

## Authie and Buron, June 7, 1944 A *Flames of War* Mega-Game Scenario

Allied concerns around the Normandy landings were many, but one of the most critical was the potential for a heavy panzer counterattack early on against the beachhead. The best tank country, by far, was in the center of the British sector, so the role of defeating the potential counterattack was given to the 3<sup>rd</sup> Canadian Division.

A portion of the 21<sup>st</sup> Panzer Division managed to attack late on D-Day itself (see our *Rommel to the Sea* scenario), but a significant attack by the three potentially available panzer divisions (21<sup>st</sup>, Lehr and 12<sup>th</sup> SS) would come only on the second and third days.

On June 7<sup>th</sup>, the Canadians continued their push south toward Carpiquet and its airfield, west of Caen itself. The Canadian 9<sup>th</sup> Brigade initially made very good progress, against elements of 21<sup>st</sup> Panzer's KG Rauch and remnants of the 716<sup>th</sup> Coastal Division. By noon they had taken both Authie and Buron, and they were poised for an advance on Franqueville and Carpiquet itself.

At this point added forces from 21<sup>st</sup> Panzer, plus much of 12<sup>th</sup> SS Panzer launched their feared counterattack, which hit the Canadian forces squarely. For the remainder of the day, the outnumbered Canadian forces fought off the German forces, losing ground but blunting the dangerous attack.

This scenario uses a large tabletop to show a scaled down version of the area east of the Mue River where the heaviest fighting occurred. The scenario focuses on the action as German forces start their counterattack.

### Special Terrain rules:

- Buildings – The small villages in this area were built solidly. Any stand touching a building should be treated as in concealing terrain and bulletproof cover.
- Fields – most of the terrain in this area was cultivated, but the early June fields offered no significant cover. Fields are terrain.
- Low Hedges - roughly ½ of the fields placed on the table should be bordered by low, light hedges. Low hedges are short terrain.
- Marsh – the eastern edge of the battlefield was mostly flooded. Marsh areas are difficult going, and they offer no cover to troops crossing or occupying them.
- Woods – woods are treated as per the normal FOW rules.

### Deployment:

The game starts with both sides having a mix of forces in position and moving up.

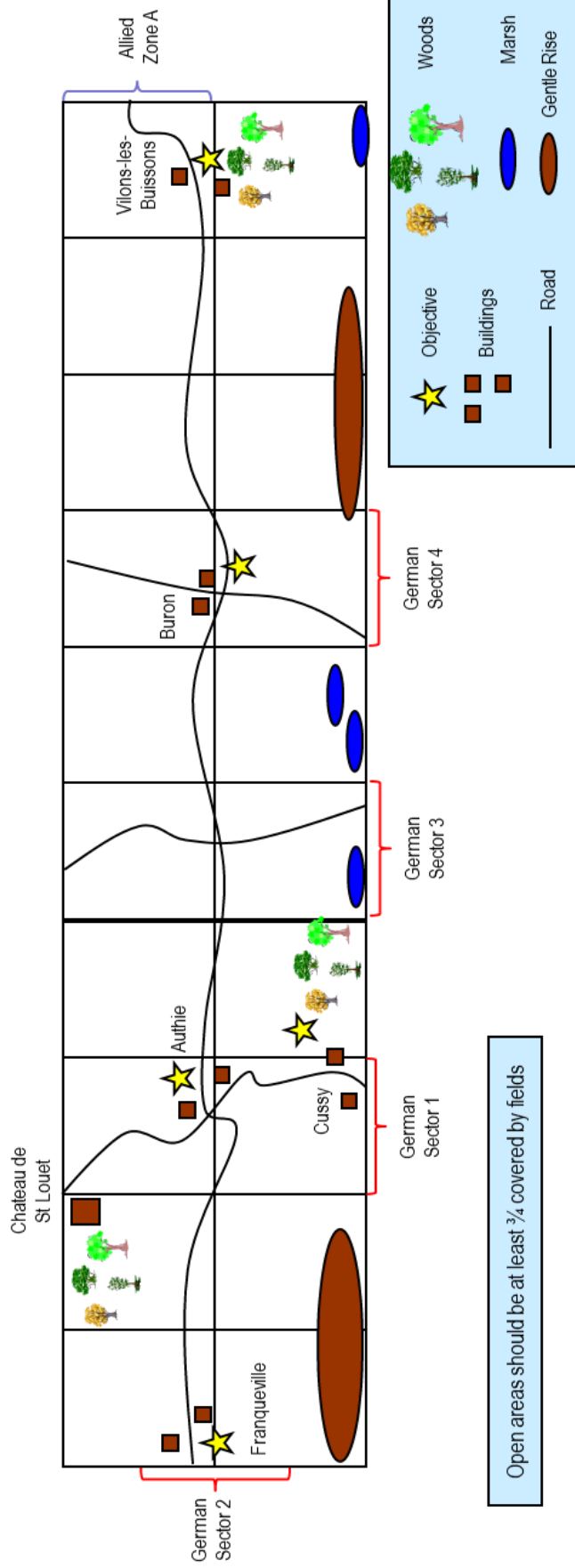
Most of the Canadian forces start the game on the table, see their individual deployment zones. They have advanced all morning and stopped for lunch, so they count as dug in and gone to ground on turn one.

The Axis then deploys their on-table troops next, within their deployment zones. These forces also count as dug in on turn one.

The Axis forces then take the first turn, with their off-table forces entering from their assigned arrival zones.

Map:

# FOW Mega-Game Authie and Buron (4' Wide Version) – June 7, 1944



## Axis Forces:

<b>KG Rauch, 21<sup>st</sup> Panzer Division -</b>	<b>Player -</b>
	<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> Panzergrenadier Company / 21<sup>st</sup> Panzer from 21<sup>st</sup> Panzer Book  <b>Points:</b> 120  <b>Added units:</b> none  <b>Prohibited units:</b> none  <b>Deployment:</b> enters on turn one from Axis sector 4</p>
<b>KG Meyer, 12<sup>th</sup> SS Panzer Division -</b>	<b>Player -</b>
	<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> Panzergrenadier Company from D-Day: Waffen SS, 12<sup>th</sup> Hitlerjugend "Schnell" command card  <b>Points:</b> 120  <b>Added units:</b> none  <b>Prohibited units:</b> none  <b>Deployment:</b> enters on turn one from Axis sector 1</p>
<b>KG Prinz, 12<sup>th</sup> SS Panzer Division -</b>	<b>Player -</b>
	<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> Panzer IV Tank Company from D-Day: Waffen SS  <b>Points:</b> 120  <b>Added units:</b> none  <b>Prohibited units:</b> none  <b>Deployment:</b> enters on turn one from Axis sector 3</p>
<b>Elements, 716 Festung Division</b>	<b>Player -</b>
	<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> Beach Defense Grenadier Company from D-Day: German  <b>Points:</b> 120  <b>Added units:</b> none  <b>Prohibited units:</b> additional formations must be Beach Defense Grenadier, StuG or 21<sup>st</sup> Panzer only  <b>Deployment:</b> deploys anywhere within 12" of Franqueville</p>

## Allied Forces:

I/ North Nova Scotia Highlanders -	Player -
<b>Rating:</b> units are rated as specified in the list <b>Core List:</b> Rifle Company, D-Day: British, Canadian infantry command card <b>Points:</b> 120 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> anywhere within 12" of Authie	

II/ North Nova Scotia Highlanders -	Player -
<b>Rating:</b> units are rated as specified in the list <b>Core List:</b> Rifle Company, D-Day: British, Canadian infantry command card <b>Points:</b> 120 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> anywhere within 12" of Buron	

I/ Sherbrooke Fusiliers -	Player -
<b>Rating:</b> units are rated as specified in the list <b>Core List:</b> Sherman Company, D-Day: British, Canadian armor command card <b>Points:</b> 120 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> anywhere within 12" of the Chateau St Louet	

II/ Sherbrooke Fusiliers -	Player -
<b>Rating:</b> units are rated as specified in the list <b>Core List:</b> Sherman Company, D-Day: British, Canadian armor command card <b>Points:</b> 120 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> enter on turn one from Allied zone A	

## Special Rules:

### **Airpower:**

The Allies had overwhelming air support for the invasion, although the planes were allocated for many roles other than ground support.

Each turn, the Allied CiC rolls 1d6 and on a 3-6 receives a Typhoon fighter-bomber flight. Airstrikes may be used anywhere on the table.

No players may purchase air support, other than an AOP.

### **Weather:**

Although the weather was not ideal, it primarily inhibited the ability of Allied ground support and is reflected in the availability roll above. The weather has no other effect.

### **Naval Gunfire:**

Naval gunfire was sporadic at the start of the engagement due to communication issues. Commencing on turn 3, The Allied CiC receives the Naval Gunfire Support command card.

### **Time of Day:**

It was afternoon before the main action started, due to delays in getting the 12<sup>th</sup> SS Panzer into position.

The game will end at darkness. Turns one through 5 are normal turns, while turn 6 uses the dusk rules. At the end of turn 6 roll 1d6, on 1-3 night has fallen and the game ends, on a 4-6 there is just enough light for one more push and a seventh turn is played, again using the dusk rules. The game automatically ends at the end of turn seven.

### **Dusk:**

Dusk turns are treated as daylight turns, except visibility is limited beyond 24" in the fading light. Use the same procedure for shooting as for a night turn, except when rolling for distance to see a target add 24" to the result (so on a roll of 1 a unit is a visible target out to  $24 + 4 = 28$  inches, etc.).

## Winning the Game:

This action represented a desperate struggle over the critical ground leading to the beaches. Both sides were technically attacking.

To reflect this, there are 5 objectives on the tabletop:

- If the Allied players manage to hold Franqueville and exit 2 platoons at over half strength off the south table edge they win a strategic victory.
- If the Axis players manage to take Vilons-les-Buissons they win a strategic victory.
- If neither side wins a strategic victory, when the game ends whichever side holds the majority of objectives wins a tactical victory. If neither side holds a majority then the result is a draw.