

TAC NEWS

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This is a “Micro Armour: The Game” scenario from the “Canada in World War II” supplement.

The Normandy Campaign: OPERATION CHARNWOOD–JULY, 8TH, 1944

British plans to capture the city of Caen on D-Day proved to be highly optimistic. A month after the D-Day landings the Germans still held a line on the high ground north of the city. As part of Operation Charnwood, the Third Canadian Infantry Division, supported by the Second Canadian Armoured Brigade, had the task of clearing the Gruchy-Buron-Authie area—the same area where the North Nova Scotia Highlanders received their baptism of fire a month before. Opposing them were the exhausted troops of Obersturmbannführer (short: Ostubaf) Karl Heinz Milius’s SS-Panzergrenadier Regiment 25.

The attack began with a bombardment of German positions by heavy bombers on the evening of July 7th. To prevent friendly casualties, the bombing zone was restricted to an area almost three miles beyond the most forward of the Canadian units. On the morning of the 8th the combined fire of almost 650 guns opened up on the Germans. At 0730 the 9th Canadian Infantry Brigade, under Brigadier Dan Cunningham, moved forward. It was made up of Stormont, Dundas, and Glengarry Highlanders and the Highland Light Infantry, each supported by a squadron of tanks from the Sherbrooke Fusiliers. They advanced against the strongly fortified villages of Gruchy and Buron, the latter occupied by the bulk of the III./SS-Panzergrenadier Regiment 25.

Gruchy fell first. After about an hour of fighting, the Glens forced their way into the village, then retreated to reinforce Buron. This second objective proved to be far more difficult to capture. To begin with, the Highland Light Infantry’s numbers were not much greater than those of their reinforced opponents. Next, a minefield north of the town delayed the Sherbrooke’s supporting tanks. A prolonged street fight ensued and finally forced most of the German infantry out. However, casualties sustained by the Highlanders left the unit so weakened that it was uncertain whether they would be capable of withstanding the

inevitable German counterattack. Fortunately, reinforcements in the form of a British anti-tank battery and a company from the Cameron Highlanders of Ottawa were in place before the SS attempted to regain the town. An attempted counterattack by 3. SS-Panzer Regiment 12 to relieve the German troops still in Buron was beaten back with the loss of seven Panthers. After this, the fighting in Buron slowly wound down as the last of the remaining German forces were cleared out.

While the fight in Buron was still raging, the Glens prepared to move against Chateau St. Louet. This fortified village, held by the 16. (Pioniere) Kompanie/SS Panzergrenadier-regiment 25, held out briefly but the sheer weight of numbers made resistance futile. The Canadians quickly secured the place and captured some 25 prisoners.

The 7th Brigade’s reserve, the North Nova Scotia Highlanders, was originally supposed to form up in Buron after its capture. From there they were to advance on Authie, but clearing Buron took more time than expected and the Highlanders could not start their advance as planned. When they finally moved forward, they found themselves drawing fire from the remaining enemy in Buron and had taken a number of casualties by the time they neared Authie. Fortunately, Authie was unoccupied, and the Nova Scotians were able to secure it without further losses.

The Germans fought as tenaciously as the Canadians and both sides sustained heavy casualties. In the struggle to take Buron, the Highland Light Infantry fought their bloodiest battle of the Normandy campaign. The only real weakness shown by either side was the poor coordination displayed between the Canadian infantry and supporting armour. This weakness was something only experience and the hard hand of war could overcome.

CANADIAN FORCES	COHESION 16
9th Infantry Brigade/3rd Infantry Division	
7th Infantry Brigade: 1 x GHQ(+1) (FO)/Halftrack	
Highland Light Infantry: 1 x HQ (FO)	
Companies A, B, C, D, each with: 12 x Infantry	
Support Company: 1 x 6 pdr. ATG/Carrier,	
1 x Engineer, 3 x Carrier,	
1 x 3-in. Mortar(3)/Carrier	
Stormont, Dundas,	
Glengarry Highlanders: 1 x HQ(FO)/ Halftrack	
Companies A, B, C, D, each with: 12 x Infantry,	
Support Company: 1 x 6 pdr. ATG/Carrier,	
1 x Engineer, 3 x Carrier,	
1 x 3-in. Mortar(3)/Carrier	
North Nova Scotia Highlanders: 1 x HQ (FO)/Halftrack	
Companies A, B, C, D, each with: 12 x Infantry	
Support Company: 1 x 6 pdr. ATG/Carrier,	
1 x Engineer, 3 x Carrier,	
1 x 3-in. Mortar/Carrier	
"C" Company/Cameron Highlanders of Ottawa (MG):	
3 x Infantry Support/Carrier	
245th Battery/	
62nd Atk Regiment RA: 2 x M10 (17 pdr.)	
Recce Detachment/B Squadron/7th Recce Regiment	
(17th Duke of York's Royal Canadian Hussars):	
3 x Carrier [3]	
27th Armoured Regiment	
(Sherbrooke Fusiliers): 1 x Sherman (HQ),	
2 x Stuart V[R]	
A, B, C Squadrons: 9 x Sherman, 3 x Firefly	
12th Field Regiment, Royal Canadian Army (RCA)	
Batteries 11, 16, 43,	
each with: 2 x 105mm Priest(2)—Off Map	
13th Field Regiment, RCA	
Batteries 22, 44, 78,	
each with: 2 x 105mm Priest(2)—Off-Map	
14th Field Regiment, RCA	
Batteries 34, 66, 81,	
each with: 2 x 105mm Priest(2)— Off-Map	

GERMAN FORCES	COHESION 16
SS Panzer Grenadier Regiment 25/ 12th SS Panzer Division "Hitlerjugend"	
SS Panzer Grenadier Regiment 25: 1 x GHQ(+2) (FO)/	
Light Truck	
II./ SS Panzer	
Grenadier Regiment 26: 1 x HQ (FO)/Light Truck,	
3 x Infantry,	
1 x Infantry Support	
III./SS Panzer Grenadier Regt. 25: 1 x HQ (FO)/	
Light truck	
9, 10, 11 Companies,	
each with: 2 x Infantry, 1 x infantry Support,	
1 x 80mm Mortar(1)	
12. Company: 1 x 75mm PaK/SdKfz 11,	
1 x 75mm IG/SdKfz 10	
14. Flak Company: 1 x SdKfz 10/20mm	
16. Engineer Company: 2 x Engineer	
SS Panzer Regiment 12: 1 x Panzer V (HQ)	
3. Company: 4 x Panzer V	
5. Company: 2 x Panzer IV H	
I./Bt. SS Flak Abteilung 12: 1 x 88mm Flak 36/SdKfz 7	
III./SS Panzer Artillery Regiment 12	
7, 8, 9 Batteries,	
each with: 1 x 150mm Field Gun (2)—Off-Map	
10 Battery: 1 x 100mm sFK18 (2)—Off-Map	
III./Wefer Regiment 83	
7, 8, 9 Batteries, each with:	
1 x 150cm Nebelwerfer (2) —	
Off-Map	

SCENARIO LENGTH: 30 TURNS

VICTORY CONDITIONS
Victory goes to whichever player holds the majority of the towns of Authie, Gruchy, and Buron.

INITIAL DEPLOYMENT: Canadians deploy first, then the Germans.

Canadian Deployment

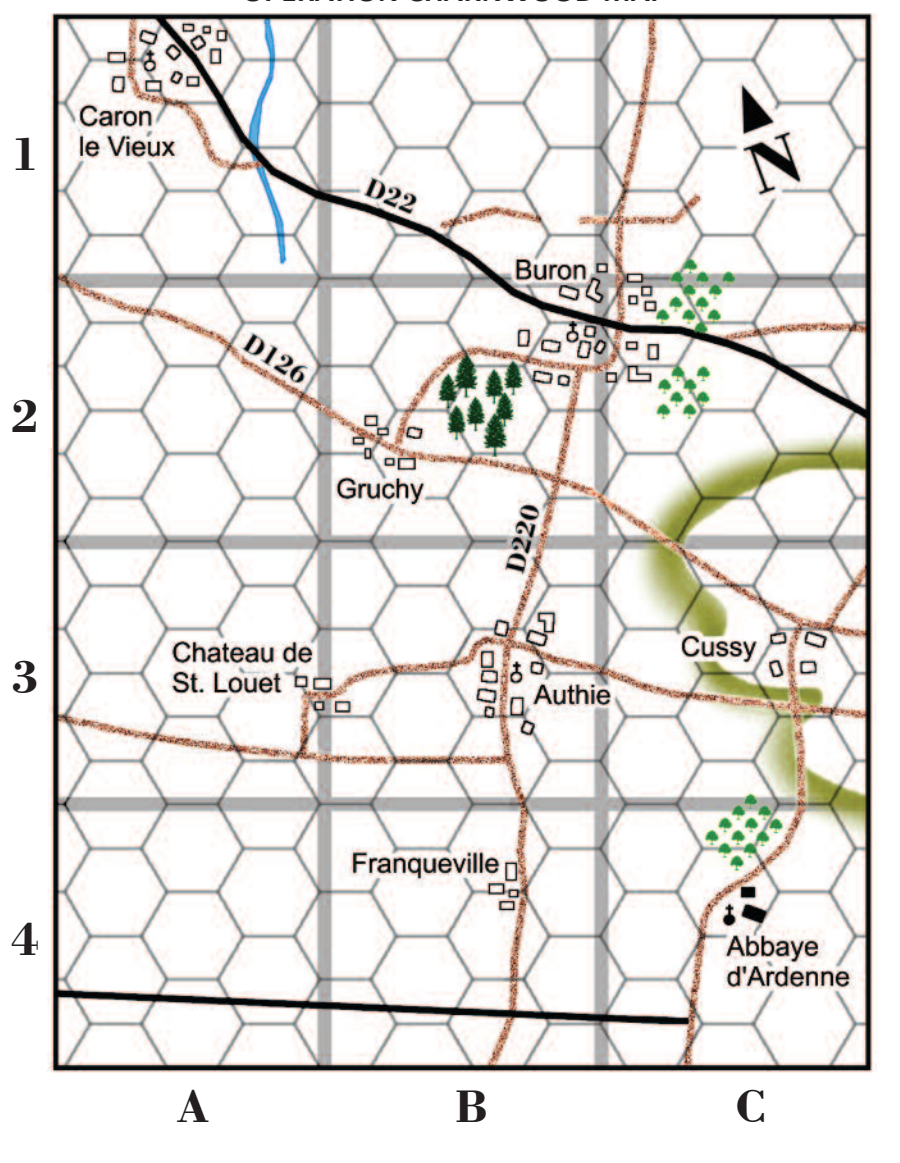
- The Brigade HQ, and the elements of the Highlander Brigade's initial assault wave, set up within 8 inches of the north map edge, in Squares A1 and B1.
- Stormont, Dundas, and Glengarry (SD&G) set up on the right, with the Sherbrooke Fusiliers in the center, and the Highlander Light Infantry (HLI) on the left.
- Their supporting units deploy with them as the player sees fit.
- The Nova Scotia Highlanders enter the map into the same areas on turn 5.
- Also on turn 5: The carriers of the 7th Recce regiment enter from the west edge of the map.

German Deployment

- Companies 9, 10, 11, 12 of III./SS Panzer Grenadier Regiment 25 deploy within 10 inches of the junction of D22 and D220 in Buron.
14. Flak Company sets up in Gruchy.
- III./SS Panzer Grenadier Regiment 12 deploys its tanks within any of the previous areas.
16. Engineer Company sets up in the Chateau.
- I./SS Panzer Grenadier Regiment 26 deploys in Franqueville.
- I./Bt. SS Flak Abteilung 12 sets up within 10 inches of Cussy.
- The German GHQ is in the Abbaye d'Ardenne.
5. Company of SS Panzer Regiment 12 deploys within 6 inches of the Abbaye.
- The German player also deploys: 4 x Standard mine markers/ 4 x Dummy mine markers/ 4 x Medium Improved Positions.

The mine markers must be deployed within 6 inches of the anti-tank ditch north of Buron.

OPERATION CHARNWOOD MAP



TERRAIN SUGGESTIONS

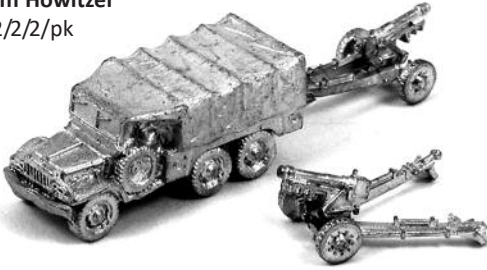
- Each hex is 4 inches from top to bottom; each square is 12 inches. The map is about 48 inches long and 36 inches wide.
- The terrain is open; max. sighting is 40 inches.
- Treat the stream as Rough terrain 2.
- No vehicles may cross the two sections of anti-tank ditches north of Buron. Other units should treat the ditches as Rough Terrain 2.
- Roads are poor, except where indicated on the map.
- Abbaye d'Ardenne is treated as Heavy Buildings. Other buildings are Light Buildings.

	Good Road		River
	Poor Road		Woods
	Light Buildings		Groves
	Heavy Buildings		Slope

NOW AVAILABLE

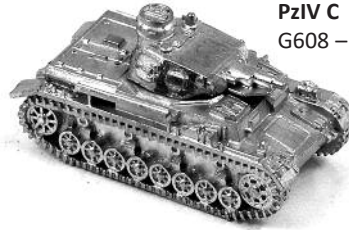
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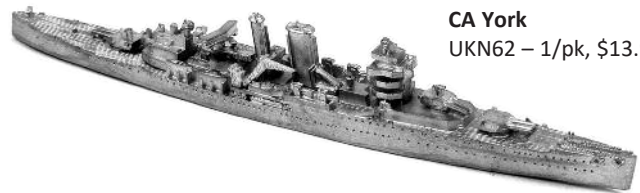
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