

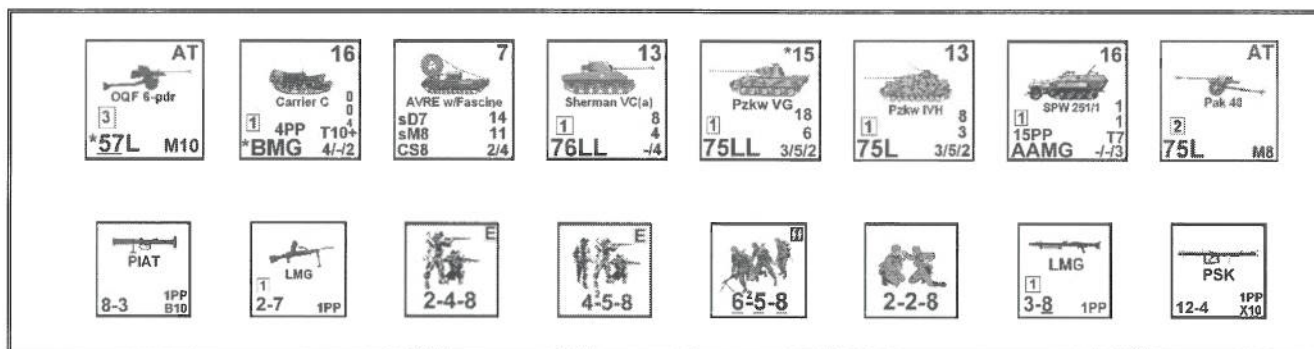
# **The Battle for the Abbaye des Ardennes**

## **Caen France, 7 July 1944**

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This six-scenario pack is compatible with MMP's Advanced Squad Leader, adaptable to Critical Hit's Combat Tactical Wargame and other miniature wargaming systems. This pack covers the battles for, and around the ancient Abbaye des Ardennes. Also included is a bonus scenario involving the 12th SS-Panzer Division "Hitlerjugend's" counterattack against the Canadian 9th Brigade on 7 June 1944.



### A WORD ABOUT THE SCENARIOS:

**Clip Art for ASL™:** The counter depiction for use in ASL contains the information required to choose the right piece to put into play. The graphic depictions are the property of LONE CANUCK PUBLISHING™ and are used with their permission, but the names of all ordnance and vehicles are the same found in Chapter H of your ASL™ Rulebook. All AFV's use standard armament; optional weaponry (such as optional AAMG as listed in chapter H) will be denoted on the counter and/or in the scenario rules. Otherwise, for ½-inch support weapons check the nomenclature ("MMG, HMG") and the firepower and range values, and you will have no problem picking the right piece for that nationality.

### For Miniatures Players:

The counters shown that have three men represent a section, two men are a half-section or crew, and one man represents a leader or NCO. The weapons depicted in ½-inch squares are individual support weapons of the type denoted ("MMG" = Medium Machine-gun) and of the nationality in play unless otherwise noted. For any questions, please feel free to write or e-mail us at the address below. (Include a Self-Address Stamped Envelope for reply)

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**THE BATTLE FOR ABBAYE DES ARDENNES**  
 is produced and distributed by:



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**Cost:** *This scenario pack is not for sale, and is to be used only as a prize. For more scenario packs go to*

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### A WORD ABOUT THE BATTLE FOR ABBAYE DES ARDENNES SCENARIO PACK

The Abbayes des Ardenes is a compilation of scenarios featuring some of actions during Operation Charnwood; the Allies drive to capture Caen France, 7 July 1944. Each scenario was originally designed for an enormous custom map measuring some 85 x 110 hexes in size. However due to cost and impractical size, they have now been converted to play on the standard geomorphic ASL boards. While these scenarios at first appear to be quite large, it was deemed too difficult to shrink down to a size that would still allow both sides to recreate this action. Thus as the Scenario Designer, I have opted to place the units, ordnance and vehicles on a battlefield which best represents the field of battle in the scenario and then let the players "duke it out" to fulfil the scenario's Victory Conditions. It is thusly why I have decided not to sell the pack and use it only for a prize. I hope you enjoy it and if you have any question do not hesitate to drop me a line.....George Kelln

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# THE CONTEST FOR ST. CONTEST



**St. Contest France, 8 July 1944:** Operation Charnwood opened at 0735-hrs for the Warwicks, who started their attack past Galmanche to the west on St. Contest. There are parts of Kompanie 11, III/SS-Panzer Grenadier Regiment 25 was in position at the northern of the village. The Warwicks attacked with two companies at the point-supported tanks of the East Riding Yeomanry; the Drive for Caen was on! The Warwicks and Yeomen were met abruptly at the northern edge of the village by young SS-Grenadiers and heavy artillery weapons of SS-Panzer Grenadier Regiment 25. The assault companies of the Warwicks were pinned down by mortar fire and unable to advance. A-Company whose mission it was to clear the village, supported by the Yeomanry went on the attack through the two point companies, reporting at 0800-hrs that they had reached the village. The Germans had launched a counter-attack from Buron with five tanks under the command of Untersturmführer Willi Kandler. The attack caught the British offguard, in the ensuing battle the Yeomanry had lost nine of their tanks, and the Warwicks suffered heavy losses and were forced to take cover. The British remained under fire from individual pockets of resistance, manned by infantry and machinegunners. St. Contest was finally cleared by nightfall and the remnants of the Warwicks then dug-in at the southern edge of the village.

## BOARD CONFIGURATION

## BALANCE

**G3:** G2+ Replace 120mm with 75mm OBA  
**G2:** G1+ Replace German 8-1 with 7-0 Leader  
**G1:** Replace one German HMG with an MMG

**B1:** German is Fanatic  
**B2:** B1+ Reduce Game length to 9 Turns  
**B3:** B2+ Must control all buildings on board 46



44	46	4
	OG4	



## VICTORY CONDITIONS:

The British win at Game End, if they control all stone buildings on Board 46 (a rubble building hex is still considered at building hex for Victory conditions)

## TURN RECORD CHART

<b>GERMANS</b> Sets Up First	1	2	3	4	5	6	7	8	9	10	END
<b>BRITISH</b> Moves First											

## SPECIAL RULES:

- EC are Wet with a Mild Breeze to the Northwest at start. All hill hexes are considered ground level terrain.
- Place the overlay **OG4** in 46J6-K7. Place an AT-Ditch counter in hexes 46J4-46J9-46K10-44K4-44M4-44M10.
- The German may set up one squad-equivalent (and any SMC/SW stacked with them) using HIP and fortify four building locations.
- The German receives one module of 120mm Mortar OBA (HE & Smoke) with scarce ammunition and two pre-registered hexes.
- The British receives one module of 3-inch (76mm) Battalion Mortar OBA (HE & SMOKE) with plentiful ammunition.

- The British receives a pre-game Bombardment (C1.8). The bombardment receives a pre-registered hex, and is resolved after all set up is completed by placing an AR counter in the pre-registered hex and make a C1.31 error DR (wdr halved FRU) to determine the bombardment's centre hex. All hexes  $\leq 5$  hexes of that hex now undergo Bombardment (C1.82-823). There are no "spared hexes". After the bombardment has been fully resolved, its FFE: C is removed.
- All German Pzkw IVH are equipped with Sz (D11.2).

Elements Kompanie 11, III/SS-Panzer-Grenadier Regiment 25 sets up on any hex on/south of hexrow L

6-5-8	3-4-8	2-2-8	9-1	8-1	8-0	3-8	7-16	12-4	8	7 Morale	72 AP-Mines	1eIG 18	GrW 34
6	4	4				4	2	2		8		2	
150*	1S	12											
4													

**TURN 6:** Elements Kompanie 5, SS-Panzer Regiment 12; enters on any hex along the south edge

[ELR: 5]  
 (SAN: 4)



Elements 1/7th Royal Warwickshire Regiment & East Riding Yeomanry enters on TURN 1 along the north edge

4-5-7	9-1	8-1	8-0	7-0	2-7	8-3	51	8	75	76LL
16					6	4	4		8	3

**TURN 3:** A-Company, 1/7th Royal Warwickshire Regiment enters along the north edge

[ELR: 4]  
 (SAN: 2)



# FIRST BIG FIGHT



**Buron France, 8 July 1944:** Operation Charnwood opened at 0730-hrs the 3rd British Division had captured Lebis, but the 59th British Division was still struggling to win its initial objectives; Galmanche, La Bijude and St. Contest. Once more Buron would be attacked with St. Contest in the hands of the German's 12th SS-"Hitlerjugend" Division under the leadership of Kurt "Panzer" Meyer, who watched the attack from the near-by ancient Abbaye des Ardennes. For the Highland Light Infantry, raised in Waterloo County, Ontario, this was to be their first major battle. The Germans had constructed a wide AT-Ditch just north of Buron as their first line of resistance. When the lead assault companies of the Highlanders captured it, German artillery and mortar fire rained down on the positions. The forward edge of the village was strongly held by a ring of defensive positions, most of which contained machine-guns. These raked the Highlanders with constant and annihilating fire, making it almost impossible to get through. Tank support was requested, but they could not come forward because of the minefield on the right wing. D-Company penetrated into the town suffering heavy losses with only half of the company reaching the orchard at the southwestern edge of the town. B-Company adjoining to the east initially did not advance at all. First it had no contact with its tanks. Then the tanks did not want to advance because of the minefield. Finally they did move forward and bitter fighting by infantry and tanks against well fortified pockets of resistance set in. C-Company moved forward between the two-lead assault companies, assaulted the village and pressed the Canadian attack. By 1130-hrs, the battalion had reached its objectives, casualties were high and throughout the village pockets of resistance were still fighting

## BOARD CONFIGURATION

### BALANCE

**G3:** G2+ Remove two 6-5-8 from German OB  
**G2:** G1+ Replace German 9-2 with a 7-0 Leader  
**G1:** Replace 7.5cm Pak 40 with 7.5cm Pak 97/38

**C1:** German is Fanatic  
**C2:** C1+ Replace 7.5cm Pak40 with 8.8cm Flak18  
**C3:** C2+ Add one Pzkw IVH to German Turn 6 OB

### VICTORY CONDITIONS:

The Canadians win at Game End if they control all Multi-hex buildings on Board 49, provided the German has not amassed  $\geq 75$  CVP.

### TURN RECORD CHART

<b>GERMANS</b> Sets Up First	1	2	3	4	5	6	7	8	9	10	END
<b>CANADIANS</b> Moves First											

### SPECIAL RULES:

- EC are Wet with a Mild Breeze to the Northwest at start. The 16A6-GG6 road is an AT-Ditch.
- Place the overlay **OG2** on 16O3-O4.
- The German may set up one squad-equivalent (and any SMC/SW stacked with them) using HIP and fortify six building locations.
- The German receives one module of 81mm Battalion Mortar OBA (HE & Smoke) with two pre-registered hexes.
- All German Pzkw IVH are equipped with Sz (D11.2).

- The Canadians receives a pre-game Bombardment (C1.8) of one board and one module of 4.2-inch (107mm) Mortar OBA (HE & SMOKE) with plentiful ammunition.
- The Canadian OB-given 4-5-8/2-4-8 MMC are Assault Engineers (H1.22) with Sapper capabilities (H1.23), underline morale and ELR of 5. Assault Engineers are the only MMC that can use a FT/DC without the Non-Qualified Use (A21.13) penalties applying.



**Elements Stabs and Kompanie 11, III/SS-Panzer-Grenadier Regiment 25 sets up on any hex south of AT-Ditch (16A6-GG6)**

6-5-8	2-2-8	9-2	9-1	8-1	8-0	3-8 1PP	7-16 4PP	12-4 1PP X10	8 1PP	7 Morale ?	Minefield	AT-Mine Field	Pak 40	AT
15	4			2	6	3	3		10	72	24			
MTR 3 GrW 34 M11 [2-60] 81*	FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR <5	WIRE MPh/RPh dr = MF CC: +1/-1	ROADBLOCK	<b>TURN 6: Elements Kompanie 5, SS-Panzer Regiment 12; enters on any hex along the south edge of Board 49</b>				Feldwebel 8-1	Pzkw IVH 75L 8 3 3/5/2	<b>AP-Mines AT-Mines</b>				
3	6	12	2					4					[ELR: 5] (SAN: 4)	

**Elements Highland Light Infantry of Canada supported by A-Sqn Sherbrooke Fusiliers enters on TURN 1 along the north edge**

4-5-8	4-5-7	9-1	8-1	8-0	2-7 1PP	8-3 1PP B10	51 4PP [2-11]	8 1PP	24-1 1PP X10	30-1 1PP X12	Sherman V(a) 13 8 4 2/4	Sherman VC(a) 13 8 4 2/4	AVRE w/Fascine 14 8 4 2/4	Churchill Crocodile 7 14 11 2/4
4	17	2	2	7	4	4	2	4	8	2	3			
4-5-7	2-4-7	9-1	8-0	7-0	2-7 1PP	8-3 1PP B10	51 4PP [2-11]	8 1PP	24-1 1PP X10	30-1 1PP X12	Sherman V(a) 13 8 4 2/4	AVRE w/Fascine 14 8 4 2/4	Churchill Crocodile 7 14 11 2/4	
8	3	3	2	4	2	4	2	4	8	2	3			
<b>TURN 3: A-Coy, Highland Light Infantry of Canada supported by A-Sqn Sherbrooke Fusiliers enters along the north edge</b>														
														[ELR: 4] (SAN: 2)

(SAN: 2)



**Authie France, 8 July 1944:** Operation Charnwood; by the late afternoon the North Nova Scotia Highlanders were forming up in an orchard near Buron prior to the third phase of the operation. They planned to push south to capture Authie and then Franqueville, while the Glengarrians would attack south to take an old chateau about a half-mile from Authie. Both battalions would be pushing towards Carpiquet. Since the area was the scene of a counter-attack, it was not until 1430-hrs that the two highland regiments started their advance. The Glengarrians' thrust towards the Chateau de St. Louis went well. Within the hour they had their objective. For the North Novas the fight was tougher, especially in the initial period when moving to their assembly area in an orchard to the south of Buron. Enemy mortar and 88 fire tore into the infantry companies as they waited at the start line for the order. Under relentless fire the order was given "Able Forward". Able and Delta companies advanced towards Authie encountering many pockets of Germans, which had to be eliminated. So stubborn were the SS troops that several occasions they fought to the death rather than be captured. But the combined attacks, supported by mortar and heavy machine-gun fire from the Camerons as well as fire from the carriers of the 7th Canadian Recce Regiment went well despite mounting casualties among the North Novas. As the Highland Brigade pressed steadily south and closed the gap to Carpiquet, German soldiers began to retreat towards Caen small groups. Nevertheless, on the 3rd Division's front only one brigade had been committed and although a chink in the enemy's armour had been created, it was time for another blow at the second ring of German defences around Caen.

## BOARD CONFIGURATION

### BALANCE

- C3: C2+ Add 8.8cm Flak18 & 2-2-8 to German OB  
C2: C1+ German is Fanatic  
C1: Increase German SAN to 5

- G1: Decrease German SAN to 3  
G2: G1+ Replace two Canadian MMGs with HMGs  
G3: G2+ Add two 4-5-8 to Canadian Turn 1 OB

### VICTORY CONDITIONS:

The Canadians win at Game End if they control all multi-hex building on Board 12, provided the German has not amassed  $\geq 50$  CVP.

### TURN RECORD CHART

GERMANS Sets Up First	1	2	3	4	5	6	7	8	9	10	END
CANADIANS Moves First											

### SPECIAL RULES:

- EC are Wet with a Mild Breeze to the Northwest at start.
- The German may set up two squad-equivalents (and any SMC/SW stacked with them) using HIP and fortify three building locations.
- The German receives one-module of 81mm Battalion Mortar OBA (HE & Smoke) with scarce ammunition.
- The Canadian receives one-module of 3-in (76mm) Battalion Mortars OBA (HE & SMOKE).
- The Canadian carrier crews are 2-4-8 HS.
- The German 8-3-8/3-3-8 MMC are Assault Engineers (H1.22) with Sapper capabilities (H1.23), underline morale and ELR of 5. Assault Engineers are the only MMC that can use a FT/DC without the Non-Qualified Use (A21.13) penalties applying.
- All German Pzkw IVH are equipped with Sz (D11.2).

**Remnants of III/SS-Panzer-Grenadier Regiment 25 sets up on any hex south of the 16A5-GG5 road**

6-5-8	3-4-8	9-1	8-0	3-8	7-16	12-4	7 Morale	13	1S	1S
4	3			2			6	3	3	6
							48			

**Remnants of III/SS-Panzer-Grenadier Regiment 25 Beginning on Turn 1, the German makes a dr at the start of each friendly RPh in which there is still  $\geq$  one MMC of III/SS-Panzer-Grenadier Regiment 25 offboard. If the dr  $\leq$  the current turn number, he may enter a number of these MMC along any east board edge hex. The total number of MMC (and any SW/SMC stacked with them) entering on that turn is  $\leq$  that the dr.**

8-3-8	6-5-8	3-4-8	8-1	7-0	3-8	3-8	24-1	30-1	8
2	2	6			3			2	

[ELR: 5]

(SAN: 4)



**Elements Cameron Highlanders of Canada sets up on any hex north of the 16A6-GG6 road**

2-4-7	8-1	8-0	4-12	8	1S
4			4		4

**TURN 6: B-Sqn 7th Canadian Recce Regt enters mounted along north edge**

8-1	16	16	16
	4PP	4PP	4PP
	T10+	T10+	T10+
	2/-	4/-	51 [2-11] -/-
	BMG	BMG	
	2		

**TURN 1: Elements North Nova Scotia Highlanders supported by Sherbrooke Fusiliers enters along the north edge**

4-5-7	2-4-7	9-1	8-1	8-0	7-0	2-7	8-3	51	13	13
13	3					4	2	2	6	2

[ELR: 4]

(SAN: 2)



# TASTE FOR COLD STEEL



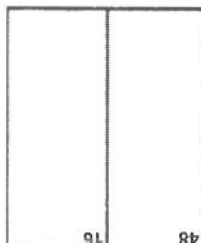
**Cussy France, 8 July 1944:** Operation Charnwood; At 1835-hrs, two battalions of the 7th Canadian Infantry Brigade had been moved forward to positions near Authie-Gruchy area. The 1st Battalion Canadian Scottish Regiment advanced on Cussy, the Regina Rifles Regiment on the Ardennes Abbey. Supported by the Heavy mortars and machine-guns of the Cameron of Ottawa and the tanks of the 1st Canadian Hussars. The Canadians attempted to pry the fanatical "Hitler Youth" from Cussy and the Abbey. As the Scottish advanced the rain of steel became more severe. The dust and smoke made it difficult to locate the enemy and not until their own barrage lifted a few hundred yards from the village did the lead companies see their objective clearly. At that point a cry went up "Come on Scottish!" and the assault platoons surged forward. The German defenders lead by Hauptsturmführer Ritzel who was forced to act as the gunner of the last remaining flak gun, fought to the last man at their guns destroying three Shermans at point blank range. CSM Grimmond of the Scottish did a grand job throughout the battle urging his men on with the cry "The Germans have no taste for cold steel!" He was completely regardless of the heavy fire and was blown up several times by shells. He miraculously escaped injury. In the swirling fight that went on in the next few hours, several German tanks made an appearance. The Hussars took some on several others were knocked out by the Scottish themselves. Inside the village of Cussy the smoke from burning houses, the noise of falling mortar bombs, enemy sniper and artillery fire made house clearing hazardous, but at nightfall the Scottish held on to their smoking prize.

## BOARD CONFIGURATION

### BALANCE

- C3:** C2+ Add second module of 150mm Rocket OBA  
**C2:** C1+ German is Fanatic  
**C1:** Increase German SAN to 5

- G1:** Decrease German SAN to 3  
**G2:** G1+ Increase Game length to 8 Turns  
**G3:** G2+ add one 4-5-8, FT and DC to Canadian OB



## VICTORY CONDITIONS:

The Canadians win at Game End if there are No Good Order German MMC or mobile AFV with functioning MA  $\leq 5$  hexes from 48Q5, provided German has not amassed  $\geq 50$  CVP.

## TURN RECORD CHART

<b>GERMANS</b> Sets Up First	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>END</b>
<b>CANADIANS</b> Moves First								

## SPECIAL RULES:

- EC are Wet with a Mild Breeze to the Northwest at start.
- The German may set up two squad-equivalents (and any SMC/SW stacked with them) using HIP and fortify three building locations.
- The German receives one-module of 150mm Rocket OBA (HE Only) with a pre-registered hex and directed by an offboard observer at level three along the east edge and one-module of 81mm Battalion Mortar OBA (HE & Smoke) directed by an offboard observer at level two along the east edge.

- The Canadian receives a pre-registered hex for a 105mm Creeping Barrage (E12.7).
- The Canadian OB-given 4-5-8/2-4-8 MMC are Assault Engineers (H1.22) with Sapper capabilities (H1.23), underline morale and ELR of 5. Assault Engineers are the only MMC that can use a FT/DC without the Non-Qualified Use (A21.13) penalties applying.
- Building 16O3-O4 has a ground level only.

**Remnants III/SS-Panzer-Grenadier Regiment 25 sets up on any hex east of 16A6-GG6 road**

6-5-8	3-4-8	2-2-8	9-1	8-1	8-0	3-8	7-16	12-4	?	60	88L	4	15
5	5	2				2	2	2	8	60	2	4	15

**TURN 5: Elements Kompanie 3, SS-Panzer Regiment 12; enters on any hex along the east edge**

9-1	18 6
75LL	3/5/2
4	

[ELR: 5]  
(SAN: 4)

**Elements 1st Canadian Scottish Regiment supported by First Canadian Hussars enters on TURN 1 along the west edge**

4-5-8	4-5-7	2-4-7	9-1	8-1	8-0	2-7	8-3	51	24-1	30-1	75	13	13
3	15					5	3	3	2	3	8	3	

[ELR: 4]  
(SAN: 2)

**TURN 3: B-Coy Regina Rifles**  
**Regiment:** enters along west edge

The map shows the following units and their positions:

- 3** (3 squares)
- 15** (1 square)
- 2** (2 squares)
- 5** (5 squares)
- 3** (3 squares)
- 2** (2 squares)
- 8** (8 squares)
- 3** (3 squares)

The Sherman VC(a)s are positioned at:

- 75** (1 square)
- 76LL** (1 square)
- 76LL** (1 square)

The map also shows the positions of other units from previous turns, including 4-5-8, 4-5-7, 2-4-7, 9-1, 8-1, 8-0, 1MG, 1PIAT, 1MTR, 1FT, 1DC, 1Radio, 1Sherman VC(a), and 1Sherman VC(a).

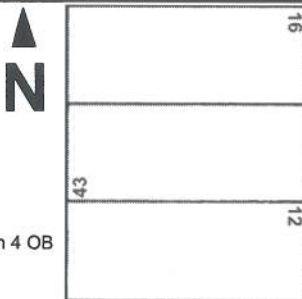


**Authie France, 7 June 1944:** The 9th Canadian Infantry Brigade started towards the Carpiquet airport, the North Nova Scotia Highlanders and the Sherbrooke Fusiliers spearheading the assault. Leading the brigade's attack was an advance guard with the Fusiliers' Stuart tanks in the fore, a C-Company of the Highlanders, a platoon of medium-machinegunners from the Cameron a troop of guns from the 3rd Anti-tank Regiment and four anti-tank six pound guns from the Highlanders. Behind came the remaining three companies of the battalion riding on the Sherman tanks of the Fusiliers. Two miles beyond their start-line, as they came close to the small village of Buron, the advance party began to run into serious opposition. Hidden in the long grass or behind any form of cover along the way, enemy machine-gunners and anti-tank guns, determined to halt the Canadian advance, caused some casualties. A Company of Highlanders and a squadron of tanks took on the fight for Buron, heavily defended by German infantry. Meanwhile, the advance guard had gone around Buron and was advancing on Authie, another small Norman village about a mile further south. Again, enemy machinegun, rifle and mortar fire began to take its toll, forcing the men from the decks of the tanks as the Highlanders' vanguard battled its way into Authie and began to dig in.

## BOARD CONFIGURATION

## BALANCE

- C3: C2+ Exchange 105mm OBA for 150mm OBA  
 C2: C1+ German SS-Units are Fanatic  
 C1: Increase German SAN to 5  
 G1: Decrease German SAN to 3  
 G2: G1+ German Reinforcements enter on Turn 6  
 G3: G2+ Add one 4-5-8 and Sherman VC Firefly Turn 4 OB



## VICTORY CONDITIONS:

The Canadians win at Game End if they have amassed > 50VP. The Canadian receives; 1/2VP for each hex of a single North-South road that he controls that is connected to the northern edge via a contiguous string of controlled road hexes free of Good Order German units on/adjacent to it. 1VP for each single hex stone building and 3VP for each Multi-hex stone building he controls.

## TURN RECORD CHART

GERMANS Sets Up First	1	2	3	4	5	6	7	8	9	10	END
CANADIANS Moves First											

**Remnants Infanterie Division 716 sets up on any hex on Board 43 and on Board 16 south of the 16A5-GG5 road**



[ELR: 5/2]

(SAN: 4)

**Infantry: Chose one**



7 2

or



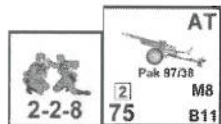
9

**Pak Zug: chose one**



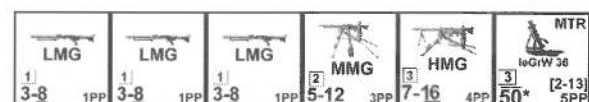
3 3

or

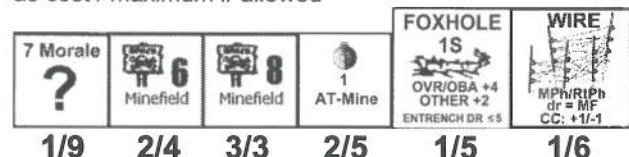


2 2

**Support Weapons: Choose four**

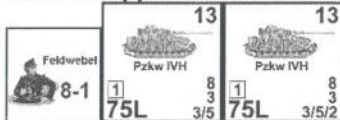


Choose 30 points of the following fortifications, they are listed as cost / maximum # allowed



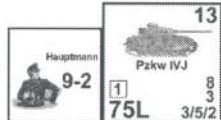
**TURN 4: Elements II/SS-Panzer Regiment 12 enters along the east edge boards 12/43**

**Panzer Support: Chose one**



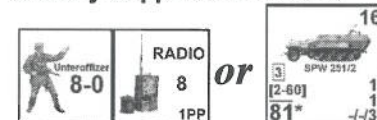
6 3

or



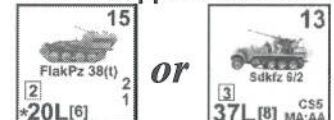
8

**Artillery Support: Choose one**



3

**Flak-Pz Support: Choose one**



4

3

**Elements III/SS-Panzer-Grenadier Regiment 25: choose one of the following groups**

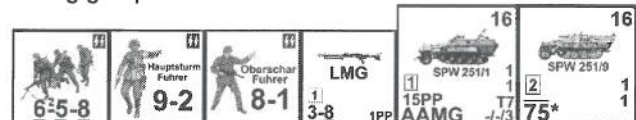


9

3

2

or



6

3

6

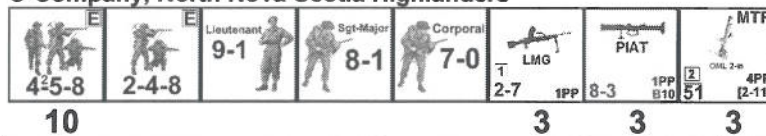
2

Canadian OB on the back of card





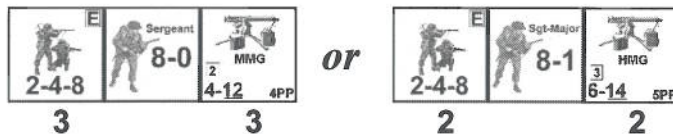
Elements 9th Canadian Infantry Brigade enters on Turn 1 along the north edge  
C-Company, North Nova Scotia Highlanders



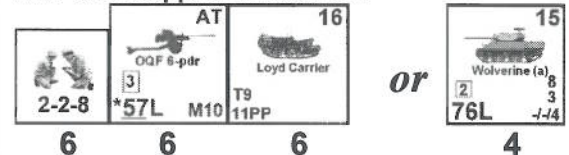
[ELR: 4]

(SAN: 2)

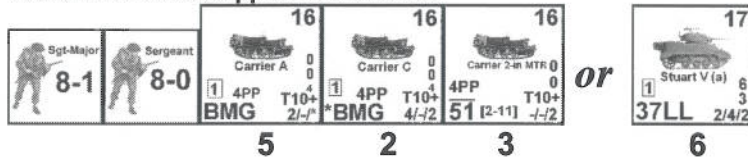
Machinegun Support: Choose one group



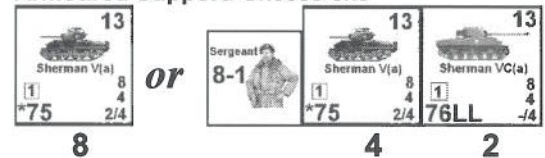
Anti-Tank Support: Choose one



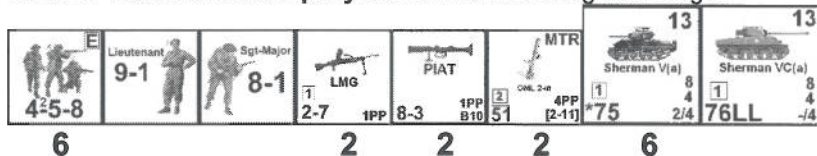
Reconnaissance Support: Choose one



Armoured Support: Choose one



TURN 4: Elements A-Company enters mounted along north edge



### SPECIAL RULES:

1. EC are Wet with a Mild Breeze to the Northwest at start. All gullies contain Mud (E3.6) and are subject to Bog (D8.23).
2. Treat any multi-hex/single-hex building with a printed stairway as a two-story building (B23.22, B31.3) with an inherent staircase in each hex.
3. Treat Building 12U5 as a factory (B23.74) with Steeple (B31.2) in 12V5.
4. All Order of Battle choices must be made prior to the start of play and are made without the knowledge of the opposing player.

5. If the German selects the radio and observer, the German receives one-module of 105mm OBA (HE & Smoke) with scarce ammunition.
6. All non-SS German MMC/SMC have an ELR of 2. SS-MMC/SMC have an ELR of 5.
7. The Canadian Carrier A, C, & 2-in MTR crews are 2-4-8 HS.
8. All German Pzkw IVH/J are equipped with Sz (D11.2).
9. All non-SS German MMC/SMC must add a +1drm to any PF checks (C13.31). The effect of an original 6 remains the same.