to burn (i.e. Panther)
- +2 for Ronsons (i.e. Shermans)

Modified score:

8 or more	Vehicle burns fiercely. This counts as fire for illumination purposes. This counts as smoke (down 2) for spotting purposes.
6-7	Vehicle smokes. This does not count as fire for illumination purposes. This counts as dissipating smoke (down 1) for spotting purposes.
5 or less	Vehicle does not burn. No impact on illumination or spotting

The effect of a burning vehicle lasts for the rest of the game.

Fire

BUS and certain vegetation types such as woods and crops can catch fire when hit by HE (direct or indirect fire) or flamethrowers. Also fire can spread from adjacent to burning BUS or fires. Fires in BUS are assumed to cover the entire BUS. Fires in the open assumed to be the size of a small IDF template. To check if a fire burns conduct the following procedure once for a small HE template, twice for a large HE template and once for each instance where direct fire or close combat involves an HE capable element (in this scenario, 75mm IeIGs, ATGs, tanks, mortars and howitzers (not panzerfausts or PIATs)) using TSVG characteristics or any flamethrower then check to see if a fire is started. Also each turn check for each vehicle fire or other fire to see whether it spreads:

Throw one die and modify as follows:

- 5 for water feature
- 2 for open ground
- 1 for cleared woods or orchards
- +0 for Thickets, Brush or Woods with underbrush, Tall Crops or Stone Buildings
- +1 for wooden buildings
- +/- for environmental factors (+1 hot and dry, -1 damp or wet, -2 raining)
- +/- DF or IDF factor of weapon at selected range – using DF factor of weapon at 2" range if in CC (i.e. +1/+2/etc. for concentration / thickened etc, +4 for flamethrower)
- 2 if troops spend manoeuvre action trying to extinguish fire (no other movement or firing permitted)
- 1 for every 4 turns that the fire has been burning.

Modified score:

10 or more	Fire starts or spreads. If it spreads it will spread to the closest downwind adjacent aiming points in the BUS or if in the open down wind. If a fire cannot spread downwind as there is already fire burning there it will spread too the nearest available aiming point or combustible area. Fire will not cross a road or water feature.
5-9	Fire continues to burn as before
4 or less	Fire is extinguished or burns itself out.

If a troop or gun stand lies under a fire template then there is no immediate effect. However, the element becomes disordered after its next manoeuvre phase if it remains in position and the fire continues to burn.

Bretteville Vignette

If desired the scenario can be played on a smaller map in a reduced scenario that just concentrates on the Bretteville assault. This is termed the Bretteville Vignette Scenario and makes for a good shorter game.

Bretteville Vignette German TOE

Reduce to Assault Force A only.

Bretteville Vignette Canadian TOE

Reduce to A and B Companies, HQ Company and mortars and carrier platoon.

Remove battalion ATGs (3x 6pdrs) but Fire Support remains unaltered.

Bretteville Vignette Victory Conditions

	<i>Canadian</i>	<i>German</i>
Total	Hold the whole of Bretteville and destroy 10 Panthers.	Take and Hold Bretteville in its entirety, clear RN13 and exit at least 2 Panthers and 2 Troop stands off the table via Bretteville (point X).
Major	Hold the whole of Bretteville and destroy at least 6 Panthers.	Take and Hold Bretteville in its entirety.
Minor	Hold the whole of Bretteville.	Take and Hold the easternmost part of Bretteville and exit at least 2 Panthers off the table via Cardonville (point Y).

Bretteville Vignette Map



Bretteville Vignette Game Notes

The game starts at 2130 and lasts 8 turns.

The German player moves first.

Night rules (Good visibility) are in force throughout (see above).

Not All Destroyed Vehicles Burn and Fire rules are in force throughout (see above).

The following optional rules are recommended:

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