

Blood & Honour – Hitlerjugend in Normandy

The Battle of Quensay Woods “A few can hold against many here”¹”

August 10 1944

Scenario written by Paddy Green and Richard de Ferrars.
Additional play testing by Stephen Uden.

Canadian Player Briefing

Situation

Lt Col Jock Spragge, acting Commander 8th Canadian Infantry Brigade, 19:45 10th August.

Late this morning Brigadier Blackader called you to his HQ and over his large map table he reminded you of the initial success of “Totalize” Phase 1 but then contrasted this with disappointing progress being made during Phase 2. Pointing at Hills 195 and 206 he observed that they controlled the road to Falaise and recounted the sorry tale of the recent attempts to take Hill 195. Worthington Force had got lost in the first attempt and perished on the slopes of Hill 140 some 6 ½ kilometres away. He contrasted this with the stunning success of the attack on the correct hill last night by Argyll and Sutherland Highlanders. With careful planning, Lt Col Dave Stewart had executed a brilliant approach, under cover of darkness, that did not disturb the enemy and enabled his whole battalion to take and dig-in on Hill 195 without firing a single shot.

Since then Halpenny’s attempts to reach the forces on Hill 195 have been stopped by 88mm fire sweeping the position from behind a row of trees running north-east from Aisy. An earlier attempt to drive south down the main road by 21 Cdn Armd Regt left fourteen smouldering hulls when they came under the fire from enemy tanks concealed in Quesnay Woods. All 4 Cdn Armd Div attempts to exploit to the south are now being thwarted by the German forces in Quesnay Wood leaving the troops on Hill 195 exposed to furious counter attacks by remote controlled tanks. Clearly Quesnay Wood is now the vital ground and the whole Division will remain stalled while German Forces remained there. Blackader then went on to outline General Simmonds orders requiring your 8th Infantry Brigade to attack and take Quesnay Woods today, after 1600.

Returning to your HQ you realised that there was scant time available for reconnaissance. The information obtained from forward companies and from 7 Cdn Recce Regt made it abundantly clear that the woods were held in strength, which is bad news. Worse still, you do not have any accurate maps of the area and you do not know the nature of the terrain. This has prevented you gaining a good appreciation of the ground. It is possible that there are clearings in the woods – but you just don’t know. It is your intention was to sweep the woods south-east from the village of Quesnay itself with North Shores and Queen Own Rifles of Canada on the right, then to pass the Regiment de Chaud through Q.O.R. to clear the bend in the railway between La Grange-de-Dime and the mine-workings to the south-east. An impressive artillery effort has been quickly designed by your C.R.A. and tasks were assigned to 12 and 13 Cdn Fd Regts, to the Polish divisional artillery and to 2 Cdn and 9 Brit Army Groups R.A. Furthermore, a number of Typhoons are available. You feel confident that this force would be enough to break into the woods. However, over the last few hours road congestion has caused delay upon delay in bringing up your forces. This has already caused the start time to slip for 1600 to 2000. On top of this you know that the North Shores are down to 3 fighting Companies after the ‘friendly fire’ from the B-17s of the 8th USSAF on 8th August. Although frustrated, you are unconcerned and feel that a night attack might just give you the edge. However, it is obvious to you that the Typhoons will be wasted after dark and so you have called them in to engage targets of opportunity in the wood while light remains.

Mission

Take and Hold Quesnay Woods with minimum casualties.

¹ Kurt Meyer grenadiers p.164

Canadian Deployment, Notes & Special Rules

• Deployment and Reinforcement

Turn 1 Start of scenario. All forces may enter the table anywhere along the North table edge or within 12" of the northwest table corner. (Highlighted in pink on the map)
Typhoons arrive and conduct self-spotted attacks.

• Discipline Rating

- All MEs are Experienced. This drops to Trained when Night Time Good Visibility rules come into force on turn 7.

• Air Support

- Up to 4 Typhoons with Rockets are available and appear on either turn 1 or turn 2. The Allied player may deploy these in either turn or may choose not to deploy them at all.
- They will enter the board anywhere on the western edge and exit anywhere on the eastern edge and fly a straight line between the 2. The Typhoons flight path may not pass within 24" of the Allied Barrage.
- The Typhoons will self spot and attack any spotted armoured vehicle with rockets and strafe any TSvG target.
- Spotting is assumed to be from the most advantageous point on the flight path and is assumed to be from a spotter at higher elevation (UP1) conducting a Rapid Advance (DOWN 1).
- Any unit deep in dense cover or conformed behind dense cover with respect to the flight path has a blocked LOS and will only be spotted if moving and/or firing.
- This should provide sufficient incentive for the German player to hide his tanks in the woods!

• Hidden Unit Status

- All German MEs count as hidden at the start of the game and are deployed behind line AB.
- No Canadian unit may claim hidden unit status at the start of the game.

• Off board Artillery

- Despite limited time, the Canadian commanders had managed to assemble an extremely powerful artillery support plan involving Canadian and Polish Divisional artillery as well as elements from 2 AGRA (2nd *Canadian* and 9th British). The important elements that had a important effect on the battle are represented in this scenario.
- All Fire Support originates from the North Table edge.
- **Preliminary barrage**
 - All available Field Regiments are 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
 - Turn 1 Place barrage templates 4" in from north board edge
 - Turn 2-6 Advance by 4" per turn
 - Turn 6 Mixed shell and smoke
 - 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).
 - Note that it will be impossible for German FOOs to spot through this barrage out to more than 20" even if on higher elevation, because Dusk 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:
 - **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
 - **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 and Heavy Regiment Concentrations** The Canadian can fire pre-designated concentrations from two AGRA medium regiments.
 - These will be fired on turn 6 and turn 7 only (total of 4 concentrations)
 - Each concentration is 2x2 large templates and resolved at +2/+3

- The central aim point for these concentrations must be one or more of the Victory Objective location (marked on the map with a red dot).
 - The other AGRA Regiments are assumed to be engaging targets not represented on the board or are otherwise ineffective.
 - 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 -2.
- **On-call Artillery**
 - No other artillery is available until turn 8
 - From turn 8, the Canadian player has the Brigade's 13th Field Regiment available for fire support.
 - Each of the 2 troops in a battery has an attached FOO
 - Troop fire plan – organic FS if request from own FOO
 - Battery fire plan – organic FS if request from FOO, direct FS if request from other unit.
 - Regiment fire plan (MIKE) – direct FS (FOO only)
 - Under Night Time Rules Good Visibility Calls for fire may suffer a -1 modifier against suspected targets.
 - **Disorientation in Woods**
 - Because the Allies did not have effective maps of the woods and because orientation is particularly difficult in woods (where there are few visual clues with which to orientate yourself) and even worse at night then all calls for fire for On-Call Artillery made from within the woods suffer an additional -1 penalty. This is in addition to the night time modifier for suspected targets.
- **Movement in the Woods**
 - After earlier preparations and extensive scouting activity, the German forces are familiar with Quesnay Woods and can move about them with far greater ease than the Allied player. Germans count Quesnay woods as “Cleared Woods” for all movement whereas the Canadians count them as “Woods with Underbrush.”
 - For all other purposes the woods count as “Woods with Underbrush.”
- **Transport**
 - All company transport must be placed on table.
 - 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.
 - Universal Carriers used for transport (no MG) do not count as armour for the purposes of either manoeuvre rolls or Victory points.
 - White Scout Cars, and Universal Carriers (with MGs) count as armour in all respects.
- **Victory Points**
 - Because Victory points for this scenario are related to the number of MEs, Allied forces should be organized into 3 or 4 Infantry MEs, a Carrier platoon ME and an HQ ME containing everything else. 3” Mortars should not form a separate ME but should be attached to one of the former.

Allied Forces – Assault Forces

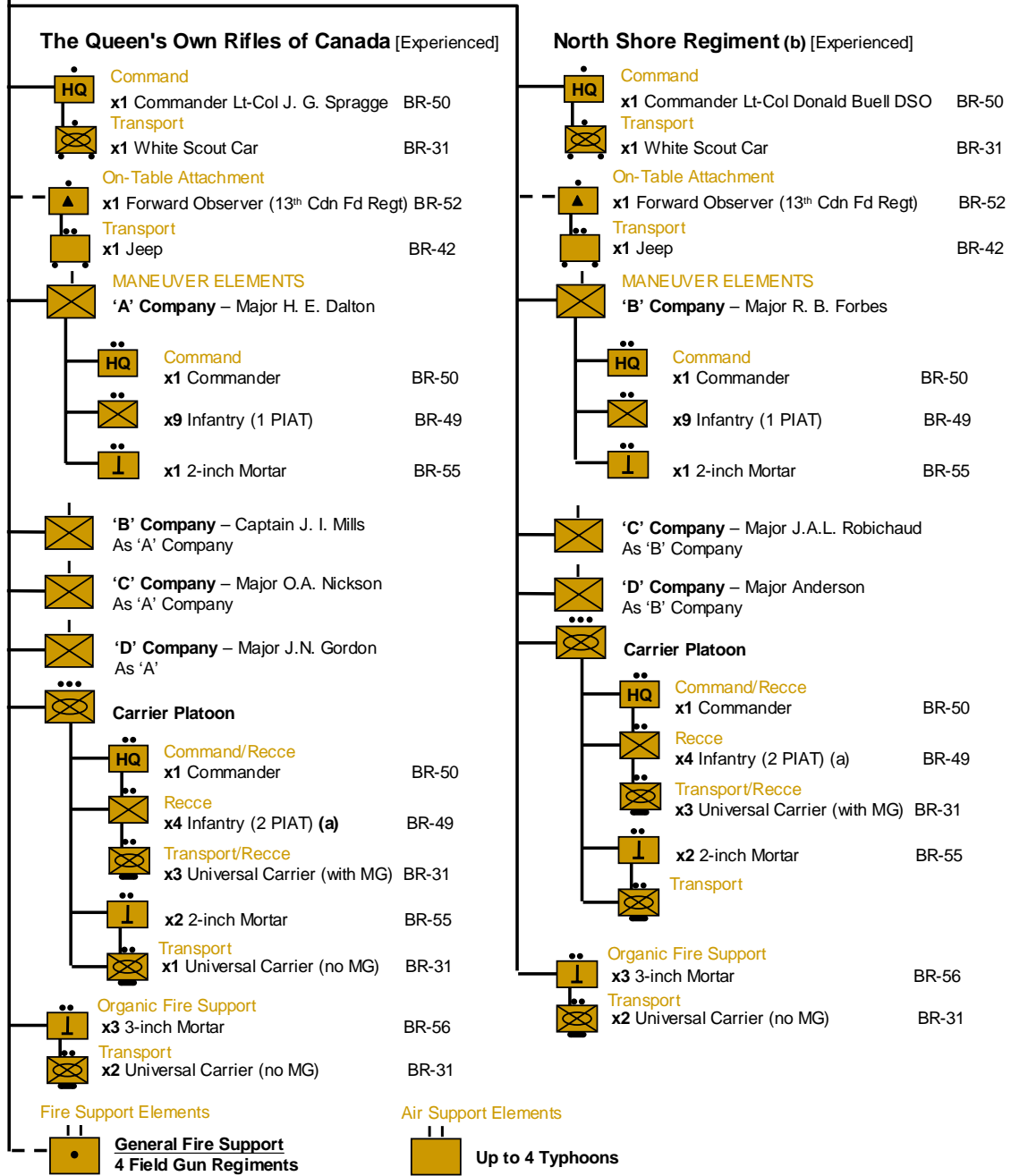
8th Canadian Infantry Brigade, 3rd Canadian Infantry Division



BATTLEGROUP

8th Canadian Infantry Brigade, 3rd Canadian Infantry Division

Lieutenant-Colonel J. G. Spragge [Experienced]



(a) May replace 2 Inf with 2 Bren LMG BR-53
 (b) 'A' Company is missing as it was badly hit by friendly fire from Allied bombers on 8th August.

German Player Briefing

Situation

SS-Standartenführer Kurt "Panzer" Meyer, 19:45 10th August 1944 at Tombeau de Marie Jolie

The situation remains desperate – but it is improving! During the last 72 hours the Canadians have bludgeoned through the German defences half way to Falaise. The main responsibility for the defence has fallen on your exhausted 12th SS Hitlerjugend Panzer Division, devastated during the last 2 months of continuous fighting. However, 2 days ago Waldmüller's counter attack, stiffened by Wittman's Tigers, stalled the Canadian advance. Since then, dogged defence by the Begleit Companies in the east, by Willi Klein's 25th SS Pz Grens in the quarries south of Hautmesnil and yesterday on the bloody slopes of Hill 140, have all brought you the time you needed. Waldmüller is now solidly dug in on the high ground north of the River Laison where he controls the exit from Estrees-la-Campagne and Soignolles. Olbloeter's "fast group" is holding the southern slopes of Hill 195. To the rear, covering the approaches to Potigny and preventing any armoured thrust down RN 158 are the 88mm guns of the Flak Regiment. However, the cornerstone of this defensive line is Kampfgruppe Wünsche, whose tanks are solidly emplaced in Quesnay Woods, supported by Krause's small KG based upon I/26. Here they control the road to Falaise, prevent any reinforcement of Hill 195 and are safe from air attack.

This morning started badly. Olboeter's attack on the ridge of Hill 195, supported by "Bogward" remote-controlled tanks, was beaten off by the Canadians who managed to advance a battlegroup up in support. However, this armour fell victim to a murderous flanking fire from Kampfgruppe Wünsche in Quesnay Woods, which stopped them in their tracks. Amazingly, since then, the Canadians have been inactive despite their overwhelming superiority in air power and artillery and a 10:1 advantage in tanks. Although you find this difficult to understand, it bears witness to the strength of your position. As in a game of chess, your opponent may have more and stronger pieces but yours are arrayed to mutually support each other. Their strength lay not only in their own arms but those of their comrades. At the heart of this defence, the commanding piece on the chess board, is Kampfgruppe Wünsche in Quesnay Woods.

You visited Quesnay Woods early this afternoon to inspect the position and warn of an impending attack which you expected to develop at any moment. Max Wünsche was in good form as you shared a small meal together. The morale of his men was outstanding as they discussed their "hunting" exploits and asked you to send more Shermans to light up the sky. They shrugged off the air attacks of an hour earlier which had caused little damage. Later you met with "Papa" Krause; his calm, fatherly demeanour had clearly made an impact on his young soldiers. Their digging had turned the edge of the wood into a fortress, despite the stones and centuries of inter-twined tree roots. Everything was prepared to defend against an attack, but how would it develop. An armoured thrust would be easily defeated by Wünsche's tanks, as the others had been. An infantry led attack could be swept aside as it advanced through the open fields – but at night it could have more chance of success. However, your greatest fear was that the Canadian inactivity was a prelude to the massed use of strategic bombers followed by a rolling armoured advance. Nothing could stop this!

You left Quesnay Woods feeling like Siegfried. You had forged the 12th SS Hitlerjugend Division Panzer Division as Siegfried had forged Nornung, his magic sword. For the last 2 months you had been fighting against gods and dragons and then you smiled as you thought of the Canadians as Nibelung Dwarves. However, you now stood before the Ring of Fire with Wotan's spear pointing at your heart. Could you vanquish your opponent or would your Division eventually succumb to fear and be forced to bear the pain of defeat as well as death?

Mission

Hold Quesnay Woods with minimum casualties – in particular do not squander your "Big Cats."

Deployment & Reinforcements

Turn 1 Start of scenario. All forces deploy on table south of line AB.
All troops may deploy "dug-in" (double IP) and all tanks may deploy Hull down.
Only 1 armoured ME may deploy north of line CD. These may not be Tigers which must deploy behind line EF.
At least 1 Pz Gren ME must deploy in reserve south of line CD.
88mm Flak Guns must deploy behind XY and may not be moved during the game.

• **Discipline Rating**

- All MEs are Elite. This drops to Veteran when Night Time Good Visibility rules come into force.

• **Off board Artillery**

- Direct Fire support and General Fire support originates from the southern table edge.
- FOOs may call either Artillery or Werfer fire with no penalty.
- Under Night Time Rules Calls for fire may suffer a -1 modifier against suspected targets.
- The 105mm guns in Direct Fire support have recently deployed next to an abandoned ammunition dump. They have unlimited ammunition during this scenario.
- Following the destruction of TF Worthington the Nebelwerfers have limited ammunition and may only fire 3 times during the battle.
- During the Allied advance the German FOOs may not be able to spot the advancing infantry through the Barrage. However, they may direct fire to the back of the Barrage. This may not be concentrated.

• **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.

• **Hidden Unit Status**

- All German MEs count as hidden at the start of the game.
- All troops may deploy "dug-in" (double IP) and all tanks may deploy Hull down.
- A single row of trenches lines up to 12 cm long (able to accommodate no more than 4 troop stands) may be placed within the woods.

• **Movement in the Woods**

- After earlier preparations and extensive scouting activity, the German forces are familiar with Quesnay Woods and can move about them with far greater ease than the Allied player. Germans count Quesnay woods as "Cleared Woods" for all movement whereas the Canadians count them as "Woods with Underbrush."
- For all other purposes the woods count as "Woods with Underbrush."

• **Clearings within the Woods**

- The Allied player does not know any more detailed information than is shown on the basic map. You however know that there are several tactically important clearings within the wood as shown in the German (Correct) Map.
- If the Allied player moves into these clearings he must halt, conformed to the edge. All further movement for that ME ceases although a second manoeuvre action is permitted as long as it does not count as movement.

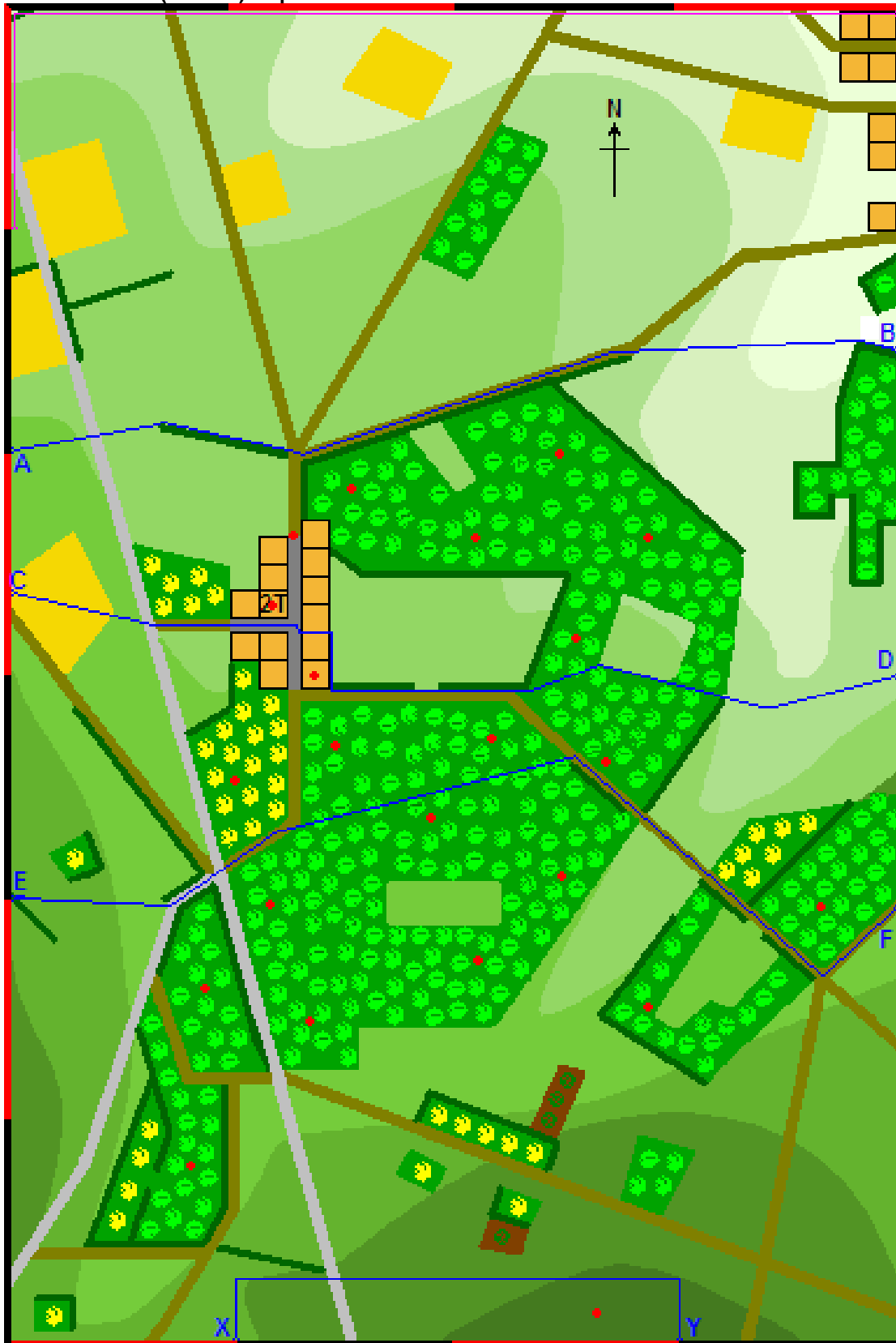
• **Hidden Tank assumed Deserted**

- If desired the German player may declare that a single tank model is hidden. This tank can only be placed in the orchard west of Quesnay Village (not to the south west) and must be hull down. This tank will not be spotted by any enemy unit outside 1" unless it moves or fires (in which case normal rules apply). Units closing within 1" need to roll a 5 or more in a die roll modified by +/- discipline rating to notice that the tank is not abandoned – in which case normal rules apply. This tank may be activated by the German player at any time at which point onwards normal rules apply.

• **Victory Points**

- Because Victory points for this scenario are related to the number of MEs, German forces should be organized into Pz Gren MEs with all heavy Weapons attached to one of the Pz Gren MEs or the HQ ME.

German (Correct) Map & Terrain



The battle area was mostly dense woodland with thick undergrowth.

- The playing area is 6' x 4' and north is the top table edge..
- All buildings are stone. Buildings marked "2T" is a two level tower structure.

Kampfgruppe Wünsche – Elements, 12. SS Panzer Division ‘Hitlerjugend’



Map & Terrain



The battle area was mostly dense woodland with thick undergrowth.

- The playing area is 6' x 4' and north is the top table edge..
- All buildings are stone. Buildings marked "2T" is a two level tower structure.

Game Notes

The game starts at 2000 and lasts for 30 turns. Turns 1-6 inclusive are Dusk and Dusk Rules apply. During the remainder of the game Night time rules Good Visibility apply.

The Canadian player moves first.

All agreed optional rules listed separately are recommended.

Victory Conditions

	<i>Canadian</i>	<i>German</i>
Total	Take and hold Quesnay Woods with more than 10 VP more than the Germans.	Repel Allied attack with more than 10 VP more than the Allies.
Major	Take and hold Quesnay Woods And with more than 5 VP more than the Germans.	Repel Allied attack with more than 5 VP more than the Allies.
Minor	Win more VP than the Germans	Win VP than the Allies

Victory Points

• **Victory Points (VPs) are awarded as follows:**

- ½ VP awarded for every Infantry ME with 25% casualties or greater.
- ½ VP awarded for every Gun (ignore transport) or Universal carrier KOed.
- 1 VP awarded for every Infantry ME with 50% casualties or greater.
- 1 VP is awarded for Flak Half Track, Sdkfz 251 or APC KOed.
- 1 VP is awarded for every aircraft shot down.
- 2 VP awarded for every Infantry ME with 75% casualties or greater.
- 2 VP is awarded for every PzIV or Flak Pz KOed.
- 3 VP is awarded for every Panther or 88mm Flak KOed.
- 4 VP is awarded for every Tiger KOed.
- 1 VP is awarded for every Victory Objective location (marked on the map with and red dot) in Allied hands at the end of the game. To seize a Victory Objective location the Allied Player must have an undisordered unit on the red dot or within 4" south of the red dot at the start of an Allied Players turn. The German player may seize back a Victory Objective location in the same manner – this has not effect other than to deprive it to the Allied Player. Note that these red dots are the only legitimate aim points for Medium and Heavy Regiment Concentrations.

Note that VPs are designed to make the German player very cautious in his initial deployment and subsequent use of his Big Cats. He should be more willing to loose the entire northern section of the woods than loose a Tiger and should note how vulnerable his tigers are in woods at night.