

Tactical Combat Series:

Canadian Crucible: Brigade Fortress at Norrey

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Research: Thanks goes out to Stan Medland and Lorne Hanson (who were there and fought with the 3rd AT Regiment), Mike Bechthold, John Mundie and Mike Traynor for their help in this project. A special thanks goes also to many whose devotion to detail were instrumental in bringing this game to its polished finish; Rick McKown, Carl Fung, Perry Andrus, Hans Hishel, Vincent Lefavrais, Laurent Guenette, Larry Davidson, Ethan McKinney, Art Brochet, and Jay White. Of course this whole project would never have made it without the supreme help of Lee Forester to bring this all together. Lee's had to put up with a lot from me but I can still call him a friend.

Dedication: To Stan Medland, Lorne Hanson, in memory of Charles Martin and all those who were there in the name of freedom. Also to my kids Justine, Harrison and Adam, who I hope will never have to make the same sacrifice.

Introduction

The three-day battle depicted here, which the Germans called the First Battle for Caen, began on June 8th (D-Day +2). The 7th Brigade of the 3rd Canadian Infantry Division was dug-in on its D-Day objectives.

Aware of the resounding defeat that the 9th Brigade had suffered the previous day at the hands of the *Hitlerjugend*, the 7th Brigade prepared a fortress around Bretteville, Norrey and Putot. The soldiers of the Regina Rifles and the Royal Winnipeg Rifles, still understrength from their D-Day losses, awaited the inevitable encounter with the grenadiers of the 12th SS Panzer Division. The Canadians must hold their thin red line at all costs, as failure to do so could result in a serious setback affecting the invasion time table and loss of the initiative to the Germans.

1.0 General Special Rules

1.1 Terrain Notes

1.1a Intermediate Contour Lines. Intermediate dotted contours do not affect movement but are used to determine elevation.

1.1b Craters. Craters have no effect on play and only show the location of the naval bombardment which took place on D-Day, as observed on aerial photos.

1.1c Tree-lined Roads. Tree-lined road hexes are Open Terrain and do not block LOS. Any Low-Trajectory Fire into a Tree-lined Road hex or crossing the tree-lined graphic in such a hex incurs a -1 shift on the Fire Table per applicable tree-lined road hex.

1.1d Wheat Fields. The map area was covered with extensive wheat fields which helped to mask German movements. Treat Open hexes as Partly Protective for Area targets on the Spotting Range Table and the Sortie Success Table. There is no additional effect on the Fire Table.

1.1e The Mue River. North of the railway line (60.17/61.18), the Mue River is flanked by steep sloping sides that are covered by thick brush and man-made hedges and

walls. Only Infantry and MG units may cross this feature at the cost of all their movement points (they must begin their Action Phase in Move Mode adjacent to it). Units forced to SYR across this feature are eliminated.

South of the railway, the Mue is more of a creek and can be traversed with an additional movement cost as per the Terrain Effects Chart.

1.1f Railway Cutting. The Railway Cutting hexes in Canadian Crucible were not terribly deep, but were obstacles to any vehicular movement. Only Area targets using Foot Movement may enter a Railway Cutting hex without a road. Other units may only enter or exit a Railway Cutting hex using road movement.

Railway Cutting hexes are treated as Partly Protective terrain for Area target units. All other units (including Area target units entering the hex using road movement) ignore Railway Cuttings for combat purposes and use other terrain in the hex normally.

1.1g Railway Embankment. Railway Embankments have the following effects in addition to normal LOS consequences:

- (a) Movement-based Overwatch Triggers are assumed to occur "on" the Embankment, not the center of the hex; this in an exception to TCS 4.01 15.2b.
- (b) Any unit in an Embankment hex is always considered to be "on" the Embankment. (Exception: when using road movement through a Tunnel to pass under the Embankment; see CC 1.1h).
- (c) Vehicles treat Embankment hexes as Billiard Table terrain for combat purposes. Infantry and Weapons units treat them as Open Terrain for combat purposes.
- (d) Units using Wheeled movement may only enter or leave an Embankment hex via road movement.

1.1h Tunnels. Units using a Tunnel to pass under a Railway Embankment must use road movement to both enter and exit the Tunnel hex. Such units may not voluntarily stop in the Tunnel hex—unless they become Suppressed or Paralyzed in the hex they must continue moving and exit.

Tunnels are bottleneck features (TCS 4.01 20.1d).

Units that become Suppressed or Paralyzed while moving through a Tunnel are considered “on” the Embankment in that hex [see CC 1.1g(b)].

1.1i Hedgerows. Hedgerow hexsides block LOS unless they are immediately adjacent to the firer, observer, or target hex. In addition, the LOS for Movement-based OW can only cross a Hedgerow hexside if the target is adjacent to the firer or observer.

For Spotting and Low-Trajectory Fires that cross a Hedgerow hexside adjacent to the target hex, treat Open Terrain target hexes as Partly Protective for both Area and Point Targets.

If any portion of a hexside has the Hedgerow graphic, nonArea target units may only cross the hexside using road movement, in which case the road crossing the Hedgerow hexside is a Bottleneck feature (TCS 4.01 20.1d).

1.1j Slivers. Ignore “slivers” of buildings and trees bleeding over hexsides when determining the terrain of a hex—there must be a substantial presence of a feature in a hex to be counted (i.e., a whole building, two or more entire tree symbols, etc.)

1.1k Pond. The two Pond hexsides (57.26-58.26 and 57.26-58.25) cannot be crossed. Treat Pond hexes as per the other terrain in the hex.

1.2 Artillery

1.2a Terminology. For Canadian and British units the term “Regiment” is equivalent to “Battalion” for all purposes.

1.2b Pre-Plotted Barrages. Both players may assign available artillery units to fire Pre-Plotted Barrages in lieu of the normal Artillery Missions described in TCS v4.01 18.0. In certain scenarios, before either player sets up, Pre-Plotted Barrages may be planned for any turn desired, including the first turn. Once play has commenced, however, new Pre-Plotted Barrage missions must be scheduled to arrive at least six hours from the turn in which they are planned. Artillery units that are scheduled to fire a Pre-Plotted Barrage may not fire any other Artillery Mission until their Pre-Plotted Barrage has been fired.

To schedule a Pre-Plotted Barrage during subphase (3) of the Aircraft & Artillery Phase, record the firing unit, start time,

duration (1–3 turns), Mission type (HE or Continuous, Battalion or Battery, Fast Fire, Smoke), and the target hex(es). Once it has been scheduled, a Pre-Plotted Barrage cannot be cancelled or modified. For multi-turn Pre-Plotted Barrages, each successive target hex must be within 3 hexes of the previous target hex.

Pre-Plotted Barrages are conducted in Initiative order during subphase (2) of the Aircraft & Artillery Phase in accordance with TCS v4.01 2.0. Observing is not required, but all Pre-Plotted Barrages must roll for scatter. Roll a single die and determine scatter as follows:

1-3	No scatter
4-5	Scatter one hex
6	Scatter two hexes

If the result is scatter, roll a second die to determine the direction of scatter. To determine Mission Adjustment roll another die:

1-3	Good Shoot
4-6	Bad Shoot

Important: German Pre-Plotted Barrages ARE subject to 3.2a Fire Control. German artillery control was a mess during the first part of this battle.

Pre-Plotted Smoke missions always produce an Artillery Smoke marker.

1.2c On-call fires. In order to fire any normal (i.e. non Pre-Plotted) Artillery Mission, an artillery formation must be on an implemented Op Sheet. Only units on the same implemented Op Sheet as the artillery formation can observe for its Artillery Mission. Artillery battalions and regiments count as single elements for Op Sheet size but do not qualify for the Staff Modifier.

1.3 Variable Events

A number of special rules are listed as Variable Events in each side's special rules. Use the Variable Events Table (VET) in the Campaign Game (Scenario 5.7), rolling sequential dice (11–66) on full hour turns after subphase (7) of the Command Phase and implementing any result called for on the VET. Use the VET as well for scenarios 5.1–5.4, though certain events are ignored: see each scenario for details.

1.4 Exiting the Map

Players may designate friendly entry zones (German zones 1–6, Canadian zones A–D) as Rally Points for Op Sheet failure. Units which fail their Op Sheet may exit the map (at a cost of 1 Movement Point) at their designated zone. These units may once

again enter the map when they are on a new implemented Op Sheet. They may enter the map via any eligible friendly zone, (2–5 for Germans, A–D for Canadians). Both players may also create Move Op Sheets with a friendly entry zone as the goal.

Note: This rule gives both players assembly areas to reorganize for new operations safe from enemy attacks. Units off-map can recover vehicle and battalion morale normally and can also receive replacements (CC 5.7).

2.0 Canadian Special Rules

2.1 Canadian Command and Control

2.1a Canadian Commander's Intent. The Canadian commander must hold all CDBs to prevent any German counterattacks from disrupting or throwing back the Allied invasion.

2.1b Command Prep Rating. The Canadian Prep Rating is 5 from 0300 June 8th to 1300 June 8th. After this it drops to 4 for the rest of the game.

2.2 Canadian Defense Boundaries

The dashed lines around Norrey, Bretteville and Putot designate Canadian Defense Boundaries (CDB). Canadian units must be within a CDB area to fire an SFA or to dig-in.

At 1700 on June 9th, or when the Canadian player requests Emergency Reserves (CC 5.7), these CDB restrictions are lifted.

2.3 Canadian Air Support

On every hourly day turn except for 1200, 1300 and 2100, the Canadian player rolls a single die for Air Support on the Sortie Table to determine the number of Sorties available. Place any new aircraft received two turns ahead on the Turn Record Track. Thus if two new Sorties are received at 1400, place them in the 1440 box. The Canadian player can take any such aircraft and use them during any Aircraft & Artillery Phase, including the current one, up to and including the turn they occupy on the Turn Record Track. If not used by then, the Sorties are lost (they have run out of fuel and must return to base). This effectively lets the Canadian player wait up to an hour to use any aircraft he receives from the Sortie Table.

2.4 Canadian Artillery

The following artillery regiments and batteries are represented in the game with the usual Barrage markers. Each scenario will indicate which specific formations are available.

7th Brigade Support

12th Field Regiment RCA

11th Field Battery (105mm)

16th Field Battery (105mm)

43rd Field Battery (105mm)

13th Field Regiment RCA

22nd Field Battery (105mm)

44th Field Battery (105mm)

78th Field Battery (105mm)

9th Brigade Support

14th Field Regiment RCA (105mm)

19th Army Field Regiment RCA (105mm)

British Artillery Support

79th Medium Regiment RA

108th Battery (4.5")

109th Battery (4.5")

The Canadian player uses the 10 column on the Artillery Adjustment Table.

2.4a 14th and 19th Regts. Artillery support from the 9th Brigade (14th Field Regiment RCA and 19th Army Field Regiment RCA) is available to support Canadian counterattacks. These artillery regiments may only fire Pre-Plotted Barrages (1.2b) and can only target hexes in Putot, Norrey or Bretteville CDBs. These fire missions are automatically Fast Fire Battalion HE missions lasting up to 3 turns. Each regiment may fire only TWICE per campaign game or as per scenario instructions. These barrages do not consume any ammo.

Missions may be Pre-Plotted at any time for the 14th and 19th Regiments, but if at the time of execution there is no implemented Canadian Attack Op Sheet aimed at recovering the CDB in which the mission has been planned, it is automatically a No Shoot. This DOES count as one of the two allowed missions.

2.5 Canadian Variable Events

2.5a Naval Gun Support. When called for by the Variable Events Table, the Canadian player receives naval gun support. To mark how long naval gun support is available, place the naval gun Barrage marker two turns ahead on the Turn Record Track. The Canadian player may use this Barrage during any turn this hour. If he fails to use

this Barrage during this period, he loses it, but may get it again via the Variable Events Table. Any Infantry platoon can observe for this fire. The naval gun Barrage marker has an Attack Zone radius of two hexes rather than the normal one hex radius of Battalion fires. It is a HE mission. There cannot be any Canadian units within 5 hexes of the target hex.

A maximum of one naval support Barrage is allowed per game. Once the Barrage is fired (whatever the result, even No Fire), ignore any other results for naval gun support on the Variable Events Table.

2.5b Canadian Scottish Regiment. If rolled as an event on the Variable Events Table, C Coy of the CS immediately becomes available if not already in play.

2.5c Sabot Rounds. The Canadians introduced the experimental sabot AT rounds during this battle. Each time this result is attained on the Variable Events Table, all Canadian 6pdr AT guns have a P-fire strength of 4 rather than 3 for this hour.

2.6 Cameron Highlanders of Ottawa

Mortars of the CHLO are a division asset: any unit from an infantry battalion may observe for them.

2.7 Sherman Fireflies

Sherman Firefly tanks made their debut appearance on D-Day and were used as command tanks for 3-tank troops. Later they were reorganized to give the Fireflies more flexibility to provide overwatch, but that was a lesson learned in this battle. In addition, the Germans at this point did not recognize Firefly tanks as different from normal Shermans.

To simulate this, each non-HQ Sherman counter from C Squadron, 1st Hussars, and from Fort Garry Horse must have at least one Firefly of that unit stacked with it at all times. In addition, Firefly tanks may not be taken as losses due to Point Fires if there are any normal Sherman tank steps in the hex.

The effectiveness of the Firefly's 17-pdr tank gun against other tanks was out of proportion to its HE effectiveness. Treat all Firefly tanks as AT guns when firing Area Fires (i.e., they fire at 1/2 Fire Strength, rounded up).

2.8 Reinforcements

Reinforcements are listed for each scenario. In the campaign game, reinforcements are listed on the Reinforcement Charts which indicate the entry areas and turn available.

2.9 Night Laager

Canadian doctrine called for laagering armor formations during the night. Canadian 1st Hussars units automatically fail from any implemented Op Sheets they are on during the first night turn of each game day and must exit the map as soon as possible. They may not reenter before the first dawn turn of the next day.

2.10 Pioneers

Canadian assault engineers are called "pioneers" and are abbreviated "Pio". Count each pioneer step as two steps in Assault combat for determining their fire strength. Each pioneer step also receives a +1 modifier for AT Rolls.

2.11 British units

Treat British units as Canadian units for all game purposes.

2.12 Illum

Each night, beginning with the first night turn of the scenario, the Canadian player may not fire Mortar or Artillery Illum until a German unit has been spotted.

3.0 German Special Rules

3.1 German Command and Control

3.1a German Commander's intent. The High Command's intent was to push the Allies reeling back into the sea.

The plan was to attack the Canadian and British sector with three panzer divisions: 21st Panzer, Panzer Lehr, and 12th SS Panzer. Allied air power and electronic warfare proved to be very effective in disrupting the movement and communication of the German divisions. No clear situation report was available and command and control was in complete disarray.

3.1b Command Prep Rating. From 0300 to 1200 June 8th, the German Prep Rating is 6. After 1200 June 8th, the German Prep Rating is 5. The 25th SS Panzer Grenadier Regiment has a Prep Rating of 3 for the entire game.

3.1c Op Sheets. Because of the fragmented nature of the German command, units from different infantry battalions may not be on the same Op Sheet, nor may Op Sheets containing different infantry battalions overlap with their graphic in any way (exception: units of III/26 SS PzGren Regt may be added to any Op Sheet). These

restrictions remain until Putot is captured by the German player, General Witt is killed (see CC 3.5e.) or 2400 June 8th, whichever occurs first.

Designer's note: The German offensive effort here was quite hasty and did not benefit from extensive planning or preparation.

3.2 German Artillery

The following German Artillery batteries are available to the German player as directed by specific scenarios.

12th SS Panzer Artillery Regiment

I Battalion

- 1 Battery (105mm)
- 2 Battery (105mm)
- 3 Battery (150mm)

II Battalion

- 4 Battery (105mm)
- 5 Battery (105mm)
- 6 Battery (105mm)

III Battalion

- 7 Battery (150mm)
- 8 Battery (150mm)
- 9 Battery (150mm)
- 10 Battery (105mm)

12th SS Flak Battalion

- 2 Battery (88mm)
- 3 Battery (88mm)

12th SS Werfer Battalion

- 1 Battery (150mm Rocket)

The German player uses the 10 column on the Artillery Adjustment Table. When III Battalion fires a Battalion fire, all four batteries must participate (not just three) at a cost of four Battery Fires of ammunition.

3.2a Fire Control. Because of very successful Canadian radio jamming, the German player suffers the following penalties:

1) Between 0300 and 1000 inclusive on June 8th, the German player must roll a single die at the beginning of each Aircraft & Artillery Phase. On a roll of 1-3, he may not fire any Artillery during that turn and any Pre-Plotted fire scheduled to arrive that turn is an automatic No Shoot. On a roll of 4-6, he may fire Artillery, but may not use Fast Fire or Battalion Fire missions.

2) After 1000 on June 8th, the German player must roll a 3-6 on a single die in order to fire any Artillery during that turn. Fast Fire and Battalion Fire Missions may be used if Artillery Missions are allowed.

These restrictions are lifted at 0100 June 9th.

3.2b Werfer Battery. The Variable Events Table shows when the *Nebelwerfer* battery may fire. Use the TCS v4.01 18.6c rule on Rocket Artillery with a fire strength of 24 and Attack Zone radius of 5 hexes. Werfer fire is NOT subject to CC rule 3.2a. The Werfer battery may fire normally during each turn of the hour it is available and consumes no ammo.

3.2c On-Map Artillery. A battery of 12 SS Artillery (Wespe) as well as two batteries of 12 SS Flak are on map in some scenarios. Use TCS v4.01 24.6 in this case. In addition, all units of a battery must be within one hex of a single common hex in order to fire Artillery Missions.

Units of 12 SS Flak do not consume ammo when functioning as AA weapons (see TCS 4.01 24.7). They also have a morale of 3 like AA or AT guns, not 6 as is normal for On-Map Artillery.

3.3 Anti-tank Weapons

The supply train which carried many of the personal anti-tank weapons and the heavier *Panzerfäuste* was held up by the Allied air overhead. Therefore the Germans will have to apply a -2 modifier on all AT Rolls until 1700 June 8th.

3.4 716th Infantry Units

Several remnant bands from the 716th ID were still behind Canadian lines in the area of the 7th Brigade in Putot and south of the railway line. These troops are represented by four MG units set up according to scenario instructions. Each MG unit is Dug-In, without orders, and cannot be moved or placed on an Op Sheet until a unit from 12th SS Pz Division has moved adjacent to it, at which point the MG unit is immediately added to the implemented Op Sheet of the unit which moved adjacent to it.

3.5 German Variable Events

3.5a Supply Train Arrives. The *Panzerfäuste* show up more quickly. Rule 3.3 is no longer in effect.

3.5b Canadian Jamming Thwarted. Rule 3.2a Fire Control is not in effect for the next full hour.

3.5c Germans Capture Canadian Code Book. The Canadians used very colorful language to describe the uncanny ability of German mortar fire to hit targets, even small ones such as their foxholes, with impunity. Unknown to the Canadians at this time, on June 8th the Germans had captured a set of radio code books from a carrier destroyed

by a German AT gun. The codes in the captured documents would still be used for the next several days and this allowed the Germans some leverage in their planning.

To represent this, apply the following changes for the remainder of the game:

1) German Artillery uses the 11 column on the Artillery Adjustment Table.

2) German 81mm Wortar units have an Area Fire rating of 6.

3) The German Prep Ratings improve by one.

4) Canadian Artillery uses the 9 column on the Artillery Adjustment Table due to German electronic warfare.

3.5d German Flank Support. III/26 SS PzGren Regt was to fill the gap on the far left of the 26th SS PzGren Regt's position between Audrieu and Brouay. Historically, elements of III Bn were ordered to help cover the flank attack of II Battalion on Putot. Their covering fire was limited due to fear of naval gun fire or movement from the British 24th Lancers and Dorset infantry towards Brouay, thereby outflanking their position.

If this event occurs, the German player receives III/26 SS PzGren Regt as a reinforcement entering via Zone 1 and may immediately create an Op Sheet for it which is automatically implemented. Beginning the 2nd full hour of any unit of III/26 SS PzGren Regt being on map due to this event, the German player must roll a single die each full hour during the Command Phase. On a roll of 1, immediately remove all units of III/26 SS PzGren Regt (exception: the SdKfz unit of 10/III/26 SS PzGren is not removed if it was already on the map when Flank Support result was received).

Treat this result on the Variable Events Table as No Effect if it occurs before 1000 June 8th, when the formation became available. This event may occur multiple times: any losses or Battalion Morale incurred remain. If already in effect when rerolled, simply restart the 'clock' for removal.

3.5e General Witt Killed. Kurt Meyer becomes divisional commander and the German Prep Rating for all formations other than 25th SS PzGren Regt improves by one for the rest of the game.

3.6 101 SS Panzer Battalion (optional)

Historically, the battalion left its Gournay-en-Bray camp (50 km east of Rouen) around 2 AM on June 7. Its companies arrived in the afternoon at Les Andelys, their designated crossing point over the Seine, to find the bridge destroyed; they went on to Paris to find an intact bridge able to withstand their weight and then

drove piecemeal to the front, suffering from numerous mechanical failures, Allied air attacks, and crew fatigue enroute. The first elements (8 Tigers of 1st Company and 6 Tigers of Michael Wittmann's 2nd Company) arrived at the front on the evening of June 12th and took position just north-east of Villers-Bocage, in dire need of rest and mechanical maintenance. But in the now-famous engagement of June 13 morning, these few tanks were rushed to ambush a column of the 7th British Armoured Division driving toward Caen's western approaches, destroying 23 tanks and a few dozen other vehicles.

By leaving camp on the morning of June 6, going directly to Paris, and with bad weather sheltering them from fighter-bomber harassment, the first Tigers might have arrived at the front early and been hastily made available to Kurt Meyer on June 10.

When made available on the German Reinforcement Chart, roll 2D6 each full hour turn. On a roll of 11–12, the Tiger platoon is at the disposal of the 12th SS Panzer Division and can be included on any Op Sheet written for the 25th SS Pz Gren Regiment or it may operate on its own using a Command Prep Rating of 2.

3.7 Pionier platoons

German Pionier (Engineer) platoons count each step as two steps in Assault combat for determining their fire strength. Each Pionier step also receives a +1 modifier for AT Rolls.

3.8 Lost Platoon

The orders and counter orders issued between the 7th and 9th June added to the general confusion of troop movements and locations. Consequently elements of the 902 Panzer Grenadier Lehr Regiment were separated from their division. As the attack by II/26 SS Pz Gren Regt on Putot was about to begin, a platoon and MG section from Pz Lehr happily joined in the assault.

When an attack Op Sheet with any units from II/26 SS Pz Gren Regt targeting Putot implements, immediately add the Panzer Lehr units to II/26 SS Pz Gren Regt. They do not add to battalion size. These units may be placed anywhere within two hexes of an infantry platoon belonging to II/26 SS Pz Gren Regt and at least two hexes from all Canadian/British units. If no such platoons or hexes exist, the Lost Platoon result is ignored (though it may occur later).

3.9 Panthers

The effectiveness of the German Panther tank gun against other tanks was out of

proportion to its HE effectiveness. Treat all Panther tanks as AT guns when firing Area Fires (i.e. they fire at 1/2 Fire strength rounded up).

3.10 2/I/12 SS Panzer

Historically, the 2nd (Panther) Company of the 12 SS Panzer Regiment arrived at the front on June 9th and was engaged on the left wing of the 12th SS Panzer Division in the vicinity of Cristot. It is not much of a stretch to imagine that it could have arrived in Normandy at the same time as the other Panther companies of the 1st Battalion and been engaged along the rest of them to gather as much striking power as possible against the Canadian positions.

As an optional rule, bring in this reinforcement as listed on the Reinforcement Chart on June 9th, 1300.

4.0 Scenario Notes

4.1 Set up Notes

4.1a Set up order. The scenarios will dictate who will set up first and that player will write out his Op Sheets first. The scenarios specify who has initiative. Unless otherwise indicated, an entire formation sets up—check the Order of Battle for more information if necessary. When only part of a formation is called for, the appropriate units are designated in brackets [# x unit type].

4.1b Losses at start. Losses are specified in a number of steps in parentheses (#) for the affected units. Spread the losses among the units in a formation as desired.

4.1c Morale. Initial Battalion Morale is 0 for all units, regardless of any initial losses given during scenario set-up.

4.1d Historical Set Up. In some scenarios an optional historical set up exists. The players can decide to set up the units recreating the historical setting or place the units within the designated areas and create their own battle plan.

4.1e Implemented Op Sheets. All scenarios begin with implemented Op Sheets, with a few exceptions. Historical orders (if given) can be turned (as is) into implemented Op Sheets or the players can create their own implemented Op Sheets before the game begins.

4.1f Minefields. Minefields are permitted in this game for both sides. Any starting Minefields are given in the scenario set up instructions.

4.1g Abbreviations.

RR	Regina Rifles
QOR	Queen's Own Rifles
RWR	Royal Winnipeg Rifles
CS	Canadian Scottish Regiment

CHLO	Cameron Highlanders of Ottawa
1Hus	1st Hussars
FGH	Fort Garry Horse
RA	Royal Artillery
RCA	Royal Canadian Artillery
CDB	Canadian Defense Boundary
Coy	Company (Canadian spelling)
Bn	Battalion
Regt	Regiment
PzGren	Panzer Grenadier
Pz Div	Panzer Division
ID	Infantry Division

Reading unit abbreviations:

Canadian units are identified by company and battalion, so C Coy RR = C Company, Regina Rifles. With tank and AT formations, the term 'troop' is equivalent to platoon.

German units are identified by company with Arabic numerals, battalion in Roman numerals, and regiment, so 3/I/26 SS Pz Gren Regt = 3rd Company, I Battalion, 26 SS Panzer Grenadier Regiment.

The Order of Battle and Counter Manifest at the end of the rules lists all the units in the game and can be useful when becoming familiar with the counters and the units they represent.

4.1h Initial Control. Unless noted otherwise, the Canadian player initially controls Norrey, Putot-en-Bessin, Rots and Bretteville. The German player controls Le Mesnil-Patry and Saint-Manvieu.

4.1i Entry Zones. Units located off map may be held off map as long as the controlling player desires. They are not forced to enter the turn they become available.

4.1j Map Area. Some scenarios define the map area in play for a scenario. Units may not move into a hex that is not in the map area indicated. Units which begin out of play (such as Canadian support units) may fire normally but they may not move or be attacked.

4.2 Victory Conditions

4.2a Scenarios. Determine victory after the last turn of a scenario.

4.2b Control. A hex is controlled if a player either occupies or was the last to pass through it. A village is controlled if all Village hexes in the village are controlled. Once a village is controlled, it remains controlled until the opposing player achieves control of it.

A player may declare a controlled village to be enemy controlled during any Command Phase if the opposing player has at least one counter in a Village hex in that village and all friendly units (if any) in a Village hex in that village are Unassigned.

5.0 Scenarios

Canadian Crucible includes nine scenarios. The first six are smaller scenarios focusing on specific parts of the entire battle. The campaign game (5.7) can last from 1–3 game days and is the best way to experience Canadian Crucible for those with the time to complete it. Scenario 5.8 occurs on June 11th as a follow-up to the battle, and Scenario 5.9 is a "what-if" look at a better coordinated German response on June 7th.

5.1 Fortress Norrey

During the late evening of June 7th, the Canadians were subjected to probing attacks by lead elements of the 12th SS Pz Division. I Battalion of the 26th SS Panzer Grenadier Regiment was the first to arrive in strength and their orders were to attack towards Norrey and clear the Canadians away from this village and the highway beyond. This was to be the staging area for the pending attack by the combined panzer divisions.

The grenadiers of I Battalion moved towards Norrey under the cover of darkness, the 1st and 3rd Companies on the right and the 2nd Company moving to the left of Norrey. Several armored vehicles accompanied the troops, but they lacked artillery support due both to Canadian jamming and lack of adequate preparation time.

The Canadians were well dug-in and waiting for the Germans. This first attempt by the *Hitlerjugend* was stopped by effective artillery and small arms fire of the infantry, primarily the determined resistance of C Company of the Regina Rifles (the "Johns") who were deployed in Norrey.

This scenario will favor the Canadians, but if the Germans can move effectively around the village, attack from several directions and get some artillery support of their own, they can carry the day. However, the majority of times the best the German player will be able to do is enter and remain in Norrey for a draw. This scenario is an introduction to the TCS system and a baptism of fire from the Canadian artillery: keep your head down.

First Turn: 0300, June 08
Last Turn: 0800, June 08 (14 turns)
Map Area: east of hexrow 27.xx (inclusive)
Initiative: Germans
First Set Up: Canadians

Canadian Information:

Set Up:

Anywhere inside Norrey CDB:
 •C Coy RR
 •AT RR [4 x AT]
 •A Coy CHLO [2 x MG]
 •3 Minefields w/i 3 of any C Coy Inf
 Anywhere inside Bretteville CDB:
 •D Coy RR (-7 steps),
 •Bren RR
 w/i 3 of 32.25:
 •Mortar RR [1 x Mtr]
 w/i 3 of 28.28 inside Bretteville CDB:
 •D Coy CHLO [1 x Mtr]

Reinforcements: none

Artillery:

•12th Field Regt RCA (not after 0620)
 •13th Field Regt RCA

Ammunition:

•105mm: 35 HE, 15 Smoke

Pre-Plotted Barrages: None at start.

Air Support: Available as per CC 2.3.

Orders: Prepared Defence. No units may start in reserve.

Optional Historical Set Up:

Set up inside Norrey CDB:
 w/i 5 of 39.12:
 •C Coy RR
 •AT RR [4xAT]
 w/i 3 of any C Coy Inf:
 •3 Minefields
 w/i 4 of 37.11 and/or 43.10:
 •A Coy CHLO [2 x MG]

Set up inside Bretteville CDB:

w/i 3 of 30.18:
 •D Coy RR (-7 steps)
 •Bren RR
 w/i 3 of 32.25:
 •Mortar RR [1 x Mtr]
 w/i 3 of 28.28:
 •D Coy CHLO [1 x Mtr]

German Information:

Set Up:

Entry Zone 3:
 •2/I/26 SS PzGren Regt
 •10/III/26 SS PzGren Regt [2 x SdKfz 251]
 Entry Zone 4:
 •3/I/26 SS PzGren Regt
 Entry Zone 5:
 •1/I/26 SS PzGren Regt
 •4/I/26 SS PzGren Regt

Reinforcements: none

Artillery:

•4/II/12 SS Pz Arty Regt
 •5/II/12 SS Pz Arty Regt
 •6/II/12 SS Pz Arty Regt
 •2/12 SS Flak Bn

Note: Rule CC 3.2a Fire control is in effect.

Ammunition:

•88mm: 10 HE
 •105mm: 20 HE, 10 Smoke

Pre-Plotted Barrages: None at start.

Orders: Attack

Movement restriction: German units may not enter a hex with a railway line.

Variable Events Table: Ignore the following results:

C Coy CS becomes available.
 German flank support.

Victory Determination:

Victory is determined at the end of the game according to how successful the Germans were in clearing Norrey of Canadian units.

German Major: Control Norrey and lose 30 or fewer steps.

German Minor: Control Norrey and lose 45 or fewer steps.

Canadian Minor: Control Norrey and lose 25 or fewer steps.

Canadian Major: Control Norrey and lose 10 or fewer steps.

5.2 The Little Black Devils

The second attempt to overrun the Canadian position was to take place after dawn on June 8th and was directed at Putot. II Battalion of the 26th SS PzGren Regt was moving up from Le Mesnil-Patry. They were very cautious about their movement and therefore did not coordinate the attack with I Battalion, which started earlier.

The Little Black Devils, as the Royal Winnipeg Rifles were known, were located at the extreme right of the Canadian position in Putot and were exposed to an attack from two directions: II Battalion of the 26th SS PzGren Regt in Le Mesnil-Patry and elements of III Battalion of the 26th SS PzGren Regt in front of Brouay (located just to the west off the map.)

The young grenadiers of II Battalion moved slowly towards Putot after the preliminary artillery barrage failed to arrive.

Advancing towards the railway overpass, they were met by a wall of small arms fire and artillery bursts. The grenadiers went to ground and endured many casualties before managing to fall back several hundred yards to regroup.

The second attempt started around 0930hrs after the Germans were able to establish a link to the artillery units. With the help of the 88s and batteries from the 12th SS Pz Artillery Regiment, the grenadiers tried to swarm Putot from several directions. A, B, and C Companies of the RWR were overrun. The RWR suffered 256 casualties before the order was given to fall back to the position of D Company, located at the east end of Putot (hex 18.20). This was accomplished with the help of a smoke screen and a determined group who acted as rearguard to protect the withdrawal. Some of the survivors, who surrendered after all ammo was expended, were among the 26 soldiers who were eventually murdered at the Château d'Audrieu and the 35 soldiers who met the same fate south of Le Mesnil-Patry.

The remnant companies of the RWR were withdrawn to La Bergerie, hex 20.32, and placed in Brigade reserve. The valiant stand of the soldiers from the RWR helped to buy time for Brigadier Foster. During the fighting he was already formulating a plan to retake Putot later that day using the Canadian Scots with a squadron of tanks from the 1st Hussars in support.

First Turn: 0620, June 08
Last Turn: 1520, June 08 (28 turns)
Map Area: west of hexrow 23.xx (inclusive)
Initiative: Germans
First Set Up: Canadians

Canadian Information:

Set Up:

Anywhere inside Putot CDB:

- A Coy RWR (-3 steps)
- B Coy RWR (-9 steps)
- C Coy RWR (-2 steps)
- D Coy RWR
- Pio RWR
- AT RWR
- Mtr RWR
- Bren RWR
- H Troop 3 AT
- A Coy CHLO [2x MG]

w/i or adjacent to Putot CDB:

- 5 Minefields

w/i 1 of 16.34:

- E Troop 62 AT (in Reserve)
- J Troop, 3 AT (in Reserve)

Anywhere inside Bretteville CDB:

- D Coy CHLO [1 x Mtr]

Reinforcements: none

Artillery:

- 12th Field Regt RCA

Ammunition:

- 105mm: 55 HE, 20 Smoke

Pre-Plotted Barrages: None at start.

Air Support: Available as per CC 2.3.

Orders: Prepared Defence. Note: E/62 AT and J/3 AT are in reserve and may be committed via TCS v4.01 6.14b Reserves.

Optional Historical Set Up:

- 4.19: A Coy RWR [1 x Inf] (-1 step)
- 5.20: A Coy CHLO [2 x MG]
- 6.18: A Coy RWR [1 x Inf] (-1 step)
- 6.20: A Coy RWR [1 x Inf] (-1 step)
- 9.19: B Coy RWR [1 x Inf] (-2 steps)
- 10.20: B Coy RWR [1 x Inf] (-2 steps)
- 10.21: H Troop 3 AT [2 x AT]
- 10.23: H Troop 3 AT [2 x AT]
- 11.19: C Coy RWR [1 x Inf]
- 12.20: C Coy RWR [1 x Inf] (-1 step)
- 12.23: Pio RWR
- 13.19: C Coy RWR [1 x Inf] (-1 step)
- 14.20: AT RWR [2 x AT]
- 14.23: Mtr RWR
- 15.19: D Coy RWR [1 x Inf]
- 15.23: AT RWR [2 x AT]
 - Minefields in 6.17, 7.19, 10.18, 14.18 and 15.18
- w/i 1 of 16.34:
 - E Troop 62 AT (in Reserve)
 - J Troop 3AT (in Reserve)
- w/i 1 of 10.24 and/or 12.22:
 - Bren RWR
- 17.19: AT RWR [2 x AT]
- 17.20: D Coy RWR [1 x Inf]
- 19.19: D Coy RWR [1 x Inf]
- Anywhere inside Bretteville CDB:
 - D Coy CHLO [1 x Mtr]

German Information:

Set Up:

- w/i 3 of 19.01:
 - 5/II/26 SS PzGren Regt
- w/i 2 of 2.05:
 - 6/II/26 SS PzGren Regt
- w/i 1 of 12.06:
 - 7/II/26 SS PzGren Regt
- 12.15: 716th ID [1 x MG] (see CC 3.4)
- 17.14: 716th ID [1 x MG]
- 19.13: 716th ID [1 x MG]
- 23.12: 716th ID [1 x MG]
- 3.11: Pz Lehr [1x Inf, 1 x MG] (see CC 3.8)

Reinforcements:

- 0800** Entry Zone 2:
 - 8/II/26 SS PzGren Regt
- 1000:**
 - 3/I/12 SS Pz Arty Regt
- 1200** Entry Zone 1:
 - III/26 SS PzGren Regt [minus 10/III/26 SS PzGren SdKfz] (see CC 3.5d)
- 1240** Enter 23.09:
 - 10/III/26 SS PzGren Regt [2 x SdKfz 251]

Variable (starting at 1100)

•1/I/12 SS Pz Regt. Roll a single die each full hour. On a roll of 5–6, the unit enters at Zone 2 or 3.

Artillery Support:

- 3/I/12 SS Pz Arty Regt (at 1000)
- II/12 SS Pz Arty Regt
- 2/12 SS Flak Bn

Rule CC 3.2a is in effect.

Ammunition:

- 88mm: 10 HE
- 105mm: 30 HE, 5 Smoke
- 150mm: 10 HE

Pre-Plotted Barrages: None at start.

Orders: Attack

Variable Events Table: Ignore the following result:
 C Coy CS becomes available.

German Flank Support result is achieved automatically at 1200. The SdKfz of 10/III 26 SS PzGren is assumed to have started on the map and is not withdrawn with the rest of III/26 SS PzGren if they are forced to leave via die roll (see CC 3.5d).

Victory Determination:

Victory is determined at the end of the game according to how successful the Germans were in taking the important railway crossing at Brouay Bridge and the village of Putot.

German Major:

- No Canadian unit w/i 3 of 6.17 Brouay Bridge.
- No Canadian AT gun with LOS to 6.17 in nominal range.
- Control Putot.
- No Canadian units w/i 2 hexes of 11.28
- At least 1 German unit in 11.28.

German Minor:

- No Canadian unit w/i 3 of 6.17 Brouay Bridge.

- No Canadian AT gun with LOS to 6.17 in nominal range.
- Control five Village hexes in Putot.
- Lose 25 or fewer steps

Any other result is considered a Canadian victory.

5.3 The Canadian Scots Counterattack

It was imperative that the Canadians retake Putot. The entire 7th Brigade Fortress was in jeopardy and Brigadier Foster did not waste any time in preparing a counter-attack. The Canadian Scots were told to make ready to attack Putot. C Company, which was guarding the eastern approach to the fortress, was called back to assist its sister companies. The 1st Hussars sent C Squadron to help lead the attack and guard the flank.

Once the various elements were assembled at the woods near La Bergerie farm, with C Company arriving just in time, it and D Company moved upon Putot behind a creeping barrage laid down by four artillery regiments. A and B Companies of the CS were moving in reserve a few hundred yards behind. C Squadron and the CS Bren carriers flanked either side accompanied by two troops of MG from the CHLO and a troop of M10 TD from the 62nd AT Regt.

The Germans gave as good as they got. The grenadiers were hardly dug in on their newly acquired ground when the counter-attack began. The Canadians kept on coming under a murderous fire of MG, small arms and artillery. The Germans were not able to withstand the Canadian onslaught and finally withdrew across the railway and dug in several hundred yards beyond that.

The Canadians were once again in Putot but at a very high cost. The Canadian Scots lost a total of 125 casualties.

First Turn: 1940, June 08
Last Turn: 2300, June 08 (9 turns)
Map Area: west of hexrow 23.xx
Initiative: Canadians
First Set Up: Germans

German Information:

Set Up:

w/i 5 of 2.07:

- 8/II/26 SS Pz Gren Regt
- 6.17: Minefield (breached)
- 7.19: Minefield (breached)
- 10.18: Minefield
- 14.18: Minefield (breached)
- 15.18: Minefield

w/i 4 of 17.20:

- 5/II/26 SS Pz Gren Regt (-2 steps)

Anywhere inside Putot CDB:

- 6/II/26 SS Pz Gren Regt (-4 steps)
- 7/II/26 SS Pz Gren Regt (-2 steps)
- Pz Lehr (-1 step)
- 716 ID [4 x MG]

Reinforcements:

Variable Entry Zone 2:

- 3/I/12 SS Pz Regt

Roll one die hourly during the Command Phase. On a roll of 6, receive the reinforcement.

Control. The Germans control Putot-en-Bessin.

Artillery Support:

- II/12 SS Pz Arty Regt
- 7/III/12 SS Pz Arty Regt
- 3/12 SS Flak Bn

CC Rule 3.2a is in effect.

Ammunition:

- 88mm: 15 HE, 1 Illum
- 105mm: 25 HE, 5 Smoke, 3 Illum
- 150mm: 5 HE

Pre-Plotted Barrages: None at start.

Orders: Hasty Defense

Canadian Information:

Set Up:

Anywhere inside Bretteville CDB:

- D Coy CHLO [1 x Mtr]
- w/i 2 of 14.34 and/or 17.33:
- A Coy CHLO [2 x MG]

20.31: Bren CS

20.31: Mtr CS

Artillery:

- 12th Field Regt RCA
- 13th Field Regt RCA
- 14th Field Regt RCA
- 19th Army Field Regt RCA

Ammunition:

- 105mm: 30 HE, 10 Smoke, 5 Illum

Pre-Plotted Barrages: Allowed at start.

Air Support: None

Reinforcements:

1940 Entry Zone A:

- K Troop 62 AT
- C+D Coy CS
- A Coy CHLO [2 x MG]
- C Squadron 1 Hus

2000 Entry Zone A:

- A+B Coy CS

Orders:

- Attack

Variable Events Table: Ignore the following results:

- C Coy CS becomes available.
- German flank support.

Victory Determination:

Victory is determined at the end of the game according to how well the Canadians do in clearing Putot of German grenadiers.

Canadian Major: Control Putot and lose 15 or fewer steps.

Canadian Minor: Control Putot and lose 16–30 steps.

Draw: Canadians Control Putot and lose 31–50 steps.

Any other outcome is a German victory.

5.4 Kampfgruppe Meyer

On June 7 the Canadian 9th Brigade was pushed back 3.5 km by the 25th SS Pz Gren Regt. Meyer's reluctance to press on the attack against the Canadian 9th Brigade was due in part to the column he saw advancing toward Bretteville. Surprised to see that the 21st Panzer Division was not covering his right flank, he was looking at a dangerous situation developing for his 25th SS Regiment. A salient was now growing between the British 3rd Division and the remainder of the 3rd Canadian Division. Any further advance would place the young grenadiers in a dangerous position, so they consolidated the newly acquired ground and waited for orders. When Meyer quickly assessed the defensive posture which the Canadians took on his immediate front, he decided to assist his sister regiment in clearing the highway from Caen to Brouay of any enemy forces.

First Turn: 2200, June 08
Last Turn: 0820, June 09 (20 turns)
Map Area: east of hexrow 21.xx and north of railway line
Initiative: Germans
First Set Up: Canadians

Canadian Information:

Set Up:

All set up inside Bretteville CDB.

w/i 3 of 32.25:

- A Coy RR (-2 steps)
- Pio RR

w/i 3 of 41.23:

- B Coy RR
- 3 Minefields (w/i 3 of any B Coy Inf)

w/i 3 of 30.18:

- D Coy RR (-3 steps)

w/i3 of 32.25:

- A Coy CHLO [2 x MG]

w/i 4 of 41.23:

- AT RR [2xAT]

w/i 3 of 31.20:

- G Troop 3AT [2 x AT]

w/i 5 of 32.25:

- G Troop 3 AT [2 x AT]

w/i 2 of 28.27:

- Mtr RR

w/i 3 of 28.28:

- D Coy CHLO

Anywhere inside Bretteville CDB:

- D Troop 62 AT

Reinforcements: none

Artillery:

- 12th Field Regt RCA
- 13th Field Regt RCA

Ammunition:

- 105mm: 40 HE, 20 Smoke, 15 Illum

Pre-Plotted Barrages: None at start.

Air Support: Available as per CC 2.3.

Orders: Prepared Defence

Optional Free Set Up:

All units are free to set up inside the Bretteville CDB.

German Information:

Set Up:

Entry Zone 6:

- 15/25 SS PzGren Regt
- 1/I/12 SS Pz Regt (-3 steps)
- 4/I/12 SS Pz Regt (-3 steps)
- 2/I/12 SS Pz Arty Regt [6 x Wespe]

Artillery:

- 2/I/12 SS Pz Arty Regt (on map)
- 2/12 SS Flak Bn

Ammunition:

- 88mm: 10 HE, 5 Illum
- 105mm: 10 HE, 8 Smoke, 5 Illum

CC rule 3.2a is in effect from 2200 through 2400.

Pre-Plotted Barrages: None at start.

Reinforcements:

Variable Entry Zone 6:

- 9/III/25 SS PzGren Regt
- 3/I/12 SS Pz Regt

These units may enter the map once hex 30.25 is occupied by a German unit at the beginning of a German Action Phase.

Variable: w/i 2 of 53.19 north of railway:

- 1/I/26 SS PzGren Regt (-3 steps)
- 4/I/26 SS PzGren Regt [1 x AT]

Roll a single die in each Command Phase from 2200 to 0400. On a roll of '6' this reinforcement appears.

Orders: Attack

Variable Events Table: Ignore the following results:

- C Coy CS becomes available.
- German flank support.

Victory Determination:

Major German Victory: Control Bretteville.

Minor German Victory: Germans control hex 30.25 and six additional Village hexes in Bretteville.

All other results are a Canadian victory.

5.5 Panzergruppe Attack on Norrey

This was a quickly organized attack by a company of Panthers on Norrey. The plan was to storm Norrey with blazing guns and hopefully have the grenadiers in position to seize the initiative and eliminate this point of resistance.

First Turn: 1240, June 09

Last Turn: 1600, June 09 (11 turns)

Map Area: east of hexrow 30.xx south of railway

Initiative: Germans

First Set Up: Canadians

Canadian Information:

Set Up:

w/i 5 of 39.12 inside Norrey CDB:

- C Coy RR (-3 steps)

w/i 3 of any C Coy RR Inf:

- 4 Minefields

Anywhere inside Norrey CDB:

- AT RR [3 x AT]

w/i 4 of 37.11 or 43.10 inside Norrey CDB:

- A Coy CHLO [2 x MG]

Anywhere inside Bretteville CDB:

- D Coy CHLO [1 x Mtr]

31.25: Mtr RR

Reinforcements:

1240 Enter between 36.17–40.17:

- Fort Garry Horse (already expended 2 movement impulses)

Artillery:

- 12th Field Regiment RCA

Pre-Plotted Barrages: None at start.

Ammunition:

- 105mm: 35 HE, 12 Smoke

Air Support: Available as per CC 2.3.

Orders: Prepared Defense

Optional Free Set-Up: All units are free to set up inside the boundary of the CDB.

German Information:

Set Up:

w/i 3 of 36.01:

- 2/I/26 SS PzGren Regt (-3 steps)

w/i 3 of 49.05:

- 3/I/26 SS PzGren Regt (-2 steps)

Note: These units have Hasty Defense orders. The German player may write an unimplemented Attack Op Sheet for them at game start which begins with 18 weighted turns.

Reinforcements:

1240 at 62.17:

- 3/I/12 SS Pz Regt (-3 steps)

Variable: Enter 62.17:

- 9/III/25 SS PzGren Regt

Roll each full hour turn during the Command Phase. On a roll of 6, the reinforcement is received.

Artillery:

- 12 SS Flak Bn
- 7/III/12 SS Pz Arty

Ammunition:

- 88mm: 15 HE, 10 Smoke
- 150mm: 20 HE, 5 Smoke

Pre-Plotted Barrages: None at start.

Orders: Attack

Variable Events Table: Do not use the VET for this scenario.

Victory Determination: Victory is determined at the end of the game according to how successful the Germans are in their second attempt to clear Norrey of Canadian units.

German Major: Control Norrey and no Canadian units located inside Norrey CDB.

German Minor: Control Norrey.

Any other result is a Canadian victory.

5.6 Third Attack on Norrey

This was to be the last attempt by the 12th SS to clear the staging area for the upcoming Panzer strike. The young grenadiers were beginning to lose heart and this was seen by the half-hearted effort in this last attack.

Three companies of the Pionier Bn moved towards Norrey. Artillery support was given but the Canadians answered with their own. The murderous fire soon had all the German troops go to ground and they spent the remainder of the afternoon trying to extract themselves from the lethal fire.

First Turn: 0300, June 10
Last Turn: 1600, June 10 (38 turns)
Map Area: east of hexrow 21.xx
Initiative: Germans
First Set Up: Canadians

Canadian Information:

Set Up:

All set up inside Norrey CDB:

w/i 5 of 39.12:

- C Coy RR (-4 steps)

w/i 6 of 39.12:

- AT RR [2 x AT]

w/i 7 of 39.12:

- A Coy CHLO [4 x MG]

Anywhere inside Norrey CDB:

- FGH
- 6 Minefields

Reinforcements: none

Artillery:

- 12th Field Regiment RCA
- 13th Field Regiment RCA

Ammunition:

- 105mm: 50 HE, 10 Smoke

Pre-Plotted Barrages: None at start.

Air Support: Available as per CC 2.3.

Orders: Prepared Defense

German Information:

Set Up:

Entry Zone 3:

- 12 SS Pz Pionier
- 13/26 SS PzGren

w/i 2 of 32.05:

- 2/I/26 SS PzGren Regt (-3 steps)

w/i 2 of 46.05:

- 3/I/26 SS PzGren Regt (-3 steps)

Artillery:

- II/12 SS Pz Arty Regt
- 12 SS Flak Bn

Ammunition:

- 88mm: 25 HE, 10 Smoke
- 105mm: 30 HE, 10 Smoke

Pre-Plotted Barrages: Allowed at start.

Orders:

•12 SS Pz Pionier and 13/26 SS PzGren: Attack

•I/26 SS PzGren Regt: Prepared Defense (reserve)

Note: I/26 SS PzGren begins the game in reserve. Starting at 0900, the German player may roll **once every hour** to release them as per TCS v4.01 6.14b. This is an exception to the normal TCS rules.

Variable Events Table: Do not use the VET for this scenario.

Victory Determination: Victory is determined at the end of the game according to how successful the Germans were in clearing Norrey of any Canadian units.

German Major: Control Norrey, no Canadian units south of hex line xx.15, and Germans lose 25 or fewer steps.

German Minor: No Canadian units w/i 3 of 39.11 and German lose 15 or fewer steps.

Any other result is a Canadian victory.

5.7 Canadian Crucible (Campaign Game)

Even with hindsight you will appreciate the very thin advantage the Canadians had in the area. Without the queen of the battlefield, the artillery, the Canadians could not have stood their ground against the determined *Hitlerjugend*. Timing or the tempo of the battle was another factor. A more coordinated German effort could have resulted in the history books being rewritten.

The Campaign Game can last one, two or three days as agreed upon by the players, ending at 1800 June 8th, 9th or 10th. In addition, check for a German Instant Victory at 0600 and 1800 each day starting at 1800 June 8th: if the German player has a Major Victory at that point, the game ends immediately.

First Turn: 0300, June 08

Last Turn: 1800, June 08 (44 turns)
 1800, June 09 (104 turns)
 1800, June 10 (164 turns)

Map Area: All

Initiative: Germans

First Set Up: Canadians

Canadian Information:

Set Up:

Anywhere inside Norrey CDB:

- C Coy RR
- AT RR [4 x AT]
- A Coy CHLO [2 x MG]

w/i 3 of any Inf:

- 3 Minefields

Anywhere inside Bretteville CDB

- A Coy RR (-3 steps)
- B Coy RR
- D Coy RR (-7 steps)
- Bren RR
- Mortar RR
- AT RR [2 x AT]
- Pio RR
- A Coy CHLO [2 x MG]
- D Coy CHLO
- G Troop 3 AT
- D Troop 62 AT
- 2 Minefields

Anywhere inside Putot CDB:

- Royal Winnipeg Rifles (-14 Inf steps)

- H Troop 3 AT

- A Coy CHLO [2 x MG]

w/i 1 or in Putot CDB:

- 5 Minefields

w/i 2 of 16.34: (may have Reserve orders)

- E Troop 62 AT

- J Troop 3 AT

Artillery:

- 12th Field Regt RCA
- 13th Field Regt RCA
- 14th Field Regt RCA (see CC 2.4a)
- 19th Army Field Regt RCA (see CC 2.4a)

Ammunition:

- 105mm: 70 HE, 30 Smoke, 5 Illum

Pre-Plotted Barrages: None at start.

Air Support: Available as per CC 2.3.

Orders: Prepared Defence (E/62 AT and J/3 AT may have Reserve orders)

Optional rule:

As an added option try leaving Norrey unmanned and not initially controlled by the Canadian player, assuming Brigadier Foster had won the argument with Major Stuart Tubbs and C Coy of the RR did not take up position in Norrey. Have C Coy and supporting units set up in the Bretteville CDB.

German Information

Entry Zone 3, 4 and/or 5 as per 4.1i:

- I/26 SS PzGren Regt
- 10/III/26 SS PzGren Regt [2 x SdKfz 251]

716th Infantry Division:

Set Up as per CC 3.4 in any hexes south of xx.13 outside any CDB but not closer than 5 hexes from any Canadian unit.

Reinforcements: As per reinforcement chart.

Artillery:

- II/12 SS Pz Arty Regt
- 2/12 SS Flak Bn

Rule CC 3.2a applies.

Ammunition:

- 88mm: 20 HE
- 105mm: 40 HE, 5 Smoke

Pre-Plotted Barrages: None at start.

12 SS Flak Bn:

When available, the German player may choose to bring 12 SS Flak Bn on map. They may enter through Zones 3–6 and may not fire artillery missions the turn they enter. They must be part of an implemented Op Sheet to move on map. The German player can send batteries back off map via Op Sheet or failure instructions. After moving off map, they must wait one game hour before they may fire artillery missions.

Historical Set-Up:

Players may elect to use the historical Canadian set-up below.

Canadian Information:**Set Up:**

Regina Rifles:

Set up inside Norrey CDB:

w/i 5 of 39.12:

- C Coy RR
- AT RR [4 x AT]

w/i 3 of any C Coy RR Inf:

- 3 Minefields

w/i 4 of 37.11 and/or 43.10:

- A Coy CHLO [2 x MG]

Set up inside Bretteville CDB:

w/i 3 of 32.25:

- A Coy RR (-3 steps)
- Pio RR
- Mtr RR

w/i 3 of 41.23:

- B Coy RR
- AT RR [2xAT]
- 2xMinefield

w/i 3 of 30.18:

- D Coy RR (-7 steps)
- Bren RR

w/i 3 of 28.28:

- D Coy CHLO

Anywhere inside Bretteville CDB:

- D Troop 62 AT

w/i 5 of 32.25:

- G Troop 3 AT

Royal Winnipeg Rifles

4.19: A Coy RWR [1 x Inf] (-1 step)

5.20: A Coy CHLO [2 x MG]

6.18: A Coy RWR [1 x Inf] (-1 step)

6.20: A Coy RWR [1 x Inf] (-1 step)

9.19: B Coy RWR [1 x Inf] (-2 steps)

10.20: B Coy RWR [1 x Inf] (-2 steps)

10.21: H Troop 3 AT [2 x AT]

10.23: H Troop 3 AT [2 x AT]

11.19: C Coy RWR [1 x Inf]

12.20: C Coy RWR [1 x Inf] (-1 step)

12.23: Pio RWR

13.19: C Coy RWR [1 x Inf] (-1 step)

14.20: AT RWR [2 x AT]

14.23: Mtr RWR

15.19: D Coy RWR [1 x Inf]

15.23: AT RWR [2 x AT]

w/i 1 of 16.34:

- E Troop 62 AT
- J Troop 3 AT

w/i 1 of 10.24 and/or 12.22:

- Bren RWR

17.19: AT RWR [2 x AT]

17.20: D Coy RWR [1 x Inf]

19.19: D Coy RWR [1 x Inf]

Minefields: 6.17, 7.19, 10.18, 14.18 and 15.18

Reinforcements: As per reinforcement chart.

Victory determination:

Victory is determined by German control of key Victory Villages modified by German tank losses and commitment of Canadian reserve troops.

Victory Villages:

Norrey, Brettevill, Putot

Victory level	Villages
German Overwhelming	*
German Major	3
German Minor	2
Canadian Minor	1
Canadian Major	0
Canadian Overwhelming	-

*If the Germans achieve a Major victory by 0600 Jun 09, it becomes an Overwhelming victory.

Cdn Emergency Reserves: Shift up one level

40+ Ger. vehicle steps lost: Shift down one level

German vehicle losses: Count the number of vehicle steps eliminated. Any vehicles that are replaced via replacement do NOT count as eliminated.

Replacements. Each night at 2400 at the end of the Command Phase both players roll a single die for each company or squadron of the following formations: RR, RWR, CS, QOR and 1 Hussars; I/26 SS PzGren, II/26 SS PzGren, I/12 SS Pz and II/12 SS Pz. Halve the number rolled and round up normally; this is the number of steps that can be replaced. If all counters of a company or squadron are currently off map, do not halve the die roll (i.e. use the full value of the die)

Replacement steps may be added to any remaining infantry platoons or vehicle counters, but no infantry platoon can be restored to full strength in this fashion (they must have at least one step loss remaining). Eliminated infantry platoons may not be replaced. Vehicle replacement steps can be added to existing counters or rebuilt by returning eliminated counters to play stacked with another counter from the same company (as long as one exists). Weapons or Carrier steps may not be replaced.

German reinforcements. German reinforcements are listed on the German Reinforcement Chart. German reinforcements may NOT have Op Sheets written for them (implemented or unimplemented) until they become available via the Reinforcement Chart. Note that this is only for the Campaign game; German reinforcements in all other scenarios may have implemented Op Sheets written for them at game start as per TCS 4.01 rules (6.13e).

Canadian reinforcements: All Canadian reinforcements may enter through Zones A–D and are treated as per TCS 4.01 rule 6.13e.

Canadian operational reserve: In addition to the listed reinforcements, the Canadian player may be able to bring in reinforcements from the operational reserve, which was kept to meet German threats both around Norrey and in areas not covered in the play area.

The Canadian Operational Reserve Chart lists the times that certain reinforcing formations become available. Starting at 0300 on

Jun08, the Canadian player may roll a single D6 during the Command Phase every full hour turn. On a roll of 5 or higher, he may release one available reinforcing formation from the Canadian Operational Reserve. Released formations are now in play and start off-map. They begin without orders (i.e. they cannot be placed on an Op Sheet until they are released) but are otherwise treated as reinforcements.

The reserve commitment die roll has the following modifiers:

Each German-controlled Victory Village: +1
 Trip Wire (see below): +1
 Emergency Reserve committed: +1

Each reinforcement formation already released: -1.

Note that reinforcing formations do not actually have to be on the map to count for the -1 modifier.

Check during each Command Phase to see if total die roll modifier is below -2. If it is, the Canadian player must immediately fail the Op Sheets of sufficient committed reinforcing formations to bring the modifier to -2 or better and must exit them from the map.

Infantry reserve: The Canadian player may only have two infantry battalions with implemented Op Sheets at a time. If he wishes to enter the CS for example, he must first fail either the RR or RWR from all implemented Op Sheets during a Command Phase. No implementation rolls may be made if they would cause the infantry reserve limit to be exceeded.

Returning to operational reserve: Any formation listed on the Canadian Reinforcement Release Chart, as well as the RR and RWR, may move into operational reserve by exiting the map through Zones A-D. After exiting, they (re)enter the Canadian operational reserve and are no longer in play. Any formation that (re)enters the operational reserve with less than 50% of its full-strength (as per the Order of Battle) steps remaining is considered to be "released" for purposes of imposing the -1 modifier to the reinforcement commitment die roll until sufficient replacement steps have been added to rebuild the formation to at least 50% (rounded up) of its full strength steps. In all other regards a formation that (re)enters the operational reserve is treated like any other unreleased reinforcement and

may be brought back into play by rolling for reserve commitment.

Emergency Reserve: During any Command Phase, the Canadian Player may declare emergency reserve commitment if the Germans currently control Putot or Bretteville. The infantry reserve limit is raised to three for the rest of the game, and the Canadian player may immediately release one reserve formation automatically into play. In addition, the Canadian player receives a +1 modifier on reserve commitment die rolls and the CDB restrictions are permanently lifted. This option immediately gives the Germans one Victory Level shift up.

Trip wire: If any German counter enters a hex north of hexrow xx.30 (inclusive) the Canadian player may release in the next Command Phase any one formation from the Canadian operational reserve. A +1 die roll modifier for Operational Reserves is in effect for the rest of the game.

Optional rule—CDBs: Ignore all CDB restrictions (CC 2.2) for the Canadian player as well as the German Op Sheet limitations in 3.1c. This can make for a more open and fluid situation.

5.8 Assault on Le Mesnil-Patry

This scenario takes place on June 11th after the Germans have decided to call off the attack on the Canadian sector and enter a more defensive role. On the 10th of June an O Group (Orders Group) was held with the COs from 2nd Canadian Armoured Brigade to discuss plans for an assault set for June 12th. Brigadier Bob Wyman identified the players involved in the loosely coordinated plan. The Canadian 1st Hussars, nearly back to full strength with their three squadrons, were charged with capturing the village of Cheux (located off the map to the south) and securing a steep hill just south of the village, while elements of the British 7th Armoured Div and 50th Infantry Div would advance towards Villers-Bocage. The Canadian advance would take them through the village of Le Mesnil-Patry. Unfortunately, the original plans were abandoned since a new threat was imminent. Monty had intelligence reports that the Germans were ready to mount a major armored offensive from the area of Le Mesnil-Patry into the Canadian sector. Uncharacteristic of Monty's methodical planning and artillery prep, a hastily prepared plan of attack was implemented with Le Mesnil-Patry as the objective. The hopes were to disrupt this German plan.

The Queen's Own Rifles were told to get ready to attack along with 1st Hussars. A troop of MGs from the CHLO would also accompany the offensive battle group. The artillery was not in position to help and the Canadian infantry would pay dearly for that. Over the last several days the Germans had had ample time to prepare dug-in positions.

During the attack, heavy casualties were sustained by both sides. The 1st Hussars suffered 37 tanks lost. D company of the QOR lost 70% of its complement. The assault was very intense with plenty of close combat between the *Pioniere* and the Canadian troops. The Germans proved to be a very strong and effective force on the defense. It would take the combined effort of three divisions to finally take Caen in July and a further three weeks to eliminate the 12th SS in the Falaise Pocket.

First Turn: 1340, June 11
Last Turn: 1940, June 11 (19 turns)
Map Area: All
Initiative: Canadians
First Set Up: Canadians

Canadian Information:

Set Up:

On Highway D83 from 36.24 to 37.29 (inclusive), Infantry may set up mounted on tanks as per TCS V4.01 24.1e:

- B Sqn 1Hus
- D Coy QOR

On Highway D83 from 37.30 to 38.34 (inclusive), Infantry may set up mounted on tanks as per TCS V4.01 24.1e:

- A Coy QOR
- C Sqn 1Hus
- FGH

w/i 4 hexes of 31.25:

- A Sqn 1Hus (Reserve)
- B, C Coys QOR (Reserve)
- B/CHLO (Reserve)

Units beginning in Reserve are listed on the main Op Sheet but begin in reserve.

Air Support: Available as per CC 2.3.

Reinforcements:

1640 Available:

- 13th Field Regiment RCA
- 105mm: 55 HE, 15 Smoke

Pre-Plotted Barrages: None at start.

Orders: Attack

Canadian Special Rule:

With the hasty attack about to begin the Canadian engineers did not have time to clear the way. Therefore all Canadian units

must follow the road network and use road movement until they reach hex 34.11. At this point the Canadians can begin to fan out into the countryside.

German Information:

Set Up:

w/i 1 of 21.09:

- 7/II/26 SS PzGren Regt (-4 steps)

w/i 2 of 22.14:

- 5/II/26 SS PzGren Regt (-4 steps)

w/i 2 of 24.10:

- 6/II/26 SS PzGren Regt (-3 steps)

w/i 2 of 22.05:

- 2/12 SS Pz Pionier Bn (-3 steps)

w/i 2 of 22.01:

- 3/12 SS Pz Pionier Bn (-3 steps)

With any above:

- 8/II/26 SS PzGren Regt

Reserve units:

w/i 2 of 1.01:

- 8/II/12 SS Pz Regt [1 x 3-step PzIV)

w/i 4 of 1.15:

- 5/II/12 SS Pz Regt

- 7/II/12 SS Pz Regt

Off map (Zone 1)

- 1/12 SS Pz Pionier Bn (-3 steps)

Prep Rating:

The German Prep Rating is 4 for this scenario.

Units listed as Reserve may begin on all-reserve Op Sheet (this is an exception to TCS 4.01 6.14c). To act (or enter the map), they must draw their mission on their (probably blank) Op Sheet and pass a die roll check.

Artillery:

- II/12 SS Pz Arty Regt
- 12 SS Flak Bn

Ammunition:

- 88mm: 20 HE
- 105mm: 25 HE, 5 Smoke

Pre-Plotted Barrages: None at start.

Orders: Prepared Defense (unless listed as Reserve)

Variable Events Table: Do not use the VET for this scenario.

Victory Determination:

Victory is determined at the end of the game according to how well the Canadians have done.

Canadian Victory: To win, the Canadian player must:

- Exit two platoons of the same Coy QOR and 5 tank steps through Zone 2; and
- Control hexes 17.05 and 16.02 as well as all hexes adjacent to them.

Any other result is a German victory.

Optional Rule: If both players agree, the Canadian player receives the 13th Field Regiment RCA at the start of the scenario.

5.9 What if

This Scenario is based on information obtained from several sources, "Meeting of Generals" and "The History of the 12th SS" and is an attempt to see what would have happened if the 26th SS PzGren Regt had been in place when the 7th Brigade was moving to occupy the area designated as the D-Day objectives.

First Turn: 0600, June 07

Last Turn: 2400, June 07 (51 turns)

Map Area: All

Initiative: Canadians

First Set Up: Germans

German Information:

Set Up:

Inside Putot CDB:

- II/26 SS PzGren Regt
- 716 ID [2x MG]

Inside Bretteville CDB:

- I/26 SS PzGren Regt
- 716 ID [2 x MG]

Artillery:

- I/12 SS Pz Arty Regt
- II/12 SS Pz Arty Regt

Ammunition:

- 105mm: 40 HE, 5 Smoke
- 150mm: 25 HE

Pre-Plotted Barrages: None at start.

Reinforcements:

0900 Entry Zone 2-4:

- 1/II/12 SS Pz Regt

1020 Entry Zone 2-4:

- 2/II/12 SS Pz Regt

1140 Entry Zone 2-4:

- 3/II/12 SS PzRegt

Entry Zone 2-3:

- 15/26 SS PzGren Regt

1200 Entry Zone 2-5:

- 16/26 SS PzGren Regt

1400 Available:

- 12 SS Flak Bn
- 88mm: 15 HE

1420 Entry Zone 2:

- 13/26 SS PzGren Regt

1540 Entry Zone 6:

- Begleit/12 SS Pz Div

1700 Available:

- 105mm: 50 HE, 5 Smoke, 5 Illum
- 150mm: 15 HE
- 88mm: 25 HE, 5 Smoke, 2 Illum

Orders: Hasty Defense

Control: The German player controls all villages.

Canadian Information:

Set Up:

Entry Zone D:

- RR (-2 steps)
- A Coy CHLO [2 x MG]

Entry Zone B:

- RWR (-4 steps)
- A Coy CHLO [2 x MG]

Entry Zone B and/or D

- D Coy CHLO
- 94/3 AT
- 248/62 AT

Entry Zone B or C:

- Recce/1 Hus

Artillery:

- 13th Field Regiment RCA

Ammunition:

- 105mm: 45 HE, 20 Smoke

Pre-Plotted Barrages: None at start.

Air Support: Available as per CC 2.3.

Reinforcements:

0720 Entry Zone B-D:

- CS
- A Coy CHLO [2 x MG]

These units begin on an all-reserve Op Sheet. They may enter once they have made a die roll check (see TCS v4.01 6.14b).

1040 Available:

- 12th Field Regiment

1200 Entry Zone B-D:

- 105/3 AT

1500 Ammunition:

- 105mm: 55 HE, 25 Smoke, 10 Illum

1700 Entry Zone B-D:

- A/1 Hus
- C/1 Hus

Orders: Attack

Variable Events Table: Do not use the VET for this scenario.

Victory Determination:

Victory is determined at the end of the game according to how successful the Canadians were in clearing German units out of Bretteville and Putot.

Canadians must control Bretteville and Putot. Any other result is a German win.

CANADIAN ORDER of BATTLE and Counter Manifest

3rd Canadian Infantry Division

7th Brigade

1st Battalion, The Regina Rifle Regiment

- A Coy 3 x Inf (4-6-1 AA6)
- B Coy 3 x Inf (4-6-1 AA6)
- C Coy 3 x Inf (4-6-1 AA6)
- D Coy 3 x Inf (4-6-1 AA6)
- Pio Plt 1 x Inf (2-4-1 AA6)
- AT Pl. 6 x 6pdr AT (3-7-0 PB3)
- Mtr Plt 3 x 3" Mtr (4-18-1 AA4)
- 2 x Bren Carrier (1-6-1 AB12)

1st Battalion, The Royal Winnipeg Rifles

- A Coy 3 x Inf (4-6-1 AA6)
- B Coy 3 x Inf (4-6-1 AA6)
- C Coy 3 x Inf (4-6-1 AA6)
- D Coy 3 x Inf (4-6-1 AA6)
- Pio Plt 1 x Inf (2-4-1 AA6)
- AT Pl. 6 x 6pdr AT (3-7-0 PB3)
- Mtr Plt 3 x 3" Mtr (4-18-1 AA4)
- 2 x Bren Carrier (1-6-1 AB12)

1st Battalion, The Canadian Scottish Regiment

- A Coy 3 x Inf (4-6-1 AA6)
- B Coy 3 x Inf (4-6-1 AA6)
- C Coy 3 x Inf (4-6-1 AA6)
- D Coy 3 x Inf (4-6-1 AA6)
- Pio Plt 1 x Inf (2-4-1 AA6)
- AT Pl. 6 x 6pdr AT (3-7-0 PB3)
- Mtr Plt 3 x 3" Mtr (4-18-1 AA4)
- 2 x Bren Carrier (1-6-1 AB12)

8th Brigade

1st Battalion, The Queen's Own Rifles of Canada

- A Coy 3 x Inf (4-6-1 AA6)

- B Coy 3 x Inf (4-6-1 AA6)
- C Coy 3 x Inf (4-6-1 AA6)
- D Coy 3 x Inf (4-6-1 AA6)
- Pio Plt 1 x Inf (2-4-1 AA6)
- AT Pl. 6 x 6pdr AT (3-7-0 PB3)
- Mtr Plt 3 x 3" Mtr (4-18-1 AA4)
- 2 x Bren Carrier (1-6-1 AB12)

1st Battalion, The Cameron Highlanders of Ottawa (Machine Gun)

- A Coy 6 x MG (2-8-1 AA5)[12]
- B Coy 2 x MG (2-8-1 AA5)[12]
- D Coy 4 x 4.2" Mtr (6-40-3 AA[12])

3rd Anti Tank Regiment RCA

94th AT Battery

- G Troop 4 x 6pdr AT (3-7-0 PB3)[12]
- H Troop 4 x 6pdr AT (3-7-0 PB3)[12]
- J Troop 4 x 6pdr AT (3-7-0 PB3)[12]

105th AT Battery (SP)

- ITroop 4 x M10(4-6-2 PP15)[2x 2-step]
- LTroop 4 x M10(4-6-2 PP15)[2x 2-step]

6th Armoured Regiment (1st Hussars)

A Sqn 19 x Sherman (3-5-3 PP15) [5 x 3-step, 2 x 2-step]

B Sqn 19 x Sherman (3-5-3 PP15) [5 x 3-step, 2 x 2-step]

C Sqn 14 x Sherman (3-5-3 PP15) [7 x 2-step], 5 x Firefly (5-7-3 PP15)

Recce Trp 11 x Stuart (2-5-2 PP24) [3 x 3-step, 1 x 2-step]

10th Armoured Regiment (Fort Garry Horse)

6 x Sherman (3-5-3 PP15) [3 x 2-step], 2 x Firefly (5-7-3 PP15)

British 62nd AT Regiment

246th Battery

D Troop 4 x 17pdr AT (5-7-0 PB[12])

E Troop 4 x 17pdr AT (5-7-0 PB[12])

248th Battery

J Troop 4 x M10 (4-6-2 PP15)

[2 x 2-step]

K Troop 4 x M10 (4-6-2 PP15)

[2 x 2-step]

12th Field Regt RCA (105mm 16/7)

11th Field Battery (105mm 12/5)

16th Field Battery (105mm 12/5)

43rd Field Battery (105mm 12/5)

13th Field Regt RCA (105mm 16/7)

22nd Field Battery (105mm 12/5)

44th Field Battery (105mm 12/5)

78th Field Battery (105mm 12/5)

14th Field Regt RCA (105mm 16/7)

19th Army Field Regt RCA (105mm 16/7)

British 79th Medium Regiment RA

108th Battery (4.5" 12/5)

109th Battery (4.5" 12/5)

4 x Typhoons (A:30, P:8)

1 x Naval Gun (HMS Rodney, 167/75)

GERMAN ORDER of BATTLE and Counter Manifest

12th SS Panzer Division

26th SS Panzer Grenadier Regiment I Battalion

1 Co 3 x Inf (7-6-1 AA6) 1 x 81mm Mtr (4-20-1 AA4), 2 x MG (2-8-1 AA5)

2 Co 3 x Inf (7-6-1 AA6) 1 x 81mm Mtr (4-20-1 AA4), 2 x MG (2-8-1 AA5)

3 Co 3xInf (7-6-1 AA6) 1 x 81mm Mtr (4-20-1 AA4), 2 x MG (2-8-1 AA5)

4 Co 3x81mm Mtr (4-20-1 AA4) 3 x 75mm AT (4-6-0 PB2(18), 4 x 75mm IG (4-14-0 AB2(18)), 1 x Pio (5-6-1 AA6)

II Battalion

5 Co 3 x Inf (7-6-1 AA6) 1 x 81mm Mtr (4-20-1 AA4), 2 x MG (2-8-1 AA5)

6 Co 3 x Inf (7-6-1 AA6) 1 x 81mm Mtr (4-20-1 AA4), 2 x MG (2-8-1 AA5)

7 Co 3 x Inf (7-6-1 AA6) 1 x 81mm Mtr (4-20-1 AA4), 2 x MG (2-8-1 AA5)

8 Co 3 x 81mm Mtr (4-20-1 AA4) 3 x 75mm AT (4-6-0 PB2(18)), 4 x 76.2mm IG (4-14-0 AB2(18)), 1 x Pio (5-6-1 AA6)

III Battalion

10 Co 3 x Inf (7-6-1 AA6), 2 x MG (2-8-1 AA5), 2 x SdKfz 251 (3-3-1 PB18) [1 x 2-step]

11 Co 3 x Inf (7-6-1 AA6), 2 x MG (2-8-1 AA5), 2 x SdKfz 251 (3-3-1 PB18) [1 x 2-step]

12 Co 3 x 75mm AT (4-6-0 PB2[18]), 2 x 75mm IG (4-14-0 AB2[18])

Regimental Heavy Weapon Companies

13 Co 6 x 150mm IG (8-24-0 AB[12])

15 Co 3 x Inf (7-6-1 AA6(18)), 2 x MG (2-8-1 AA5(18)), 2 x 75mm AT (4-6-0 PB2(18))

16 Co 3 x Pio (5-6-1 AA6), 1 x 81mm Mtr (4-20-1 AA4), 2 x MG (2-8-1 AA5)

25th SS Panzer Grenadier Regiment

III Battalion

9 Co 3 x Inf (7-6-1 AA6(18)), 2 x MG (2-8-1 AA5(18)), 1 x 81mm Mtr (4-20-1 AA4(18))

Regimental Heavy Weapons Companies
 14 Co 3 x 20mm AA (1-4-0 PB3(18))
 15 Co 3 x Inf (4-6-1 AA6(18)), 3 x 75mm
 AT (4-6-0 PB2(18))

12th SS Panzer Pionier Battalion
 1 Co 3 x Pio (7-6-1 AA6), 2 x MG
 (2-8-1 AA5), 2 x Haltrack (1-6-1 AB18),
 1 x 81mm Mtr (4-20-1 AA4)
 2 Co 3 x Pio (7-6-1 AA6), 2 x MG (2-8-1
 AA5), 1 x 81mm Mtr (4-20-1 AA4)
 3 Co 3 x Pio (7-6-1 AA6), 2 x MG (2-8-1
 AA5), 1 x 81mm Mtr (4-20-1 AA4)

12th SS Panzer Regiment
 I Battalion
 1 Co 17 x PzV (5-7-5 PP18) [4 x 2-step,
 3 x 3-step]
 2 Co 17 x PzV (5-7-5 PP18) [4 x 2-step,
 3 x 3-step]
 3 Co 17 x PzV (5-7-5 PP18) [4 x 2-step,
 3 x 3-step]
 4 Co 15 x PzV (5-7-5 PP18) [6 x 2-step,
 1 x 3-step]
 II Battalion
 5 Co 19 x PzIV (4-6-3 PP15) [5 x 2-step,
 3 x 3-step]
 7 Co 20 x PzIV (4-6-3 PP15) [7 x 2-step,
 2 x 3-step]
 8 Co 19 x PzIV (4-6-3 PP15) [5 x 2-step,
 3 x 3-step]

12th SS Werfer Battalion
 1 Battery 150mm Rockets (24)

12th SS Panzer Artillery Regiment
 I Battalion (19/8)
 1 Battery (105mm 12/5)
 2 Battery 6 x Wespe (6-40-1 AB12)
 [3 x 2-step] (105mm 12/5)
 3 Battery (150mm 18/8)

II Battalion (16/7)
 4 Battery (105mm 12/5)
 5 Battery (105mm 12/5)
 6 Battery (105mm 12/5)

III Battalion (29/13)
 7 Battery (150mm 18/8)
 8 Battery (150mm 18/8)
 9 Battery (150mm 18/8)
 10 Battery (105mm 12/5)

12th SS Flak Battalion
 2 Battery 4 x 88mm AA (6-8-0 PB[12])
 (88mm 8/4)
 3 Battery 4 x 88mm AA (6-8-0 PB[12])
 (88mm 8/4)

12th SS Escort Company (Begleit)
 1 x Inf (7-6-1 AA6(18)), 1 x MG (2-8-1
 AA5(18)), 1 x 75mm IG (4-14-0 AB2(18))

German support
 716th Infantry Division
 4 x MG (2-8-3 AA5)

Panzer Lehr Division
 5/II/902 PG Lehr Regiment
 1 x Inf(7-6-1 AA6), 1 x MG (2-8-1 AA5)

2/101 SS Panzer Battalion (Wittman)
 5 x Tiger (5-8-5 PP12) [1 x 2-step, 1 x
 3-step]

Note: Brackets [...] indicate Tracked
 movement and parentheses (...) indicate
 Wheeled movement

Designer's Notes

The initial landing in Normandy saw the Canadian contingency force receive equal billing alongside the Americans and British. However, the balance in terms of numbers of troops in the field quickly shifted towards the Americans and to a lesser extent the British. Canadian troops and their field of operation were soon to be dwarfed by the larger plan to defeat the *Wehrmacht* by attacking towards the heavy industrial Ruhr region of Germany. The Canadians played a vital role nonetheless.

The battles fought by the Canadians all along the coast of France and the Low Countries proved to be a slugfest with dogged determination and slow methodical maneuvers. The battles for Caen and the Scheldt, for example, saw some of the bloodiest fighting the Canadians were to encounter. Their tenacious fighting abilities earned them respect from the German troops on the field of battle as well as their leaders. On June 8th Rommel's recorded reply to Hitler's inquiry as to what went wrong with his plan was, "Against any other troops in the world but the Canadians, we'd have driven this invasion into the sea."

Most WW2 games dealing with the western front have been designed at such high unit levels that they watered down any attempts to show a realistic portrayal of events from the tactical perspective. Thanks to Dean and the introduction of the Tactical Combat Series many stories once left untold can now be examined. The TCS offers designers who are historically minded an opportunity to explore a nation's military doctrine to the fullest.

The design of Canadian Crucible was on the back burner since 1988 when I finished reading an excellent account of the battle between the 3rd Canadian Division and the 12th SS Panzer Division written by Tony Foster called "Meeting of Generals". Tony is the son of the late Brigadier H.W. Foster, commander of the 7th Infantry Brigade.

After my introduction to the TCS games in 1993 I felt that this series was the catalyst needed to kick off the final stages for Canadian Crucible.

It took more time than initially expected to acquire all the information needed to check and double check source material. The German organization proved to be the most troublesome, as most of the division's records had been lost, but with Dean's help I was able to obtain fairly good information. One of the points to consider was the German artillery support. The 12th SS had ample artillery pieces, 52 in all; however, their effect was sporadic at best during the time portrayed in the game. One reason was radio jamming by the Canadians. This one factor helped, on the tactical level, to continue the confusion and frustration that the Germans felt during the first several days of the invasion. Communication between the artillery batteries and forward observers was unreliable. Even a radio link between the 25th and 26th Regiments was not established until the 9th of June. This helped to keep any coordinated action with the various elements from developing. This electronic warfare (EW) was not all one-sided however, as the 12th SS possessed a radio company whose sole function was to deal with EW and counter EW (CEW). During the first days the Canadians were to suffer some casualties from the operations of this unit. After a set of radio codes were captured by the Germans, they were, on several occasions, able to redirect Canadian artillery fire on the Canadian lines as they were forming up for an attack.

It is of interest to note that all four RCA regiments which took part in the initial invasion comprised 24 self-propelled Priest (105mm guns) each. The change from 25pdrs was made just prior to D-Day and this was to give the 3rd Division added mobility. The regiments would reacquire their 25pdrs field guns later in the Normandy Campaign.

I received scant information from the RCA school in Shilo Manitoba which was disappointing to say the least. What information I did acquire suggested that each troop of 4 guns was able to acquire their own targets and if nothing else place suppressive fire on the target. The German casualties were not very high even if the fire was concentrated by the 8 guns of the battery or 24 guns of the regiments. In the game's time frame the Canadians were stockpiling ammo on the beaches but it was husbanded in case of a critical situation. That is the basis for the small amount of artillery ammo found in each scenario. The tall wheat fields did provide concealment

from observation if nothing else so the decision was made to limit the Canadian player from misusing a lot of Battalion Fast Fire all the time. What is sometimes missed in reading about these battles is that sporadic firing was occurring from both sides all the time, including sniper, rifle, machine gun, mortar fire and the ever present suppressive artillery fire.

The entire front of the 7th Brigade was constantly being probed by the 12th SS and the RCA did an exemplary job of defending the Canadian position.

The Germans will have a huge number of tanks when playing the Campaign Game. Historically the German intent was to push the Canadians back from the initial staging or assembly area all the while keeping their tank losses to a minimum. I decided to help the German player consider the consequences by including negative victory points for German tanks lost.

The game has seven scenarios that isolate the various small encounters known as The First Battle of Caen and forces the players to look at how precarious the Canadian line was on the first four days in Normandy. What you do in the campaign game will reflect what you've learned in the first scenarios.

A final word about the map and unit information. With the help of Mike Bechthold from Wilfrid Laurier University. I was able to get much needed information on unit composition and involvement. I tried to be very objective when dealing with the morale factors. I wanted to portray the long staying power of both sides when enemy contact was made.

The Canadian morale factor (1) may elicit a lot of comments, but if you read the history you will see that most Canadian surrenders occurred only after all ammunition was expended or large numbers of losses were taken when attacking; you might then agree on the value given. The Canadian army was a well trained volunteer group of soldiers. The only drawback was its lack of combat experience. Similarly, the *Hitlerjugend* were well trained but inexperienced in combat. They were highly motivated, invincible in their way of thinking and well led by seasoned eastern front veteran officers and NCOs. What a combination! Again and again on the defense the grenadiers stood up against Canadian and British forces, even against odds that exceeded 5 to 1. Therefore a morale factor of one was given to the German 12th SS.

The map information was abundant and came in forms ranging from aerial photos, historical war maps and personal photos to current French 1:25,000 blue series maps.

Once again thanks to Mike Bechthold most of the terrain information came from him. An ex-serviceman and friend, Ken Reid provided me with the current 1:25,000 scale maps from a recent trip to France.

Also a heartfelt thanks must be extended to Stanley Medland and Lorne Hanson who were there in June '44 as members of the 3rd Anti-Tank Regiment. Their contribution was greatly appreciated in helping to tie up some of the loose ends. John Mundie and Mike Traynor also helped check some facts to pin down locations of certain units, and last but not least a special thanks to Perry Andrus for all his help and support. Without the help and sincere interest of all these individuals this project would never have reached completion.

Unit History—3rd Canadian Infantry Division

When Canada declared war on September 10 1939 the regimental units that would make up the 3rd Infantry Division were activated and prepared for mobilization. They would not reach the British Isles until September 12 1940, and almost four years would elapse before their destiny with the landing on the beaches at Normandy. By the fall of 1944 two infantry divisions, one armoured division, one armoured brigade, a parachute battalion and an array of smaller units from the Canadian army would be fighting in Northwest Europe, mostly under the banner of the First Canadian Army.

The 3rd Infantry was diverse in its makeup in that Canadians from coast to coast fought together in their respective regiments. They proved themselves against the toughest that Germany could throw at them, never faltering, always achieving the objective even at very high cost in men and material.

By June 1944 the 3rd was well trained and reported to be sufficiently prepared for combat duty. However the first several weeks after the D-Day landings would change all that. Officers who didn't measure up were quickly replaced, not allowing the momentum of the battle plan to falter.

The 3rd and later 2nd Infantry Divisions would bear the brunt of the action all through the summer and autumn of 1944. By the first week of July these two divisions had suffered the greatest losses out of the 15 divisions in the 21st Army Group. The 3rd was responsible for the destruction of the 12th SS Panzer Division and fought in all major battles in the coastline region of France, Belgium, Holland and finally ending up at Aurich in northern Germany when hostilities stopped in May of 1945.

Canadians suffered 15,600 fatalities in the NW theater of operations alone in the 11 months that ensued. Of that number some 3500 were killed fighting with the 3rd Infantry Division. Their cause lives on in the chronicles of military history. Because of their sacrifice and suffering, Canadians will be remembered as one of the three great nations of the western world that took part in the liberation of Western Europe.

Historical Notes

Juno was the code name given to the piece of Normandy that was assigned to the Canadians for their landing on D-Day. Looking at the terrain heading into the beaches reveals predominately low coastline bordered by long sandy beaches with some offshore rocky ledges. A large portion of the Normandy coastal area featured many small postcard villages that during peaceful summers had attracted many visitors. However the large invasion fleet heading for this location was going to break the stillness of this otherwise serene setting.

Along this stretch of beach, some four miles wide, the villages of St-Aubin-sur-Mer, Bernières-sur-Mer, Courseulles, and Graye-sur-Mer were all identified as German strongpoints and would have to be neutralized in the first attack. The only major waterway existing in this sector was the Seulles River which emptied into the Channel between Courseulles and Graye-sur-Mer. The area was well defended by the Germans with ample guns, pillboxes and machine gun nests. Many of these defenses were undamaged by the enormous bombardment which preceded the landing and would be ready to unleash their deadly crossfire on the Canadians.

The officers and men of the 3rd Canadian Infantry Division and 2nd Canadian Armoured Brigade, along with their supporting arms, were well rehearsed for Neptune, the first stage of Operation Overlord. Neptune was an ambitious plan encompassing four phases that would take the Canadians ten miles inland before midnight of June 6th.

In the Canadian sector the plan of attack called for the assault to be conducted on a two-brigade front through beaches code-named Mike and Nan. These beaches were further subdivided into color coded sectors. The 7th Brigade was assigned to land on the right of 8th Brigade, on Mike and Nan Green. The units of the 7th Brigade were allocated their own primary beach objectives. By mid-afternoon all of 7th Brigade's Phase One objectives had been taken, but at a very high cost. At the end of the day, "C" Company of the Royal Winnipeg Rifles

had only one officer and 26 other ranks remaining out of a complement of 145 men. "D" Company of the Regina Rifles had suffered severe losses on mined obstacles before even reaching the beach; only 49 survivors made it to shore to start fighting and clearing the beach objectives. At the end of the day the two DD squadrons of the supporting 1st Hussars had to be merged in order to function as a viable unit.

Some reinforcements did arrive but only in small groups since the landing area was still under enemy fire. In order to maintain the tempo of the attack, the understrength assault units advanced to the Phase Two objectives at "Elm". Elm was the code name for the area around Creully and Fontaine-Henry. The Canadian Scots advanced to Creully and made contact with the 50th British Infantry Division who had landed on Gold Beach. From there, with the help of the Royal Winnipeg Rifles, they took Camilly as well. The Regina Rifles took the village of Fontaine-Henry by 2000 hrs on June 6th. Their final intermediate objectives, including the high ground around Colombiers-sur-Seulles and Revers bridge were taken by nightfall.

The neighboring 8th Brigade met with similar success after encountering some opposition. They were tasked to remain behind however to try and liquidate several German pockets of steadfast resistance. One in particular was at Douvres-la-Délivrande, where a radar and communication station was defended by 238 Germans, supported by several armored vehicles from the 21st Panzer Division, who were determined not to surrender. By midnight of June 6th the North Shore (New Brunswick) Regiment was at Douvres trying to capture the radar station and the Queen's Own Rifles was at Anisy. The Brigade was to consolidate on their "Elm" objectives and prepare the way for the follow-through attack by the 9th Brigade which would finish the mission to Phase Three, the Carpiquet Airport. The 8th Brigade's role was to change to a defensive one, guarding the approaches to the Canadian sector and act as 3rd Division reserve.

The morning of the 7th of June saw both lead brigades (7th and 9th) ready to advance after an anticipated German counterattack never materialized. In the 9th Brigade sector the North Nova Scotia Highlanders and the Sherbrooke Fusiliers (27th Armoured Regiment) began to move south towards Carpiquet by way of Buron, Authie and Franqueville. The 7th Brigade was given the green light to proceed without haste towards Bretteville l'Orgueilleuse and Putot-en-Bessin. These were the Di-

vision's D-Day Phase Three objectives, code named "Oak". The situation was still very fluid with no visible front line having been established. Little did they know that the 12th SS Panzer Division, which had received their march orders at 1000 hrs the previous day, was already in the area. The veteran commander of the 25th SS Panzer Grenadier Regiment, Kurt Meyer, was in the final stage of deploying his battle group in preparation for the upcoming counterattack which was to send the Allies reeling back into the sea. From his advanced observation post at the Abbaye d'Ardenne, in the fields located northwest of Caen, Meyer had quickly assessed the situation and had all three of his battalions deployed to his immediate front: I Battalion between the villages of Epron and St-Contest to cover the right flank, next to units of the 21st Panzer Division facing the British 3rd Division; II Battalion centered between St-Contest and Buron; and III Battalion was on the left covering a larger area between Buron, Authie, and the Caen-Bayeux highway. Behind the Panzergrenadiers a battalion of Panzer IVs was in position, along with supporting artillery.

Brigadier Cunningham, Commander of the 9th Brigade, decided not to send an advance recon party but opted instead to send forward a battle group lead by the North Novas, followed closely by the remainder of the Brigade and its supporting artillery. The Canadians were not aware that their every move was being closely monitored by Kurt Meyer. *Standartenführer* Meyer, a seasoned veteran of many campaigns, let the Canadians move up until they were stretched out between Authie and Buron, then gave the order to fire. The intense battle lasted no longer than 20 minutes and the badly mauled Canadian 9th Brigade then conducted a fighting withdrawal for the remainder of the day, retreating between 3 and 3.5 miles. There they took up defensive positions and stood their ground. Lacking knowledge of the whereabouts of the 26th SS Panzergrenadier Regiment but fully aware that a six mile gap still existed on his left flank, Meyer did not pursue the Canadians but decided to set up position on the newly acquired ground. The 26th Regiment was still on the march, held up primarily by Allied air interdiction and by the fact that the route of march assigned to the Regiment in earlier exercises was changed on June 6th because of uncertainty regarding the location of the various Allied units.

The delayed arrival of the 26th Regiment may have saved the 7th Brigade from suffering the same fate as the 9th Brigade. By

noon on June 7th both the RWR and the RR were the first Allied troops to capture their final D-Day objectives. At this time lead elements of the 26th Regiment were just beginning to arrive around Cheux, two miles from the nearest Canadian position at Norrey-en-Bessin. Small probing attacks were carried out throughout the night when the bulk of the Regiment finally was in place. Because of poor communication among the various elements of the 12th SS Panzer Division a coordinated effort, which could have turned the tables on the Canadians, didn't materialize. These communications problems were due, in part, to excellent electronic warfare by the 7th Brigade.

The battle plan laid out by Rommel early on June 6th was to have Panzer Lehr, the 21st Panzer Division and the 12th SS Panzer Division move towards Caen and then launch a coordinated attack to send the Allies back into the sea. General Witt, commander of the 12th SS, wanted to secure a line running along the Caen-Bayeux Highway, so as to protect the assembly area for the attack. The initial coordinated attack was scheduled for 1600hrs June 7th, but, as already mentioned, the 12th SS had not finished its move to the area. Panzer Lehr was also still on the march and would only arrive in force on the 8th. Meantime word reached Witt that a company of Germans were holding out in Douvres, so he amended the plan to include a push towards their location.

The first battle with the Canadian 9th Brigade on June 7th left the young SS soldiers feeling very confident that victory over the invasion force was possible. However, unlike the 9th Brigade, the 7th Brigade had set up prepared positions and were ready to repulse any attack. The 26th Regiment, instead of catching the Canadians on the move, would have to advance against a very strong defensive position.

The stage was set. Brigadier Foster, commander of the 7th Brigade, had deployed his battalions in such a way as to have a clear LOS to all possible approaches to his Fortress. The RWR, located in Putot-en-Bessin, was facing south towards Le Mesnil-Patry and guarding the only vehicle railway overpass near Brouay. The bulk of the Regina Rifles were in Bretteville-l'Orgueilleuse, with "C" Company across the railway tracks in Norrey and "D" Company, along with the Battalion Bren Carriers, located at the Cardonville farm adjacent to the railway line, midway between Bretteville and Norrey. The Canadian Scottish was in Brigade reserve, deployed in Secqueville-en-Bessin. After Brigadier Foster heard the fate that had befallen the 9th Brigade, he sent "C"

Company of Canadian Scots, with "C" Squadron of the 1st Hussars, a troop of SP AT guns, and a MG section of the CHLO to cover his exposed left flank in a wide arch running from Fierville-Bray to Cairon, running north to east. 7th Brigade HQ was geographically centered in the Fortress at Le Haut de Bretteville (hex 29.29).

The pre-dawn attack on June 8th by the 26th Regiment began with three companies of I Battalion. They hoped to envelop the Regina Rifles in Norrey by striking from two directions. The 1st and 3rd Companies pressed forward to the right of Norrey, while the 2nd Company moved to the left of the village. Artillery support was not available and the railroad just beyond the village would have to be captured in order to allow safe passage of the armor. The Canadians saw the movement of the 1st and 3rd Companies coming from the direction of St-Manvieu and the Mue River. The immediate response was a deluge of small arms and artillery fire. The advancing right wing of the assault was stopped about 1000m from Norrey. Here they stayed for the remainder of the morning. The 2nd Company made better progress advancing from the area of Le Mesnil-Patry accompanied by several assault vehicles. The grenadiers managed to move past Norrey and reach the railway embankment. Once they saw the situation on the other flank of the assault, the 2nd Company decided to withdraw to Cardonville just north of the RR between Bretteville and Norrey.

This attack was supposed to have been conducted across the entire 26th Regiment front, but II Battalion was moving more cautiously and their attack didn't begin until three hours later, at 0600hrs. Putot was their objective and the advance, once again, began without artillery support. A fire fight erupted at the railway bridge (hex 6.17) before the Germans could establish a radio link that finally brought down much needed artillery support, which pounded the Canadian position. However, this first attempt was stopped by the sheer bravery of the "Little Black Devils" (Royal Winnipeg Rifles), and II Battalion pulled back to regroup. Their second attempt began two hours later with ample artillery support, which finally helped II Battalion overrun A, B, and C companies of the RWR in the village. This encounter so depleted the ranks of the RWR, which suffered 256 casualties, of whom 105 were killed, that the remnant of the Battalion was pulled back as Brigade reserve.

By mid afternoon the Germans had consolidated their gains and quickly set to work building defensive positions. The

expected Canadian counterattack began with a barrage from four field regiments of artillery. Because of this assault it was not possible for the SS to move any heavy weapons, including anti tank guns and close assault weapons, into their new positions. The Canadian Scottish were preparing to retake Putot after assembling in the woods near La Bergerie farm. "C" Squadron of the 1st Hussars and several MG sections from the Cameron Highlanders of Ottawa would accompany the infantry on their assault. The attack began at 1930hrs with a two company advance. "C" and "D" Companies moved out behind a creeping barrage, followed close behind by "A" and "B" Companies. The tanks of "C" Squadron covered the flanks, assisted by the MG sections. By 2130hrs Putot was once again in Canadian hands, but the cost was high. With 125 Canadian casualties the scene was starting to resemble World War I battles of attrition for limited gains. II Battalion also suffered heavy casualties from the day's encounters with the Canadians. Once Putot was retaken by the Canadians, II Battalion withdrew several hundred yards south of the railway line to regroup and await further orders.

While the Canadian Scots were retaking Putot during the evening of June 8th, on the other end of the 7th Brigade's front, at Bretteville, the "Johns" (Regina Rifles) were nervously awaiting another counterattack, since several armored vehicles were seen moving in the vicinity. However, no real German plan existed until Kurt Meyer, having correctly assessed the defensive posture taken up by the 9th Brigade, saw an opportunity to help the 26th Regiment by attacking the Bretteville position on its flank. By moving down the highway with his 15th *Aufklärung* company, accompanied by two Panzer companies and a detached battery of self-propelled artillery, Meyer hoped to renew the attack by I Battalion of the 26th Regiment towards Bretteville. The attack was set for 2200hrs. Surprised by the heavy anti-tank support that existed in and around Bretteville and the lack of reinforcements from the 26th Regiment, Meyer's attempt to take the village was finally called off at dawn on June 9th. The tattered remnant of the Kampfgruppe retired to its start line at La Villeneuve. The tactical importance of taking Norrey finally came to light. This last attempt to take Bretteville failed because the Canadians in Norrey prevented any movement from the 26th Regiment in the direction of Bretteville.

The next two attacks would be planned with Norrey as the prime objective. At 1300 hrs on June 9th, the 3rd Panzer Company and a small infantry force from the 25th

Regiment advanced on Norrey from the east. This attack was to be joined by I Battalion of the 26th Regiment. The 12 Panthers advanced abreast and at a right angle to Norrey. Their speed prevented the infantry from keeping up and consequently the latter fell far behind. Once again the 26th Regiment was prevented from giving support. At this time a detachment of eight Sherman tanks, including some Fireflies, attached to the 1st Hussars, but crewed by members of The Fort Garry Horse (10th Canadian Armoured Regiment), were advancing towards Norrey to give the Johns extra fire support. The exposed flank of the advancing Panthers was too good an opportunity to pass up, and in the ensuing battle seven German tanks were destroyed. The remainder retired to La Villeneuve.

The last German attempt on Norrey was carried out on June 10th. The Pioneer Battalion, not previously committed to the battle, was selected to try and break the Canadian resistance at Norrey. Just before dawn the three companies advanced towards Norrey. The Canadians were ready for them. Heavy fighting began, forcing the Germans to take cover. Artillery support from several German batteries did not help and by 1600 hrs the Pioneer Battalion began to pull back. This ended the attempts by the 12th SS to take control of the staging area so desperately needed for the Panzerkorps' great coordinated attack on the Allied beachhead.

Four attempts to capture Norrey and Bretteville had failed. These two villages formed a strong barrier, blocking the attack plans of the Panzerkorps. The defenders' courage played a significant part, along with effective fire power from the artillery and strong anti-tank support. The attackers did not lack in courage on their part, but effective EW and artillery support disrupted all attempts to coordinate the various elements of the 12th SS Panzer Division and bring together their concentrated combat power.

"The Regiment": What Does it Mean for the Canadian Army?

By Rick McKown

In the Canadian Army the term "regiment" has a variety of meanings. The Canadian Army, both Regular and Reserve, has grouped infantry, cavalry, and artillery soldiers, among others, into numerous distinctive regiments, some of which pre-date the creation of Canada itself as a country in 1867. The "regimental system" itself goes back to the British Army, which structured its infantry units in "regiments" with several

battalions of men having the same regimental identity, some of which were available for overseas service while others remained in the United Kingdom, recruiting and training. Most Canadian Army regiments have a symbolic Colonel-in-Chief (often a member of the British Royal Family) and traditions that often include special dress distinctions (unique regimental insignia, headgear, kilts in Highland regiments, etc), a distinctive regimental march, and Battle Honours that are shared by the whole regiment regardless of which battalion earned them. Supporters of the regimental system point to the strong sense of unit loyalty and pride which it can instill, while detractors criticize the system for promoting a sense of exclusivity and regimental loyalties that can conflict with the needs of the Army as a whole.

In peacetime the vast majority of Canadian regiments were (and are) locally recruited reserve organizations based in the cities and towns across the country. During the First World War the Canadian Army partially abandoned the regimental system, creating separate numbered battalions for the Canadian Expeditionary Force (CEF) that were distinct from the already existing regiments in Canada, which were essentially reduced to the recruiting role. Between the wars these former CEF battalions were re-affiliated with the regiments that had helped raise them, creating in many cases multi-battalion regiments, although usually only one or two of these battalions were active, the rest existing only on paper; for example, The Canadian Scottish Regiment, which appears in Canadian Crucible, was re-organized in the 1920's as a six-battalion regiment, but only the 1st and 2nd Battalions were active. During the Second World War, the regimental system was maintained, although men and officers were often reassigned between regiments as needed.

Let us look now at the regiment in relation to the various combat arms, starting with the Infantry. In most armies during the Second World War period, including the United States, Germany, the Soviet Union, Japan, China, France, etc, a regiment of infantry was what would nowadays be a brigade-sized tactical formation composed of two or more battalions of infantry and often other supporting arms. In Canadian Crucible, the 26th SS Panzer Grenadier Regiment well illustrates this organizational model. In the Canadian (and other Commonwealth) armies, however, the regiment as a tactical unit of infantry did not (and does not exist). A Canadian infantry regiment was (and is) an administrative entity that would

produce one or more infantry battalions. In the Second World War infantry regiments typically raised three battalions, but only the 1st Battalion was deployed for overseas service. The Regina Rifle Regiment, for example, raised the 1st, 3rd and 4th Battalions during the Second World War, of which only the 1st Battalion, The Regina Rifle Regiment, which are the "Regina Rifles" in Canadian Crucible, went overseas; the 3rd Battalion served in Canada in a home defence role, while the 4th Battalion was raised for service with the Canadian Army Occupation Force in Germany. The other Canadian infantry regiments found in Canadian Crucible are: "1st Battalion, The Royal Winnipeg Rifles"; "1st Battalion, The Canadian Scottish Regiment"; and "1st Battalion, The Queen's Own Rifles of Canada". One additional infantry regiment represented in Canadian Crucible is the 3rd Division's machine gun battalion, "1st Battalion, The Cameron Highlanders of Ottawa (Machine Gun)."

In most Second World War era armies armoured forces might be organized in tactical regiments of two or more battalions rather like infantry regiments (such as the 12th SS Panzer Regiment in Canadian Crucible) or in separate battalions (such as the 101st SS Panzer Battalion, represented by the Tiger tanks in Canadian Crucible. In the British and Canadian tradition, however, cavalry (and later, armoured) regiments were usually composed of only one single tactical regiment organizationally equivalent to a battalion. With the conversion of cavalry to armour the Canadian Army created the Canadian Armoured Corps (i.e., "Corps" meaning the administrative branch organization for training, doctrine, etc, not as a tactical formation) and the cavalry regiments were incorporated into it as armoured regiments. The two Canadian armoured regiments represented in Canadian Crucible were at that time officially designated "6th Armoured Regiment (1st Hussars), Canadian Armoured Corps" and "10th Armoured Regiment (The Fort Garry Horse), Canadian Armoured Corps".

Artillery organization in Second World War armies was also quite varied, with tactical regiments of two or more battalions (such as the 12th SS Artillery Regiment in Canadian Crucible) as well as separate battalions (such as the 12th SS Flak Battalion in Canadian Crucible). In the Canadian Army all artillery units belong to a single administrative regiment, the Royal Regiment of Canadian Artillery, but artillery units are also designated as numbered tactical regiments of various types, organizationally equivalent to battalions.

The type designation of a regiment was based on the artillery pieces with which they were equipped: "Field Regiment" (equivalent to "field artillery" in US usage, the lighter guns that typically formed the divisional artillery, e.g., the 25-pdr gun-howitzer or, as in Canadian Crucible, the US 105mm howitzer), "Medium Regiment" (heavier guns held at corps artillery level, e.g., the 4.5-in gun in Canadian Crucible), "Anti-Tank Regiment", "Light Anti-Aircraft Regiment", "Heavy Anti-Aircraft Regiment", etc.

For those interested in more information about the history and traditions of the Canadian Army regiments that appear in Canadian Crucible, the Department of National Defence Directorate of Heritage and History has posted their multi-volume "Official Lineages" reference manual online at <http://www.cmp-cpm.forces.gc.ca/dhh-dhp/his/ol-lo/index-eng.asp>.

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1st Bn Royal Winnipeg Rifles. War Diary, June 1944. RG24

1st Bn Canadian Scottish Regiment. War Diary, June 1944. RG24

1st Bn Regina Rifles Regiment. War Diary, June 1944. RG24

6th Canadian Armoured Regiment. War Diary, June 1944. RG24

3rd Canadian Anti-Tank Regiment. War Diary, June 1944. RG24

Cameron Highlanders of Ottawa (MG). War Diary, June 1944. RG24.

Maps/Aerial Photos:

French blue series 1:25,000 map of Caen and area.

Aerial photos of Bretteville, Norrey, Putot and Le Mesnil-Patry. July 1944.



CANADIAN CRUCIBLE: Op Sheet

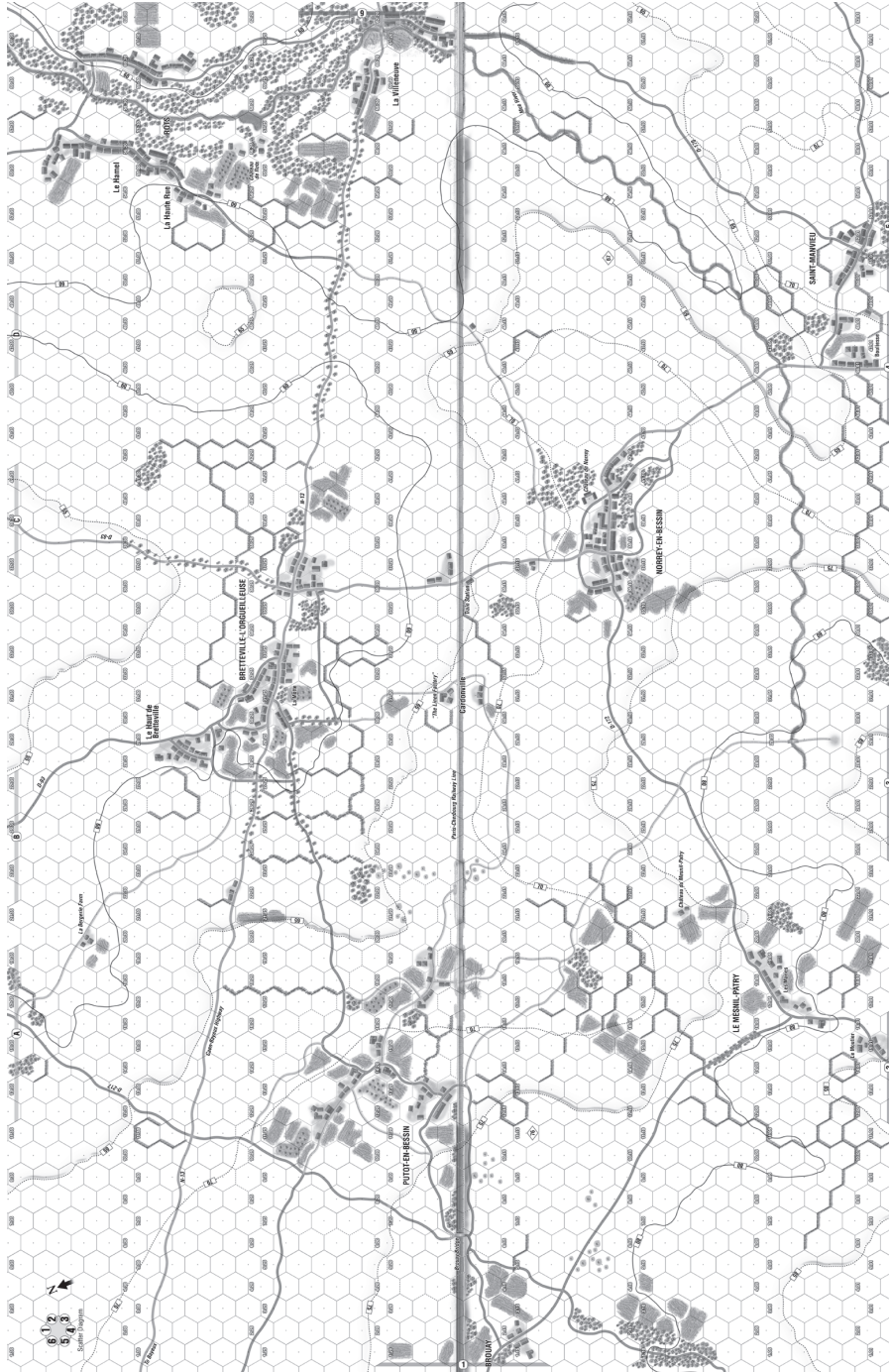
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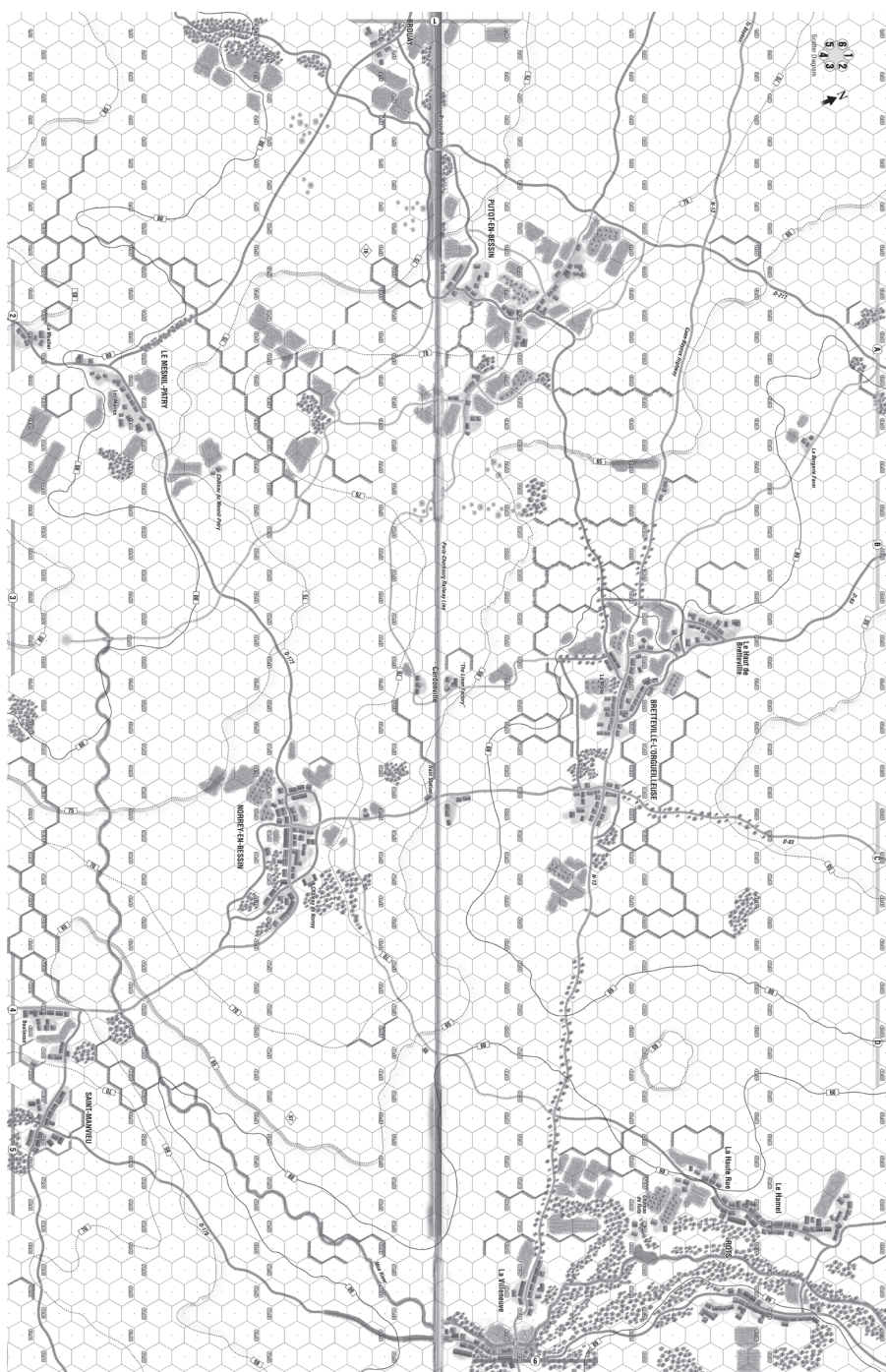
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CANADIAN CRUCIBLE: Op Sheet



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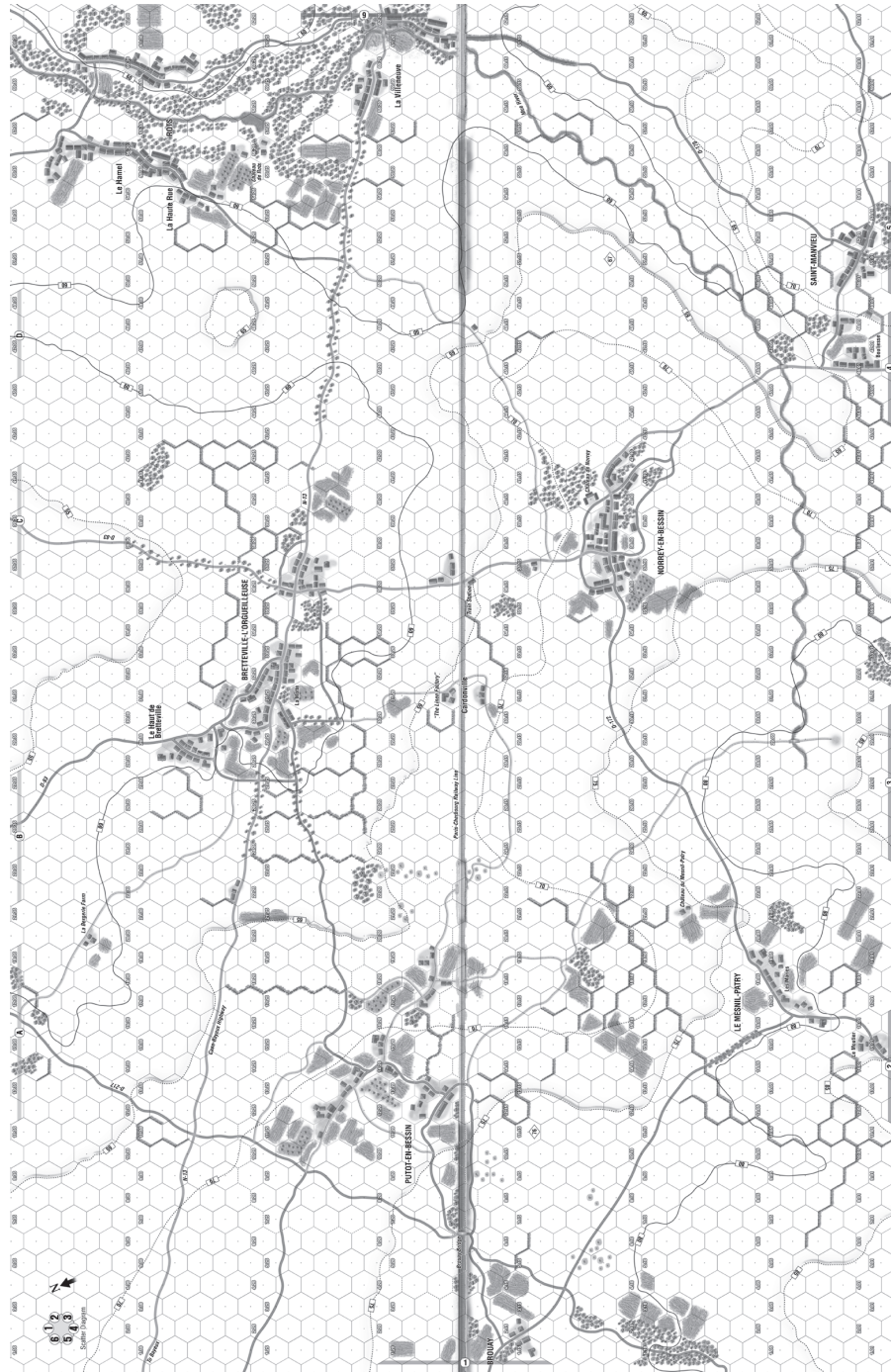
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Notes:

Terrain Effects Chart

Terrain Effects on Movement and Combat					
Terrain	Height	Combat	Foot	Tracked	Wheeled
Open	-	Open ¹	1	1	2
Forest	20m	Partly Protective	1	3	5
Orchard	10m	Partly Protective	1	2	3
Buildings	5m	Partly Protective	ot	ot	ot
Village	10m	Protective	1	2	2
North Mue	-	Billiard	ALL	P	P
South Mue	-	Billiard	+1	+2	+4
Bridge	-	Billiard ²	0	0	0
Hedgerow	5m	Partly Protective ³	+2	P	P
Contour Line	-	ot	+1	+1	+1
Intermediate Contour	-	ot	ot	ot	ot
Primary Road	-	ot	1/2	1/3	1/3
Secondary Road	-	ot	1	1/2	1/2
Tertiary Road	-	ot	1	1	2
Tree-lined Road	-	see 1.1c	ot	ot	ot
Railway Cutting	-	Partly Protective ⁴	2	P	P
Railway Embankment	5m	Open ⁵	2	2	P
Railway	-	ot	ot	ot	ot
Pond Hexside	-	ot	P	P	P
Tunnel	-	Partly Protective ⁶	ot	ot	ot
Entry Hex	-	ot	ot	ot	ot

ot = Other Terrain.

Notes:

- 1) A-Targets treat Open as Partly Protective for spotting, see CC 1.1d; all targets treat Open as Partly Protective for spotting and Low-Trajectory Fires through adjacent Hedgerow hexside, see CC 1.1i.
- 2) Bottleneck feature (see TCS 4.01 20.1c)
- 3) Hedgerow / road is Bottleneck feature (see 1.1i and TCS 4.01 20.1d)
- 4) For A-targets only, see CC 1.1f.
- 5) Vehicles treat as Billiard Table, see CC 1.1g.
- 6) Bottleneck feature (see CC 1.1h and TCS 4.01 20.1d)