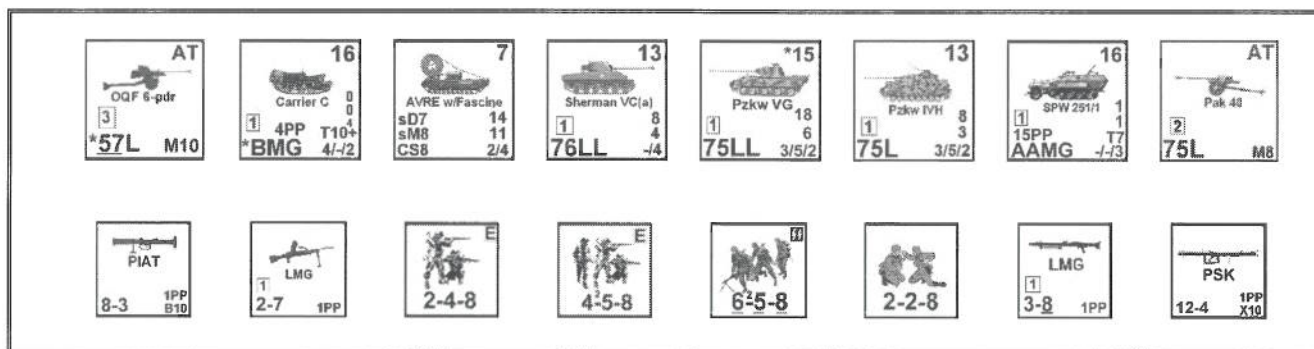


The Battle for the Abbaye des Ardennes

Caen France, 7 July 1944



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)

Scenario Designer: George Kelln
Historical Background: George Kelln
Layout: George Kelln
Clip Art: LONE CANUCK PUBLISHING™

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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*

www.lonecanuckpublishing.ca

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

GERMANS Sets Up First	1	2	3	4	5	6	7	8	9	10	END
BRITISH 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 ≤ 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	3eGrW 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	13	13
16					6	4	4		8	3
4-5-7	9-1	8-1	7-0	2-7	8-3	51	13			
9				3	3	2	4			

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 ≥ 75 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 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)

15	4			2	6	3	3	10	72	24			
				TURN 6: Elements Kompanie 5, SS-Panzer Regiment 12; enters on any hex along the south edge of Board 49									
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	17	2	2	7	4	4	2	4	8	2	2	3	
8	3	3	2	4	2	4	2	2	2	2	2	2	2

TURN 3: A-Coy, Highland Light Infantry of Canada supported by A-Sqn Sherbrooke Fusiliers enters along the north edge

[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 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 ≥ 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	 1 3-8	 3 7-16	 12-4	 ?	 Minefield	 1 75L	 1S OVROBA +4 OTHER +2 ENTRENCH DR <5	 MPH/RPh dr = MF CC: +1/-1
4	3			2			6	48	3	3	6
								Minefactors			

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 T10+ 2/-	4PP T10+ 4/-	4PP T10+ 4/-
	BMG	BMG	51 [2-11] -/2
	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)





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

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

Units and Positions:

- Top Row (Left to Right):**
 - 3 (Icon: 4-5-8)
 - 15 (Icon: 4-5-7)
 - 2 (Icon: 2-4-7)
 - 5 (Icon: 8-1)
 - 3 (Icon: 8-0)
 - 3 (Icon: LMG)
 - 3 (Icon: PIAT)
 - 3 (Icon: MTR)
 - 2 (Icon: FT)
 - 2 (Icon: DC)
 - 2 (Icon: Radio)
 - 8 (Icon: Sherman V(a))
 - 3 (Icon: Sherman VC(a))
- Bottom Row (Left to Right):**
 - 7 (Icon: 4-5-7)
 - 2 (Icon: 2-4-7)
 - 8-1 (Icon: Sgt-Major)
 - 7-0 (Icon: Corporal)
 - 3 (Icon: LMG)
 - 3 (Icon: PIAT)
 - 3 (Icon: MTR)

Additional Information:

- [ELR: 4]**
- (SAN: 2)**



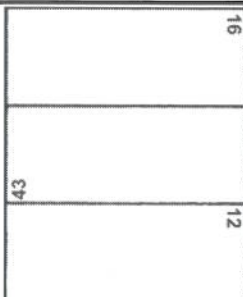
Authie France, 7 June 1944: The 9th Canadian Infantry Brigade started towards the Carpiquet airport, the North Nova Scotia Highlanders and the Sherbrooke Fusiliers spearheading the assault. Leading the brigade's attack was an advance guard with the Fusiliers' Stuart tanks in the fore, a C-Company of 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

▲
N



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



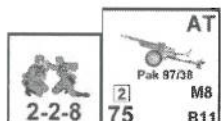
9

Pak Zug: chose one



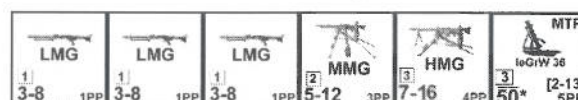
3 3

or

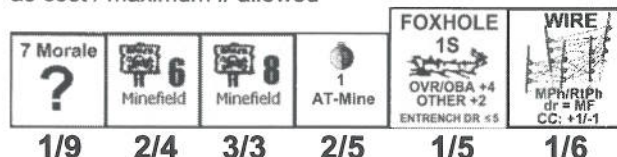


2 2

Support Weapons: Choose four

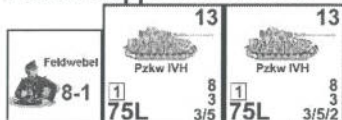


Choose 30 points of the following fortifications, they are listed as cost / maximum # allowed



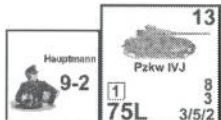
TURN 4: Elements II/SS-Panzer Regiment 12 enters along the east edge boards 12/43

Panzer Support: Chose one



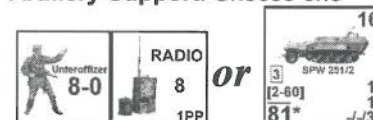
6 3

or



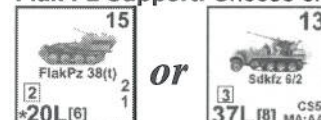
8

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

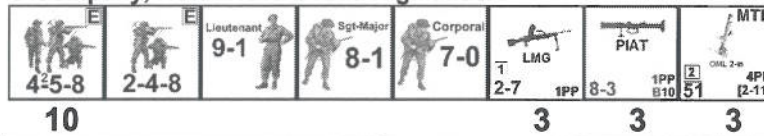
2

Canadian OB on the back of card





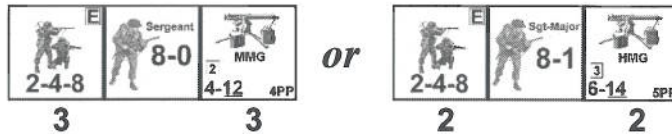
Elements 9th Canadian Infantry Brigade enters on Turn 1 along the north edge
C-Company, North Nova Scotia Highlanders



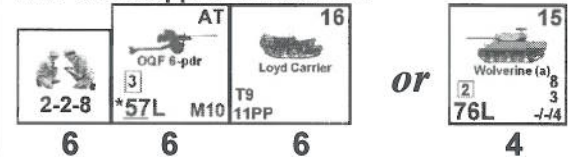
[ELR: 4]

(SAN: 2)

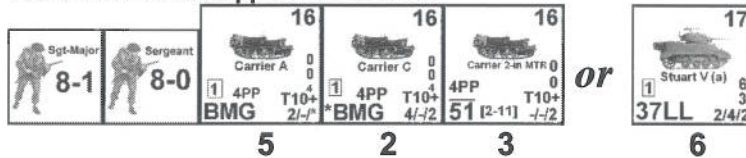
Machinegun Support: Choose one group



Anti-Tank Support: Choose one



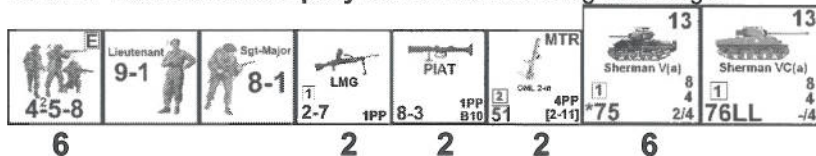
Reconnaissance Support: Choose one



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.