

Blood & Honour – Hitlerjügend in Normandy

Operation WINDSOR - Carpique

July 4th 1944

Scenario written by Paddy Green and Richard de Ferrars

Canadian Player Briefing

Situation

Brigadier K.G. Blackader, 8th Canadian Infantry Brigade, 05:00 August 8th 1944, Norrey-en-Bessin

Caen has to be taken and as a preliminary to the assault you have been ordered by Maj Gen Rod Keller commanding the 3rd Infantry Division, to capture the village of Carpique and the adjacent airfield. This lies some 3½ miles west of Caen city centre and its capture will outflank the German forces defending the northern suburbs of the city. This will force them to withdraw south over the River Orne. You also note that Carpique airfield will be a valuable prize for Montgomery who needs additional landing sites and is desperate to establish more reliable air cover.

You recognise the perils of seizing an airfield. Your tanks and infantry must advance over an expanse of open terrain which offers a perfect “killing ground” for the defenders. This will be made more difficult given the reconnaissance reports that the Germans have fortified the entire area with mines, wire, pillboxes and field emplacements. The assault will be made doubly difficult because you will also be facing men from the ‘elite’ German 26th SS Panzer Grenadier Regiment from 12th SS Hitlerjügend Panzer Division.

To minimise the exposure of your troops you plan to conduct a flanking assault through the town of Carpique and then develop this into a right hook to seize the airfield’s Control buildings. You feel that this avoids exposing your troops to flanking fire from the southern part of the airfield. Your plan is to lead the assault with the North Shores, who will assault the Northern part of Carpique village, whilst the Chauds attack the southern end of the village and the airfield’s Northern hangars. Both these regiments will be supported by tanks from the Fort Gary Horse and specialist AFVs for 79th Armoured Division. Once these two regiments have established a firm lodgement in Carpique village, you will send the QOR, supported by the final squadron of Fort Gary Horse, through Carpique to seize the airfield control, buildings to the east of the airfield. To neutralise the flanking fire from the south of the airfield Maj Gen Keller has attached the Winnipeggs from 7th CIB to your command. This battalion will conduct a pinning, diversionary attack through Marcelet and onwards to the hangars situated on the southern side of the airfield. Given that this is a diversionary attack it is not intended to press it home with armoured support.

Mission

Capture and Hold the village of Carpique and the close by airfield.

Canadian Deployment, Notes & Special Rules

• Deployment and Reinforcement

Turn 1 Start of scenario. All phase 1 forces are deployed either behind the Canadian Deployment line or in "Accelerated Advance to Contact" positions on table to the north east of the blue German initial deployment line and at least 5" distant from that line if this optional rule is in force.

Phase 2 Phase 2 Forces will usually only enter the table once at least 3 victory locations (including at least one of the 1 Victory locations in Carpiquet) have been taken by Canadian Forces. If Phase 2 Forces are requested or enter the table earlier than this costs the Canadians One Victory Point.

• Discipline Rating

- All MEs are Experienced with the exception of those from the British 79th Armoured Div which are Veteran.

• Hidden Unit Status

- In a conventional game, Canadian units that start behind the ridgeline are in hidden positions at and count as hidden until moved. If using Accelerated Advance to Contact only those troops that start the game behind the ridgeline may count as hidden.

• Accelerated Advance to Contact (Optional)

- In order to dispense with lengthy preliminaries of barrage and advance to contact it is assumed that the game starts with the Canadians having advanced behind their extensive barrage until they are 5" away from the German initial defensive lines.
- German casualties arising from the initial barrage are calculated by:
 1. The British player designates the Direction, Speed of advance and lifting characteristics of the barrage, its relationship to the following infantry.
 2. The British player then places his following forces such that the **closest** position of his troops to the **closest** defending German unit is no less than 5" and no more than 8" (other forces may be more distant from each other.)
 3. The barrage template is then placed in the closest location in front of the Canadian front line.
 4. The number of turns advancing behind the barrage prior to its current position (i.e. 1 turn less than its current position) is then calculated and the cumulative number of Danger Close attacks on the following infantry applied in the following way.
 - 1 d10 is then rolled for each unit under the danger close template for each turn of the advance (i.e. 3 attacks on one unit roll 3 d10). The die rolls are then applied in order from lowest to highest.
 - Each die roll of 7 retires that troop unit back 4".
 - If still under the Danger Close template each die roll of 8 retires that troop unit back 4".
 - If still under the Danger Close template any die roll of 9 suppresses the troop unit.
 - If still under the Danger Close template any die roll of 0 disorders the troop unit and....
 - If coupled with another of 9 or more KOs the troop unit.
 5. The full effects of the Barrage in its current position (i.e. before contact) are the calculated together with any Danger close effects. The Barrage at this point is assumed to consist of combined shell and smoke.
 6. The German player then starts his turn may opt to fire a barrage against the trailing edge of Canadian Barrage. This is automatically called (if desired).

- **Off board Artillery**

- For artillery support your brigade is aided by the guns of 12 Field regiments, 8 medium artillery regiments, one heavy artillery regiment and the guns of HMS RODNEY supplying Naval Gunfire Support. However, the AGRAs were engaging targets off the board as well and therefore the portion available on the board area is limited to that given below.
- All Fire Support originates from the North Table edge.
- **Preliminary barrage**
 1. All available Artillery fires firing a “Stonk” ahead of the advancing battalions. This is 12 (twelve) large templates wide by 2 (two) large templates deep with a modifier of 0/+1.
 2. The preliminary barrage is not subject to call-for-fire rolls and do not require observation by FOO’s but should roll for danger-close (below).
 3. Note that it is impossible for German FOOs to spot through this barrage out to more than 20” even if on higher elevation, because dawn rules apply. (10” Troops in Open – UP1 moving, UP1 FOO, UP1 Higher elevation, DOWN1 spotting through Barrage, DOWN1 Dusk. Overall UP 1 = 20”.) However German FOOs may wish to conduct random shelling missions aligned with the rear edge of the Barrage.
- **Danger Close** Troops “leaning-in” to barrages were vulnerable to short shells dropping short or even an entire battery firing short:
 1. **Automatic danger-close:** This reflects short rounds and causes disorder & suppression
 - 1 template deep behind the barrage, resolved at overall modifier -2
 - Effects are irrelevant unless close to the enemy and therefore only resolve this on the final turn(s) when within 5” of enemy units
 2. **Rolled danger-close:** This reflects shells from a whole troop / battery falling short
 - 1 template deep behind the barrage, resolved at overall modifier of -1/0
 - Each turn, roll one d10 for the whole barrage
 - On an unmodified 0, resolve danger-close *a single 3x2 block from the barrage. Use a further dice roll to randomly determine which block falls short*
- **Medium Regiment Concentrations** The Canadian can fire pre-designated concentrations from two AGRA medium regiments.
 1. These will be fired for 2 turns only (total of 4 concentrations – normally on the turn before initial contact and the following turn [Turn 1 and 2 if playing Accelerated Advance to Contact])
 2. Each concentration is 2x2 large templates and resolved at +2/+3
 3. The aim point for these concentrations must be indicated at the before start of the game.
 4. The other Regiments are assumed to be engaging targets not represented on the board or are otherwise ineffective.
 5. The Medium and Heavy Regiment Concentrations are not subject to call-for-fire rolls and do not require observation by FOO’s but should roll for Danger Close – where a 0 should be resolved at an overall modifier of -1.
- **On-call Artillery**
 1. On-call Artillery are unavailable until:
 - 2 turns after the barrage ends – when the Brigade’s 2 Field Regiments become available for direct fire support. 12th and 13th Field Regiments.
 - 2 turns after the Medium Regiment becomes available for General Fire support.
 2. Each of the 2 troops in a battery has an attached FOO
 3. Troop fire plan – organic FS if request from own FOO
 4. Battery fire plan – organic FS if request from FOO, direct FS if request from other unit.
 5. Regiment fire plan (MIKE) – direct FS (FOO only)

- **Transport**

- All company transport must be placed on table. Armoured transport counts towards casualty calculation whereas soft skinned transport does not.

- **Mortars and 6pdrs**

- Battalion Mortars may provide off board direct fire support to Infantry Companies or Organic Fire Support to HQ Companies.

- Battalion mortars may be brought onto the table and deployed provided that they did not fire in the preceding turn.
- 6Pdrs may be brought onto the table and deployed when a defensive position has been established (i.e. troops starting to dig in?) with at least 25% of the Battalion occupying IP positions.
- Cameron Highlanders 4.2" Mortars (if deployed on table) count as Direct Fire Support and must always be called for.

- **Typhoon Cab Rank – “Limejuice”**

- An on-table FAC to be able to call air strikes onto targets spotted by other units under the following circumstances:
 1. The target must have been engaged directly by an artillery piece, tank gun or SP gun or by an indirect-fire weapon during the previous Allied turn (Defensive Fire during the German turn does not count) and marked with red smoke. It need not have been engaged successfully - just enough for one of those rounds fired to have been red smoke.
 2. The Direct Firing unit must also have marked itself with Yellow smoke – which will give it an Up 1 modifier.
 3. The FAC applies a -1 modifier to his Call-For-Fire roll as well as the discipline modifier.
- Air support is limited to 2 Typhoons – which may be called as required by the FAC. Following any successful call the Typhoons may not be called again until the turn after the Canadian Player has rolled a '0' on a d10 – roll at the start of the Canadian turn.

Canadian Forces

Commander (Brigadier Blackader) plus White Scout Car, 4 x FOO [12th, 13th and 2 Med] plus 4 Jeeps or Universal Carriers (no MG), FAC plus Jeep. (FOOs or FAC may be attached to at Regimental level as desired)

Initial Assault Forces

Fort Garry Horse, 10th Armoured Regiment, 2nd Armoured Brigade (Experienced)

HQ – 1 Command 75mm Sherman, 1 Sherman OP Tank [13th]

A Squadron – 1 Command 75mm Sherman, 6 x 75mm Shermans, 2 x Sherman Fireflies

B Squadron – 1 Command 75mm Sherman, 6 x 75mm Shermans, 2 x Sherman Fireflies

C Squadron – 1 Command 75mm Sherman, 6 x 75mm Shermans, 2 x Sherman Fireflies

Troop, 62nd AT Regiment, Royal Canadian Artillery 2 x 17pdr M10 AT Destroyer

Elements British 79th Armoured Div (Veteran)

A Squadron – 1 Command 75mm Sherman, 2 x Sherman 75mm with Flail, 2 x AVRE with Petard, 2 x Crocodile

B Squadron – 1 Command 75mm Sherman, 2 x Sherman 75mm with Flail, 2 x AVRE with Petard, 2 x Crocodile

Le Regiment de la Chaudiere (Experienced)

HQ – CO plus White Scout Car, FOO [12th] plus Jeep or Universal Carrier (no MG), 3 x 3" Mortars plus 2 Universal Carriers (no MG), 3 x 6pdr ATG plus Lloyd Carriers. (FOO may be attached at Company level as desired)

A Company – CO, 9 x Infantry (1 with PIAT), 2" Mortar

B Company – CO, 9 x Infantry (1 with PIAT), 2" Mortar

C Company – CO, 9 x Infantry (1 with PIAT), 2" Mortar

D Company – CO, 9 x Infantry (1 with PIAT), 2" Mortar

Carrier Platoon – CO, 4 x Infantry (2 with PIAT), 2 x 2" Mortar, 4 Universal Carriers (no MG)

North Shore Regiment (Experienced), 7th Canadian Infantry Brigade

HQ – CO plus White Scout Car, FOO [13th] plus Jeep or Universal Carrier (no MG), 3 x 3" Mortars plus 2 Universal Carriers (no MG), 3 x 6pdr ATG plus Lloyd Carriers.

A Company – CO, 9 x Infantry (1 with PIAT), 2" Mortar

B Company – CO, 9 x Infantry (1 with PIAT), 2" Mortar

C Company – CO, 9 x Infantry (1 with PIAT), 2" Mortar

D Company – CO, 9 x Infantry (1 with PIAT), 2" Mortar

Carrier Platoon – CO, 4 x Infantry (2 with PIAT), 2 x 2" Mortar, 4 Universal Carriers (no MG)

Royal Winnipeg Rifles (Experienced) 7th Canadian Infantry Brigade

HQ – CO plus White Scout Car, FOO [12th] plus Jeep or Universal Carrier (no MG), 3 x 3" Mortars plus 2 Universal Carriers (no MG), 3 x 6pdr ATG plus Lloyd Carriers.

A Company – CO, 9 x Infantry (1 with PIAT), 2" Mortar

B Company – CO, 9 x Infantry (1 with PIAT), 2" Mortar

C Company – CO, 9 x Infantry (1 with PIAT), 2" Mortar

D Company – CO, 9 x Infantry (1 with PIAT), 2" Mortar

Carrier Platoon – CO, 4 x Infantry (2 with PIAT), 2 x 2" Mortar, 4 Universal Carriers (no MG)

Cameron Highlanders of Ottawa – MG Company (Experienced)

CO plus Jeep, 6 x HMG plus 2 Universal Carriers (no MG), 4 x 4.2" Mortars plus 2 Universal Carriers (no MG) [may be attached to above battalions if desired]

Phase 2 Forces

The Queen's Own Rifles of Canada (Experienced)

HQ – CO plus White Scout Car, FOO [13th] plus Jeep or Universal Carrier (no MG), 3 x 3” Mortars plus 2 Universal Carriers (no MG) **OR** 3 x 6pdr ATG plus Lloyd Carriers.

A Company – CO, 9 x Infantry (1 with PIAT), 2” Mortar

B Company – CO, 9 x Infantry (1 with PIAT), 2” Mortar

C Company – CO, 9 x Infantry (1 with PIAT), 2” Mortar

D Company – CO, 9 x Infantry (1 with PIAT), 2” Mortar

Carrier Platoon – CO, 4 x Infantry (2 with PIAT), 2 x 2” Mortar, 4 Universal Carriers (no MG)

General Fire Support

2 Field Gun Regiments

1 Medium Regiment

Air

6 Typhoons with Rockets (may be called as required by the FAC but only one at a time. May not fly through Barrage)

British Cards and organisations used

75mm Sherman	BR-03
Firefly	BR-05
AVRE	BR-13
M10 - 17pdr	BR-16
Universal Carrier	BR-31
Lloyd Carrier	BR-32
White Scout Car	BR-35
Jeep	BR-42
6-pdr	BR-46
Infantry	BR-49
CO	BR-50
FO	BR-52
HMG	BR-54
2” Mortar	BR-55
3” Mortar	BR-56
Typhoon	BR-60
Sherman Flail	BR-P26
4.2” Mortar	BR-P56
Field Regiment	FS-03
Medium Regiment	FS-06

See the British 21st Army Group Orbat and Artillery tutorial for artillery values and organisations.

German Player Briefing

Situation

Stubaf "Papa" Krause, CO 1st Battalion 26th SS Pz Gren Regt, 05:00 August 8th 1944, Carpiquet

You were woken early this morning by your Intel Officer who advised you of some ominous Allied preparations to the North-east of your position around Carpiquet Airfield. Your examination of the map and the reports from your observers in L'Abbaye Ardennes and from radio intercepts seem to point to a renewed Allied offensive in your area. You immediately sent a messenger to Meyer, informing him of the situation and telling him that you would only request the reserves he had already allocated to the 26th SS Pz Gren Regt and which are situated in Verson, as a last resort. Your last instruction to your orderly had been to wake you half an hour before dawn and ensure your troops were stood to by that time.

You have reviewed the tactical situation and consider that any advance across the open ground of the airfield would be unthinkable. However an advance through Carpiquet village is possible and has the potential to outflank the Airfield control buildings. However, you are satisfied that an attack in this direction will fall on your main axis of defence. Troops in this area are well dug in or defending a village that has been thoroughly fortified. Your troops have constructed a formidable defensive system of bunkers with interlocking fields of fire within the village. The trench lines within the airfield perimeter have been re-established. They had deteriorated greatly since the British built the airfield in 1938. However, the perimeter wire has been strengthened, mines laid and trenches dug.

Suddenly heavy shelling in the distance announces the start of the Allied Offensive. It is 05:01 by your watch. The Canadians must be running late today! You tap your watch while absent mindedly thinking that your men will fight hard enough to make the Canadians run even later as the sun rises and the battle develops.

Mission

Hold Carpiquet, The Airfield and the Airfield Control buildings.

Deployment & Reinforcements

Turn 1 Start of scenario. All forces are deployed on the table.
~ All units employing in BUS or in streets are considered in IP.
All troops and guns deploying in the open or in may deploy “dug in” double IP.
Troops and guns deploying in the positions marked on the map as Trenches will be placed in fortified positions, including up to 4 log or concrete bunkers.
Up to 12 bases of mines may be deployed within the airfield perimeter
Up to 12 bases of barbed wire may be deployed within the airfield perimeter
Up to 4 BUS within Capiquet or La Motte may be upgraded to concrete pillboxes but only one may be placed with any one red circle.
Any hedgerows that affect the German fields of fire may be removed before the start of the game.

Reserve Reserve Forces will usually only enter the table once at least 3 victory locations have been taken by Canadian Forces. If Reserve Forces are requested or enter the table earlier than this costs the Germans One Victory Point.

Panic Panic Reserve Forces will usually only enter the table once at least 4 victory locations have been taken by Canadian Forces. If Panic Reserve Forces are requested or enter the table earlier than this costs the Germans another Victory Point.

• **Discipline Rating**

- All MEs are Elite.

• **Off board Artillery**

- Direct Fire Support originates from Southern Table edge.
- All German FOOs may spot for either Artillery or Werfers.
- To simulate Limited Ammunition and/or Counter Battery Fire the following restrictions apply for all off-board Artillery and Werfers.
 1. If a call for fire is ever failed then roll an additional 1 d10 for each battery firing. If the result is lower than the current turn number divided by 5 **OR** is a “1” the battery will suffer an additional, cumulative –1 on all subsequent Calls for fire.
 2. **OR** if a battery is firing at the trailing edge of the Allied Barrage roll a d10 with a 1 resulting in that battery suffer an additional, cumulative –1 on all subsequent Calls for fire.
- A battery affected in this way may continue to attempt further calls for fire but all future penalties on calls for fire are cumulative.
- A battery with limited ammunition may be restored to normal operations by voluntarily ceasing firing (announcing that you are doing this to build up stocks of ammo or relocate following counter battery fire) and then rolling a 5 or more on 1 d10 (for artillery) or a 6 or more for werfers. A battery doing this may not fire again until it has made a successful roll.
- Nebelwerfers may only fire once every 3 turns to simulate the effects of counter Battery fire.

• **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.
- Any Kübelwagns may be replaced with Schwimmwagns.

• **Canadian Forces**

- The Canadian player is initially deployed behind the Ridge Line unless the Accelerated Advance to contact option is in operation when Canadian troops will deploy such that the closest position of his troops to the closest defending German unit is no less than 5” and no more than 8” (other forces may be more distant from each other.)

- **Hidden Unit Status**

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

- **Casualty Reconstitution and “Walking Wounded”**

- Every time a German vehicle or troop stand is destroyed there is a chance that the survivors will retire to Battalion HQ and band together to continue fighting or that their wounded will not be totally incapacitated but evacuate to the Battalion HQ and await further orders.
- Each time a German vehicle (excluding transport), gun or troop stand is destroyed then roll 1 die and add 1 if the destroyed unit is a 3 figure troop stand. On a result of 10 or more the destroyed in its current location and moved to Battalion HQ ME as Reconstituted Infantry. Reconstituted Infantry may only be CO, Inf (with or without Pzfaust) or LMG. All others are replaced by an infantry stand (no Pzfaust).
- Reconstituted infantry count exactly as normal Infantry. The size and strength of the Battalion HQ ME is increased by their addition (with proportional casualties being reduced accordingly if applicable). Reconstituted Infantry count for a casualty reconstitution roll if KOed.
- Reconstituted infantry must be placed within 5” of the Battalion CO or the MO and may not be placed within 10” of a known enemy. If this is no possible to achieve then the reconstituted or walking wounded unit is KOed.
- Casualty reconstitution does not stop the unit being KOed from its original ME and counting as casualties for that original ME.

German Forces

1st Battalion HQ, 26th SS Pz Gren Regt (Elite) – Stubaf Krause plus Kübelwagen

Commander plus Sdkfz 251/3, 3 x FOO plus Kübelwagen, PaK 40 plus Sdkfz 11, 20mm Flak 38, 2 x Infantry (with Pzfaust).

1st Company 26th SS Pz Gren Regt (Elite) – Ostuf Eggert

Commander, 6 x Infantry (3 Pzfaust, 1 Flame, 1 Panzerschreck), 3 x LMG, 2 x HMG, 1 x 80mm Mortar

2nd Company 26th SS Pz Gren Regt (Elite) – Ostuf Gröschel

Commander, 6 x Infantry (3 Pzfaust, 1 Flame, 1 Panzerschreck), 3 x LMG, 2 x HMG, 1 x 80mm Mortar

3rd Company 26th SS Pz Gren Regt (Elite) – Ostuf Düvel

Commander, 6 x Infantry (3 Pzfaust, 1 Flame, 1 Panzerschreck), 3 x LMG, 2 x HMG, 1 x 80mm Mortar

4th Company 26th SS Pz Gren Regt (Elite) – Ostuf Hartung

Commander plus Sdkfz251/10, FOO plus Kübelwagen, 2 x Panzerschreck, 3 x Pioneers (2 with flamethrower, 1 with Pzfaust), 3 x 80mm Mortar, 2 x 75mm Infantry Guns plus Sdkfz10, 1 x PaK 40 plus Sdkfz 11, 1 x 150mm Infantry Gun (no tractor), 2 x 20mm Flak 38.

2nd Battalion of the 12th SS Panzer Regiment (Elite)

9th Company 12th SS Panzer Regiment (Elite) – Hstuf Büttner

1 Command PzIV (H or J), 4 PzIV (H or J), BeobPzIII.

4th Company 12th SS Panzer Regiment (Elite) –

1 Command Panther, 1 Panther

12th SS FlaK Battalion (Veteran)

1st Company 12th SS FlaK Battalion (Veteran)

Command plus Kübelwagen, 2 x 88mm Flak 41 plus 2 x Sdkfz 7, 2 x 20mm Flak 38 plus Sdkfz 10

2nd Company 12th SS FlaK Battalion (Veteran)

Command plus Kübelwagen, 2 x 88mm Flak 41 plus 2 x Sdkfz 7, 2 x 20mm Flak 38 plus Sdkfz 10

4th Company 12th SS FlaK Battalion (Veteran)

Command Sdkfz 7/2, Sdkfz7/2, 2 x Sdkfz 10/4

Direct Fire Support SS Panzer Artillery Regiment 12

1st Bn - 3 Batteries of 3 x 105mm Howitzers (0/-1)

2nd Bn - 1 Battery of 2 150mm Howitzers (+1/+2)

3rd Bn - 3 Batteries of 3 15cm Nebelwerfers (lrg template 0/+1)

Reserve Forces

16th Company 26th SS Panzer Grenadier Regiment – Ostuf Trompke

Commander plus Sdkfz251/10, 6 x Pioneers (2 Pzfaust, 2 Flame), 2 PzShrek, 2 HMG, 3 x Sdkfz 251/7, 1 x Sdkfz 251/2, 1 Sdkfz 251 Stuka zu Fuss.

13th Company 26th SS Panzer Grenadier Regiment

2 x Grille

Panic Reserve Forces

9th Company 26th SS Pz Gren Regt (Elite) – Ostuf

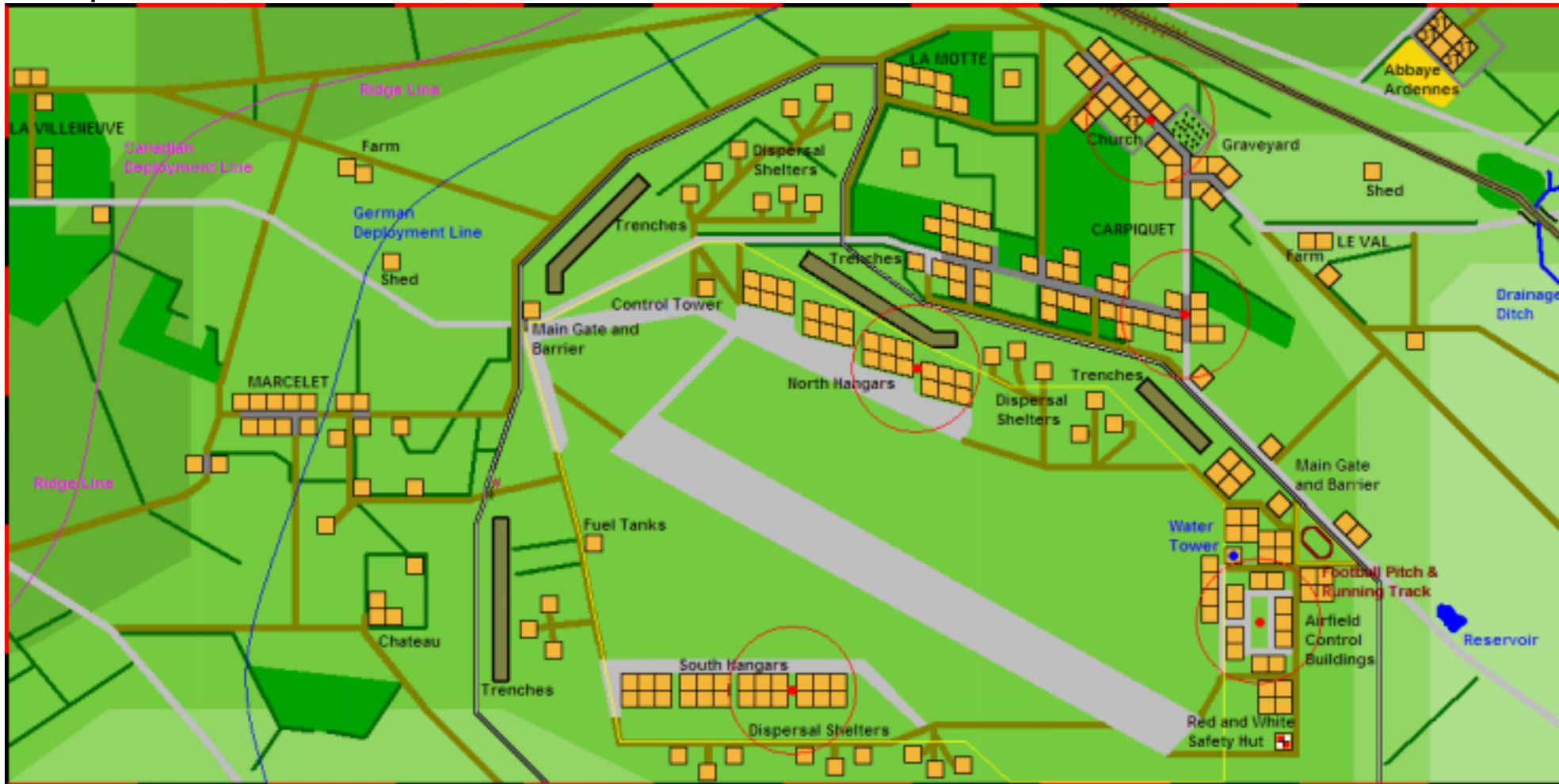
Commander, 6 x Infantry (3 Pzfaust, 1 Flame, 1 Panzerschreck), 3 x LMG, 2 x HMG, 1 x 80mm Mortar, 2 Sdkfz 251, 2 Opel Blitz.

German Cards and organisations used

Pz IV	GE-003
Pz V (Panther)	GE-004
Grille	GE-015
Sdkfz 10/4	GE-019
BeobPzIII	GE-020
Sdkfz 251	GE-021
Sdkfz 251/10	GE-022
Sdkfz 251/2	GE-023
Sdkfz 10	GE-029
Sdkfz 11	GE-030
Sdkfz 7	GE-031
Kübelwagen	GE-034
Opel Blitz	GE-036
75mm Infantry Gun	GE-038.1
150mm Infantry Gun	GE-039
Pak 40	GE-041
88mm Flak 41	GE-042
20mm Flak 38	GE-043
Infantry	GE-044
Infantry with Flame	GE-044F
Infantry with PzSchreck	GE-044S
Pioneers	GE-047
FOO	GE-048
LMG	GE-049
HMG	GE-050
Panzerschreck	GE-051
80mm Mortar	GE-052
Sdkfz 7/2	GE-059
Sdkfz 251 Stuka zu Fuss	GE-P23
Sdkfz 251/3	GE-P48
Sdkfz 251/7	GE-P64

Note that some of the German infantry may be equipped with Flamethrowers and Panzerschreck in addition to the usual Panzerfaust option. Use the appropriate alternate values for V and TGsV found on GE-044S and GE-044F.

Map & Terrain



Terrain Notes and Special Rules

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

- The playing area is 12' x 6' and north is the left long side of the map.
- The ground scale is 1½" = 40yds (approx 1" = 27 yds)
 - **THIS IS BFWWII 20MM GROUND SCALE**
- **All BUS are Stone Structures except those listed below:**
 - **BUS within Capiquet or La Motte**
 - Up to 4 may be upgraded to concrete / log pillboxes but only one may be placed with any one red circle.
 - **Control Tower**
 - Level 0 (Ground Floor) Stone Structure
 - Level 1 (1st Floor) Wooden Structure
 - Level 2 (Roof) Open - 2 fig bases only may not IP.
 - **Dispersal Shelter**
 - Treat as Stone BUS.
 - Aim points
 - No LOS to or from these Aim points on 3 Closed Sides - even 1" auto-spot.
 - If attacked whilst aligned to one of these aim points treat as Improved Hard Cover.
 - Open Side aim point treat as regular wood BUS.
 - 180 degree arc of visibility to/from aim point
 - Mortars cannot fire from within dispersal shelters
 - **Hangar**
 - 6 BUS Wooden Structure
 - Centre BUS areas may be occupied by vehicles.
 - Small vehicles occupy 1 BUS; Medium and Large vehicles occupy 2.
 - Vehicles are not placed in Hangar but are replaced by nearest infantry weapon (i.e. PZIV is replaced by PaK40)
 - Spotting into Hangar DOWN 2
 - Treat as PaK40 in all respects as nearest infantry weapon until destroyed or vehicle spotted when replace with real model.
 - **Water Tower**
 - Level 0 (Ground Floor) Wooden Structure
 - Level 1 (Roof) Open - 2 fig bases only may not IP.
 - **Abbaye Ardennes**
 - 6 BUS Level 0 (Ground Floor) Stone Structure
 - 3 BUS Level 3T (Towers) Wooden Structure - 2 fig bases only.
 - **Graveyard**
 - Rough ground enclosed by low wall.
 - **Drainage Ditch**
 - Shallow Stream
 - **Fuel Tanks**
 - Treat as high wall on 3 sides. Open ground with automatic IP on 4th side.

- Allies should believe that IDF may cause sympathetic detonation of fuel and destroy any defending troop stand.
 - Fuel Tanks are of course empty.
- **Red and White Safety Hut**
 - 1 BUS Wooden Structure
- **Airfield Nissen Huts**
 - 4 BUS Wooden Structures
- **Sheds**
 - 1 or 2 BUS Wooden Structures
- **Football Pitch and Running Track**
 - Flat Featureless Terrain
- **Entire Area of Airfield enclosed by yellow line**
 - Flat Featureless Terrain
- **Perimeter Wire Fencing**
 - Counts as Barbed wire
 - Troops breaching wire only creates a gap that other troops can pass through unless at a gate complex
 - Vehicles breaching wire creates gap that all units can pass through without breaching
 - Any additional wire placed by the German player counts as Barbed Wire.
- **Trenches**
 - Show the areas where if the German player deploys his troops will be placed in entrenchments, including up to 4 log and concrete bunkers, gun emplacements etc.
- **Minefields and Wire**
 - Minefields are medium density and combine both anti-tank and anti-personal mines.
- **Hedges**
 - All hedgerows are low except those marked with dots are high.
 - Any hedgerows that affect the German fields of fire may be removed before the start of the game.

Game Notes

The game starts at 0500 and lasts as long as is required (nominally 36 turns.)

The Canadian player moves first unless the Accelerated Advance to contact rule is in force in which case the German Player moves first.

The following optional rules are in force:

1. Base Sizes and Figure Scale
2. Grazing Fire
3. Sneak Manoeuvre Action
4. British Artillery – Replacement of FOO Casualties
5. Multi-Level BUS
11. Improved Position Clarifications
12. Flat Featureless Terrain
13. Destroying BUS and Rubble
14. Lanes, Streets & Roads & Rubble
15. Engineering Manoeuvre Actions

- 16. Minefield Rules
- 17. Laying Mines
- 18. Clearing Mines
- 19. Barbed Wire
- 25. Concrete Bunkers and Fortifications
- 26. Hobart's "Funnies"-Special Engineering Vehicles
- 27. Miscellaneous Additional Rules and Restrictions
- 30. Emplacing Guns (Rule Interpretations)

Victory Conditions

Victory is determined by the accumulation of Victory Points.

Victory Points are earned through ownership of Victory Objectives or as a result of Canadian casualties.

• Victory Objectives

- There are 5 Victory Objectives marked on the map by a red spot.
- Each Victory Objective held by either side at the end of the game earns that player one Victory Point.
- Victory Objectives are initially under German Control but can be seized by the Allies when an undisordered Allied unit Command unit is within 1" on the Victory Objective and no undisordered German units within 6" (marked by the red ring).
- They can be regained by German forces if the opposite conditions apply.

• Canadian Casualties

- The Canadian Player has 4 Infantry Regiments and an Armoured Regiment.
- The German player gains ½ Victory Point at the end of the game for each Canadian Regiment that has taken greater than 40% casualties (i.e. 25 or more un its KOed from any Infantry Regiment or 13 tanks KOed from the Armoured Regiment)
- The German player gains 1 Victory Point at the end of the game for each Canadian Regiment that has taken greater than 65% casualties (i.e. 40 or more un its KOed from any Infantry Regiment or 20 tanks KOed from the Armoured Regiment)

The following Table is then consulted:

	British Player	German Player
Total Victory	3VP or more than the Germans	3VP or more than the Canadians
Major Victory	2VP more than the Germans	2VP more than the Canadians
Minor Victory	1VP more than the Germans	1VP more than the Canadians
Draw	All other Results	

