

WWII MICRO ARMOUR®: THE GAME TAC NEWS Scenario July/August 2001

Bloody Buron Normandy Campaign: June 7, 1944

Having consolidated their D-Day beachhead, the Canadian 9th Bde. was leap-frogged forward to spearhead the drive west of Caen. They advanced south, occupying Buron and Authie. Their van reached out toward Franqueville. Just as the Canadian artillery was repositioning, the SS struck.

Sensing the vulnerable flank of their enemy, Kampfgruppe Meyer of the 12th SS Hitlerjugend Division savagely counterattacked. Many Canadian positions were overrun before the front could be stabilized. Both units were in their first battle: this game recreates their baptism of fire and blood.





German

Kampfgruppe Meyer

Elements Cohesion 17

12th SS Panzer Division

Regimental HQ

25th SS PzGren Rgt 1xGHQ (+1) (FO)/Kubelwagen

3rd Bttn

25th SS PzGren Rgt 1xInf. HQ (FO)/ Kubelwagen 3xInfantry '44 9th Company

1xInfantry Support

3xInfantry '44 10th Company

1xInfantry Support

3xInfantry '44 11th Company 1xInfantry Support

12th Company 3x8cm Mortar (3)

1x75mm PAK40 ATG/Light Tractor 1x 75mm Infantry Gun/Light Truck

2nd Bttn/12th SS Panzer Rgt. 1xPz IV HO

5th Company 4xPz IV 6th Company 4xPzIV

3rd Bttn/12th SS Artillery Rgt.

1x150mm Field Gun (2) OFF MAP 9th Battery 10th Battery 1x100mm sFK18 (2) OFF MAP

Canadian

Advance Guard Cohesion 9th Canadian Infantry Brigade

15

Advanced Guard HO

Vanguard Recce Trp/ 27th Arm. Rgt

C Co./ NNS Highlanders

Support Co./ NNS Highlanders

1xGHQ(+1)(FO)/Jeep 1xInfantry HQ (FO)/Jeep 2x Stuart V [R]

3xInfantry/Carriers 1x3" Mortar(3)/Carrier

> 1xEngineer/Carrier 1x6lbr ATG/Carrier

1xInfantry Support/Carrier MG Pltn/C Co/ CHO Troop/ 3rd Anti-Tank Rgt.

1xM-10

NNSHighlanders

A Company **B** Company 1xInfantry HQ (FO)/Jeep 3xInfantry

3xInfantry D Company 3xInfantry

27th Armoured Regiment (HQ) 1xSherman (HO) AA Troop 1xCrusader II AA (20mm)

3xSherman, 1xFirefly A Squadron B Squadron 3xSherman, 1xFirefly

C Squadron 3xSherman, 1xFirefly

14th Field Artillery Regiment

34th Battery 2x105mm Priest (2) OFF MAP 66th Battery 2x105mm Priest (2) OFF MAP 2x105mm Priest (2) OFF MAP 81st Battery

SCENARIO LENGTH: 20 TURNS

SPECIAL RULES:

The Canadian artillery support is not available until after turn 10.

The two additional weapons used in this scenario have the following values:

Vehicle/weapon	Points	Firepower AP / HE	Range AP / HE	Defense [armoured]	Speed W/T/F	Cargo Capacity	Transport Requirement
		AF / TE	AF / TIE	[arribureu]	VV/ 1/ F	Capacity	Requirement
Crusader II AA (20m	nm) 32	2/4	10/10	[4]	12T	(∃
100mm sFK18	183	4/8	152/152	3	0	=	14



WWII MICRO ARMOUR®: THE GAME

Bloody Buron Normandy June 7, 1944

INITIAL DEPLOYMENT:

The Canadian player deploys first as follows:

- The Advance Guard HQ and B & D Cos, North Nova Scotia Highlanders deploy within 4" of Buron.
- A Company, North Nova Scotia Highlanders deploys within 4 inches of Gruchy.
- The Vanguard, except for the Recce Troop of the 27th Arm. Rgt., deploys within 4"of Authie.

The Recce Troop deploys within 3" of Franqueville. The 27th Armoured Regiment deploys between Buron and Authie.

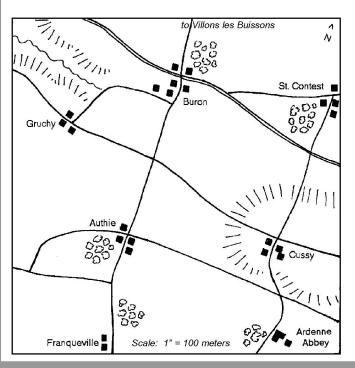
The German player deploys secondly as follows:
Rgt HQ/25th SS PzGren Rgt. is located in the Ardenne Abbey.
The 3rd Bttn/ 25th SS PzGren Rgt. and the two Cos. of the
2nd Bttn/12th SS Panzer Rgt. all deploy within
14" to the southwest of the Abbey. Historically,
the panzers were deployed with one company on
either flank of the infantry.

VICTORY CONDITIONS:

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

TERRAIN SUGGESTIONS:

- The map should measure approximately 36" by 36".
- Terrain is Open and maximum sighting distance is 40".
- The east-west road through Buron is a good road, the other roads should be considered to be poor.



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