

4TH CANADIAN ARMoured DIVISION

OFFICIAL BRIEFING

INTELLIGENCE BRIEFING FOR THE
4TH CANADIAN ARMoured DIVISION IN FRANCE AND BELGIUM

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FLAMES OF WAR.
THE WORLD WAR II MINIATURES GAME

UNDER
REVIEW

4th Canadian Armoured



CANADA

The 4th Canadian Armoured Division began with the mobilization of the 4th Canadian Infantry Division in September 1940. It was not until 26 January 1942 that 4 CAD was officially formed along with 2 Canadian Army Tank Brigade. The division had two armoured brigades, the 3rd and 4th. Major-General F F Worthington was appointed General Officer Commanding, but did not take formal command of the division until 8 March after he returned from England.

(Worthy, as he was often called, was the driving force behind the establishment of the Canadian Armoured Corps.)

The immediate problem was that not a single member of the division knew anything about tanks, nor did they even possess a tank. The only place that had tanks was the Canadian Armoured Fighting Vehicle Centre at CFB Borden. A group of division personnel were sent to Borden to train as instructors in February so that they could begin to train the rest of the division.

In the meantime, Worthy returned from England to find 165 Ram II tanks sitting on the docks waiting to be shipped overseas.

A trip to Ottawa was made where Worthy persuaded the Master General of the Ordnance to let him have some of the tanks, and arrangements were made to have 65 Rams sent to the division.

These arrived in early May minus their 6-pounder guns, but none of the people sent to Borden to train had returned. It fell to Worthy and one of his staff officers to unload the rail cars. Some time later the division acquired four Ram II with 6-pounders when Worthy spotted them on rail cars headed

to Halifax and talked the station master into putting one of the flat cars on a siding.

An intensive training schedule ensued with two shifts until early June to cover driving and maintenance, and to learn to control and fire the 6-pounder.

No regiment had more than fifteen tanks, so each squadron took turns operating an actual tank while the remainder did dismounted drills with wooden H's made of 2" x 2" lumber.

The enthusiasm that Worthy created within the division allowed it to complete the transformation from an infantry division to an armoured division in less than five months. The majority of the division sailed for Britain in August and September 1942 to continue training. While the division arrived in Britain with better training than previous Canadian units, there was still a lot of work to do before the division was ready for combat.

BRITAIN

On 11 January 1943 the lessons learned by the British about the lack of tank-infantry cooperation in North Africa led to the reorganisation of the division and assignment to the newly formed II Canadian Corps.

As part of II Canadian Corps, the division joined the Corps Recce Regiment (12th Manitoba Dragoons), 2nd Infantry Division, 3rd Infantry Division, and the ad hoc 3rd Army Tank Brigade formed from unassigned armoured regiments orphaned by the reorganisation.

Two regiments from the 3rd Canadian Armoured Brigade stayed with the 4th Canadian Armoured Division.

ed Division



DIVISIONAL ARTILLERY

63 THE ARGYLL AND SUTHERLAND HIGHLANDERS OF CANADA (PRINCESS LOUISE'S)

A Company (3x 2" mortars, 9x MG, 3x PIAT)
B Company (3x 2" mortars, 9x MG, 3x PIAT)
C Company (3x 2" mortars, 9x MG, 3x PIAT)
D Company (3x 2" mortars, 9x MG, 3x PIAT)
S Company (6x 3" mortars, 6x 6 pdr guns,
13x Universal carriers)

64 10TH INDEPENDENT MACHINE-GUN COMPANY (THE NEW BRUNSWICK RANGERS) Machine-gun Company (12x MMG carriers, 4x 4.2" mortars)

74 15TH FIELD REGIMENT, ROYAL CANADIAN ARTILLERY (24x 25 pdr guns)

76 23RD FIELD REGIMENT (SP), ROYAL CANADIAN ARTILLERY (24x Sexton self-propelled guns)

77 5TH ANTI-TANK REGIMENT, ROYAL CANADIAN ARTILLERY (24x M10C (17 pdr) self-propelled guns, 24x 17 pdr guns)

73 8TH LIGHT ANTI- AIRCRAFT REGIMENT, ROYAL CANADIAN ARTILLERY (36x 40mm Bofors guns, 18x 40mm (SP) Bofors self-propelled guns)

45 29TH ARMoured RECONNAISSANCE REGIMENT (THE SOUTH ALBERTA REGIMENT) (4x Sherman V, 7x Crusader A/A, 11x Stuart tanks) A Squadron (19x Sherman V tanks) B Squadron (19x Sherman V tanks) C Squadron (19x Sherman V tanks)

The South Alberta Regiment (SAR) became the division's Reconnaissance Regiment, and the British Columbia Regiment replaced the Sherbrooke Fusiliers Regiment, which joined the 3rd Army Tank Brigade. The 10 Infantry Brigade was assigned to the division.

By the end of February all the regiments had their full complement of Ram II tanks and Universal Carriers, and by May had reached a level of tactical proficiency sufficient to undertake two major exercises on the South Downs.

The South Albertas were exercised in the role of armoured recce regiment as division advanced guard and rearguard in June and early July.

Exercise Bridoon started on 2 November with the division pitted against the 9th British Armoured Division to practice the meeting engagement. Led by the South Albertas the division would make a rapid advance of 25 kilometres to seize the objective before the 'enemy' got there. Worthy even engaged in some deception when the British obtained a fake operation order. When the exercise began the division raced to the objective, and nearly half of the British tanks were 'destroyed' within the first 24 hours. Even after the British complained of the Canadian's methods, and the referees granted a restart, the result was much the same. Oddly enough, this was the last major field exercise conducted by the division.

Training during the period January to March 1944 was directed to focus on tank-infantry cooperation, but this was limited to training conducted by the SAR and 10 Infantry Brigade. February saw the arrival of the first operational Sherman 75mm, so training for most of the division focused on crew conversion to the new tanks. The lack of tank-

infantry training would show in Normandy where some hard lessons were learned.

Along with new equipment the division also had a new commanding officer.

Major-General Worthington was relieved of command on 29 February and replaced by Major-General George Kitching, who had recently returned to England from Italy.

March 1944 included a final bit of restructuring when General Montgomery ordered the conversion of all armoured reconnaissance regiments in 21 Army Group to standard armoured regiment organisation. Thus, the South Albertas retained 'Honey' Stuarts only in the regimental HQ recce troop. At this time the SAR was also permanently placed under the command of 10 Infantry Brigade. 'Firefly' Shermans were also added to each troop, but the division did not receive a full complement until September. A troop of Crusader anti-aircraft tanks also joined the armoured regiments.

The division was ordered to waterproof their vehicles in early May in preparation for the invasion of Normandy. Due to the denial of requests for further field exercises since March the division conducted no training beyond map exercises, small arms range firing and route marches for three months prior to the invasion.

NORMANDY

The units of 4th Canadian Armoured Division landed on the beaches at Courseulles and Bernières, beginning with the Governor General's Foot Guards on 24 July. The South Albertas followed on 25 July, the Canadian Grenadier Guards

on 26 July, and the British Columbia Regiment on 28 July. Once joined by 10th Infantry Brigade, the division moved into reserve positions south-east of Caen.

THE FIRST CANADIAN ARMY

On 23 July, the First Canadian Army was activated, taking over the II (Canadian) Corps, with the 2nd and 3rd Canadian Infantry Division and the 4th Canadian Armoured Division, and the British I Corps with the 3rd, 51st (Highland), and 6th Airborne divisions.

OPERATION TOTALIZE: 7-9 AUGUST

Bolstered by the 1st Polish Armoured Division, 33rd Armoured Brigade and units of the specialist 79th Armoured Division, the 4th Canadian Armoured Division kicked off Operation Totalize on 7 August 1944. This operation was meant to break through the German lines and drive on to Falaise, linking up with their American counterparts in the South.

The Totalize plan was organized into three phases:

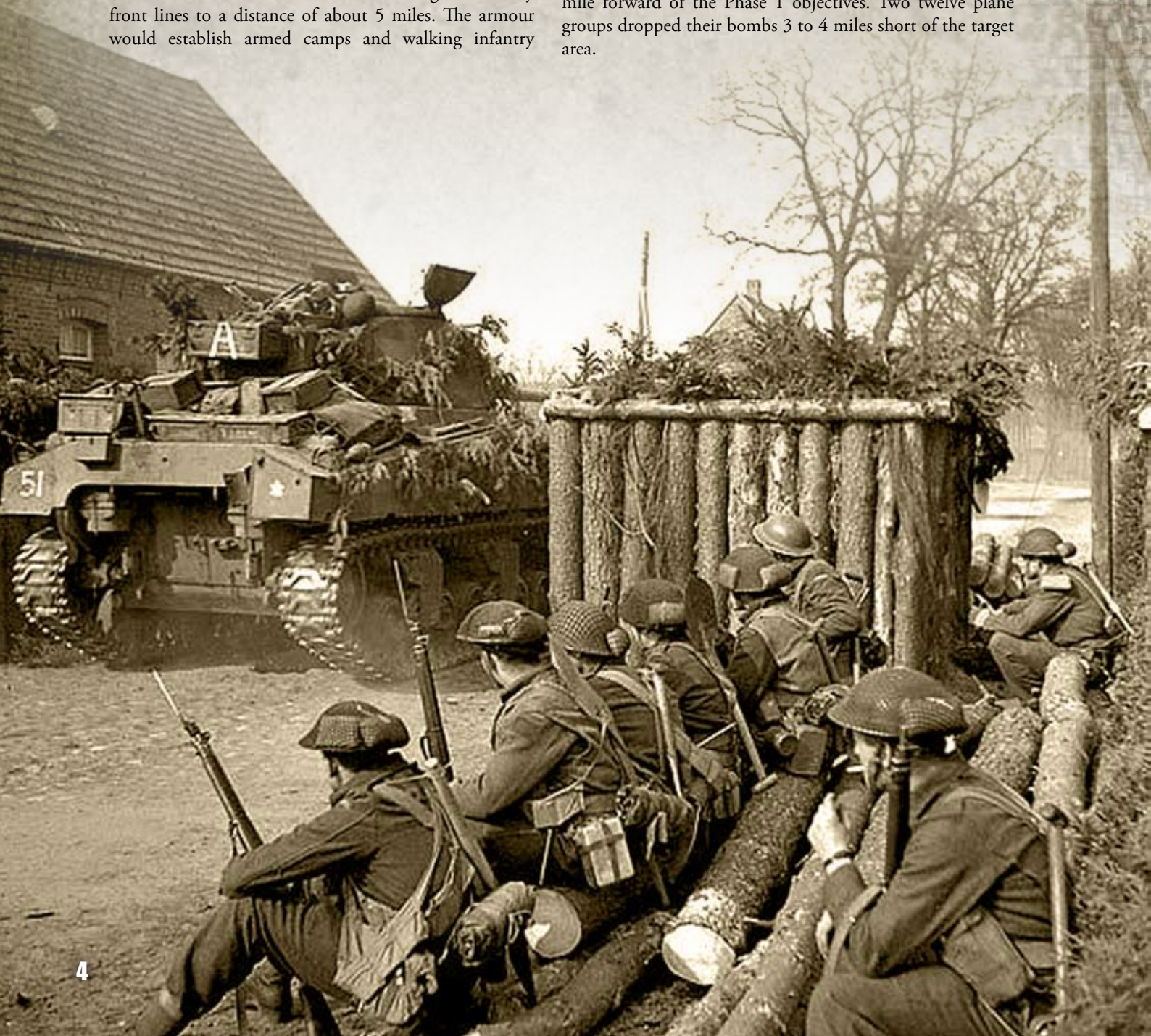
- Phase 1: Armoured columns to drive by night from the start line at Ifs, Bras and Cormelles through the enemy front lines to a distance of about 5 miles. The armour would establish armed camps and walking infantry

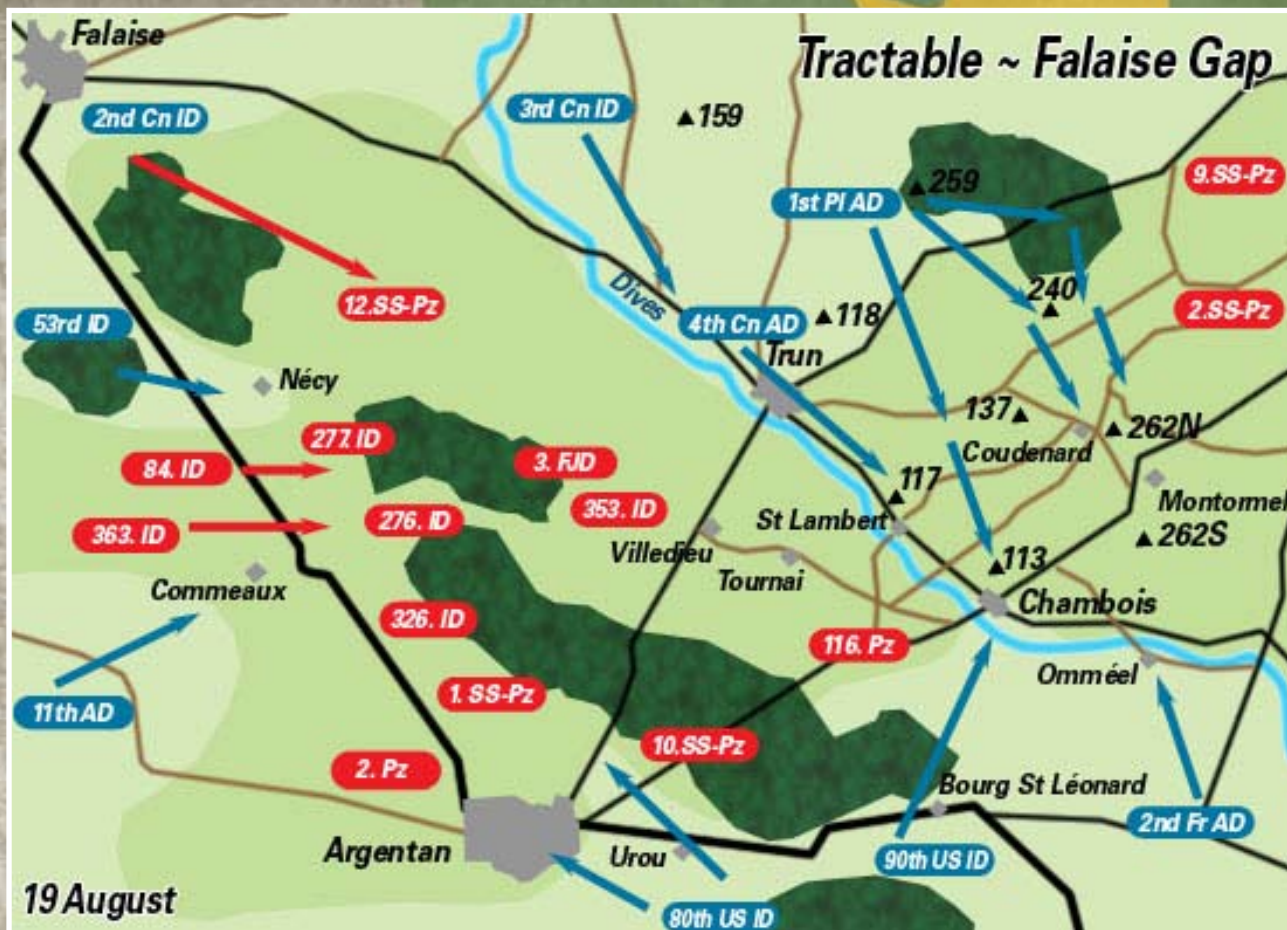
behind would clear the fortified areas bypassed by the armour.

- Phase 2: About mid-day on the 8th, two further armoured groups, the 4th Canadian and 1st Polish Armoured Divisions, would pass through the armed camps and engage the last lines of the German prepared positions softened by daylight bombing.
- Phase 3: Upon completion of Phase 2, Canadian and Polish troops would exploit the gap created to drive on Falaise.

Phase 1 was a great success. Allied artillery fired marker shells at German positions. Over 1000 RAF bombers targeted the marked positions. Six columns of Sherman and Firefly tanks four abreast moved out into the night. Each column was supported by one or more mine flail tanks and followed by Kangaroos bearing the supporting infantry. There were mishaps such as tanks falling into bomb craters as well as combat casualties, but by dawn, the majority of the Phase 1 units were sitting on their objectives with minimal losses.

Phase 2 was to kick off at 12.26 when American heavy bombers would conduct a daylight raid on targets about one mile forward of the Phase 1 objectives. Two twelve plane groups dropped their bombs 3 to 4 miles short of the target area.





The phase 2 troops had been held up by massive traffic jams in the rear area, heavy German shelling, and 'friendly' bombs from the B-17s. The two leading Polish regiments moved forward around 1335 hours. The first was the 24th Lancers with 43 Shermans, 9 Fireflies, and 11 Honeys. The other was the 2nd Polish Armoured with a similar strength. This was their first combat since arriving at Normandy and they advanced in lines similar to a cavalry formation. The Germans took a toll on these tankers speeding across open ground. By the end of the day the 24th had lost 20 tanks and the 2nd had lost around 15.

On the north flank, the 4th Canadian Armoured pushed forward, but only tentatively. The 4th was also delayed by problems in the rear area.

The disorder of the Allied daylight bombing had passed by the time the 4th arrived and any holes in the German lines quickly disappeared.

Simonds (II Canadian Corps commander) ordered both the 4th Canadian and the 1st Polish to continue attacking into the night, however, both units failed to respond. Worthington Force consisting of the British Columbia Regiment (28 CAR) and three companies of the Algonquin Infantry were ordered to advance to Point 195 by first light. The force became lost in the night and ended up 4 miles east of their objective, surrounded on 3 sides by the Panthers of the 12. SS-Panzerdivision. When dawn broke, the force was encircled and destroyed as Allied troops could not locate them. 47 tanks and about 240 men were lost or taken prisoner.

While fighting continued, the momentum for Operation Totalize had been lost. The attack succeeded in tying up

German resources in the Commonwealth sector and prevented units from being moved against Patton's Operation Cobra. This was important, but the failure of the Canadians to score a break-through resulted in Totalize being viewed as a missed opportunity.

OPERATION TRACTABLE: 14-21 AUGUST

A few days after Operation Totalize, the II Canadian Corps led by Lt. General Guy Simonds mounted another offensive with the goal of reaching Falaise. The American allies were pressing their sweeping breakthrough to the south and an opportunity existed to encircle the bulk of the German Seventh Army and Fifth Panzer Division in Normandy.

Simonds formed up his tanks into two columns to drive into the German positions. In one column was the 4th Canadian Armoured Division and the other was the 3rd Canadian Infantry Division and the 2nd Canadian Armoured Brigade.

The RAF would bomb along either flank of the column and smoke screens would be laid to allow the armour to advance in relative safety. Coordination with Allied bombers was again poor and yellow signals indicating friendly troops were thought to be enemy positions. Several crews dropped their payloads in the Canadian and Polish rear area killing 165 men. Even with this misfortune, the columns moved out and began to push through the weakening German defensive positions.

A counter-attack by Tigers of the 102. Schwere SS-Panzerabteilung stalled the advance around 6 km from Falaise on the evening of the 14 August.

On 15 August, Simonds was ordered to capture Falaise as soon as possible. The 2nd Canadian Division was given the mission to take the town. Defence in and around the area was intense with the division entering the town in the afternoon of 16 August. Even then, there was house-to-house fighting with some 60 SS Hitler Youth fighters having entrenched themselves in the École supérieure in the centre of town. It would be 18 August before the last German defenders in Falaise surrendered.

Without the hoped for encirclement, the German retreat began. The 4th Canadian Armoured Division's new objective was the village of Trun. However, they ran into stiff resistance while trying to cross the Ante River. The Germans occupied a nearby hill and using heavy mortars and machine-guns hotly contested the river crossing. In the afternoon of 17 August, the 4th succeeded in crossing the river and continued on toward Trun.

After capturing Trun on the morning of 18 August, the 4th Canadian Armoured Division dispatched a column consisting of the South Alberta Regiment and Argyll and Sutherland Highlanders of Canada, under command of Major D.V. Currie, with the mission to seize the bridge of Saint-Lambert and establish contact with the Americans to the south. This would deny the Germans the use of the last crossing points on the Dives River. The column encountered heavy anti-tank gun fire from the village of Saint-Lambert and after losing two tanks, fell back to a defensive position on Hill 117.

On the morning of 19 August, Currie resumed his attack. He approached within 1000m of the Dives before being forced to halt again. The encirclement had funnelled extremely large numbers of German troops into the Saint-Lambert area. Currie had to request Allied artillery to target his position to dislodge German infantry climbing on his tanks. Later in the day the tanks were using their machine-guns on each other to prevent Germans from attaching explosives to the tanks.

The Poles meanwhile took Hill 262 on 19 August. This placed the Polish troops of the 1st Armoured Regiment, 8th, 9th, and Podhale Rifle Battalions in a river of retreating German forces. A supply convoy was ambushed trying to reach them and it became clear that the 2000 Poles were now squarely in the way of about 100,000 retreating Germans.

Before dawn on 20 August German attacks began on Hill 262. The 8. Panzergrenadier Regiment (Der Furher) of the 2. SS Panzerdivision (Das Reich) attacked at 800 hours from outside the pocket. The 9. SS-Panzerdivision "Hohenstauffen" held the right flank of German attack by blocking advanced units of 4th Canadian Armoured Division on hill 240. A single Panther appeared on Hill 239, surprised the defenders and destroyed 5 Sherman tanks within 2 minutes. The 3. Fallschirmjägerdivision then began their attack from inside the pocket. Attacks continued throughout the day and into the night as the Polish defenders exhausted their ammunition. An airdrop to re-supply the Poles missed its target and fell mostly on the Canadian troops near Hill 240.

At midday on 21 August the first units of the 22nd Canadian Armoured Regiment broke through to the Poles. By this point, of the original 2000 men, there were 4 officers and less

than 100 men still combat ready. Out of 87 tanks, less than 30 were still operations.

"No 1 squadron's co-axial machine-guns fired almost continually from leaving 239 until arriving at 262 and the results were devastating. All the Germans in the area were either killed or ran away... The picture at 262 was the grimmest the regiment has so far come up against..."

- 22nd Canadian Armoured Regiment (Canadian Grenadier Guards), War Diary, 17-21 August 1944

By the end of 21 August the Falaise pocket was closed. The delays in the link up between American and Commonwealth forces had allowed thousands of German soldiers to escape. However, the Germans lost a major portion of their heavy armament. More than 200 tanks, nearly 1000 guns, and over 5000 other vehicles were captured or destroyed. This was the final major battle in the liberation of Normandy from the Reich and was end of the German 7th Army.

BELGIUM

The 4th Canadian Armoured Division resumed its advance on 6 September towards the Belgian towns of Bruges and Eecloo. The division advanced rapidly until September 8 when it came up against the Ghent Canal, which connected historic Ghent with the beautiful old city of Bruges. Here the bridges were down and the Germans intended to make full use of the position to hold up the Allied advance to the Scheldt.

On the evening of 8 September the attack was launched across the canal near Moerbrugge, some five kilometres south of Bruges. German mortar and heavy fire came down, but a narrow bridgehead was established, and by 10 September a bridge had been built to give support. The bridgehead was gradually extended, but the ground and enemy resistance made further progress slow.

BATTLE OF THE SCHELDT: 2 OCTOBER TO 8 NOVEMBER 1944

In October 1944 Simonds' First Canadian Army set about clearing both banks of the Scheldt estuary in order to open the port of Antwerp to Allied shipping. This would ease the logistical burdens on supply lines stretching hundreds of miles from Normandy to the Siegfried Line.

In early October the First Canadian Army set out to bring the Antwerp ports under control. But the well-established German defenders staged an effective delaying action. Complicated by the waterlogged terrain, the Battle of the Scheldt proved to be an especially gruelling and costly campaign.

After five weeks of difficult fighting, the First Canadian Army, bolstered by attached troops from several other countries, was successful in winning the Scheldt. The Allies finally cleared the port areas on 8 November.

GERMANY

After wintering in the Netherlands the 4th Canadian Armoured Division took part in the final battles for Germany.

CANADIAN SPECIAL RULES

Canadian Companies follow all the British special rules on pages 171 to 175 of the main rulebook except British Bulldog and have the following additional special rules.

TIP OF THE SPEAR

General Worthington called the South Alberta Regiment the “spearhead of the Canadian army” when the regiment was designated the division reconnaissance regiment in January 1943. Even after being re-equipped on the armoured regiment model in January 1944 and assigned to support 10 Brigade, the South Alberta Regiment and 10 Brigade remained at the fore of the Canadian advance through Normandy and into Belgium and Holland.

A Canadian 4th Armoured Division Rifle Company is always the attacker against another Rifle Company in any game that uses the Defensive Battle special rule.

A LITTLE HELP HERE

The close working relationship that the infantry company commanders of 10 Brigade had with their supporting SAR tank crews gave the Canadians a distinct edge in battle.

If the Command teams of a Rifle Platoon and an Armoured Recce Platoon are within Command Distance of each other at the start of the Shooting Step, any tank in the Armoured Recce Platoon that is adjacent to an Infantry team from the Rifle Platoon may re-roll misses with its machine-guns if it shoots at the same enemy platoon as the Infantry team.

ASSAULT TROOPS

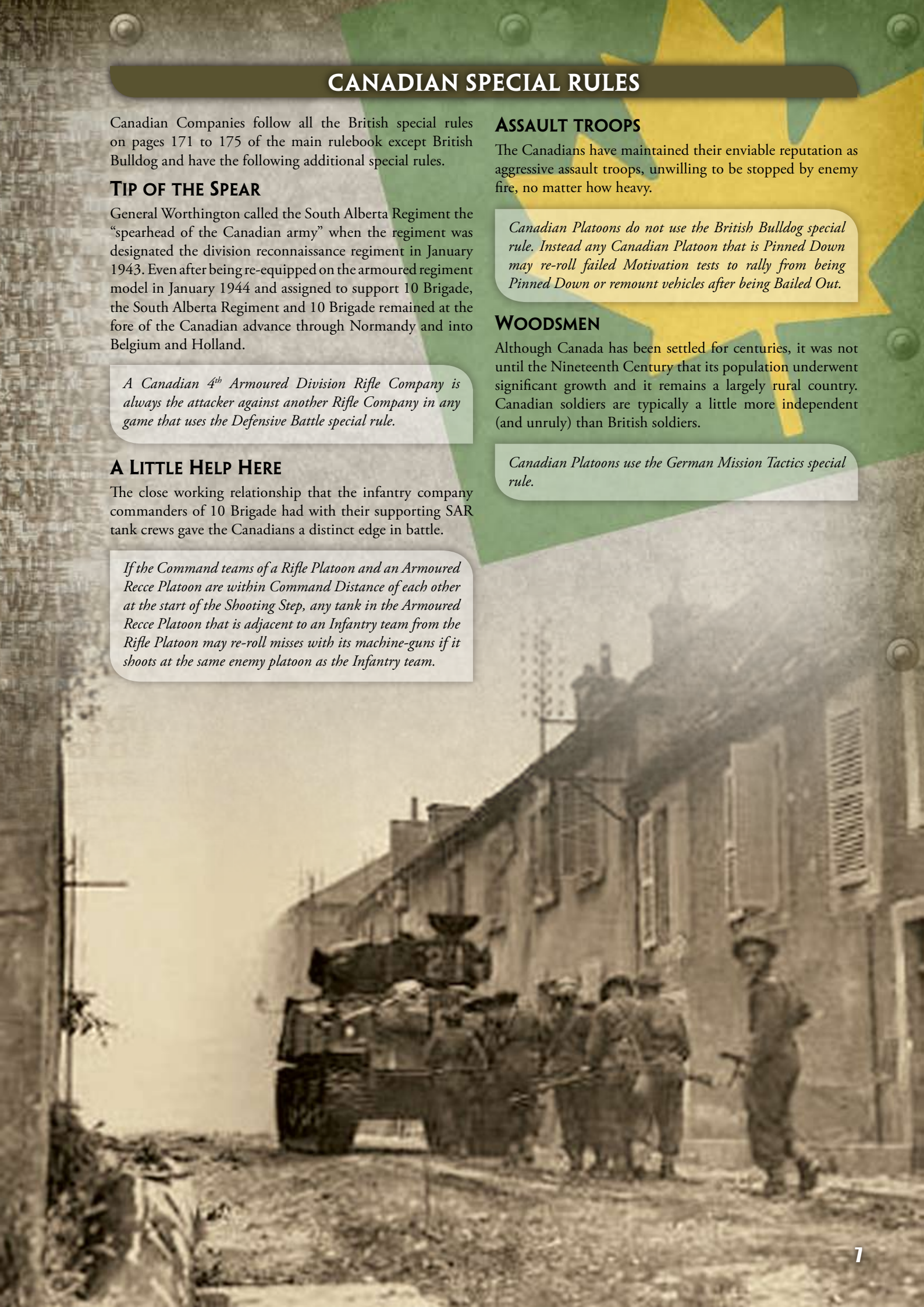
The Canadians have maintained their enviable reputation as aggressive assault troops, unwilling to be stopped by enemy fire, no matter how heavy.

Canadian Platoons do not use the British Bulldog special rule. Instead any Canadian Platoon that is Pinned Down may re-roll failed Motivation tests to rally from being Pinned Down or remount vehicles after being Bailed Out.

WOODSMEN

Although Canada has been settled for centuries, it was not until the Nineteenth Century that its population underwent significant growth and it remains a largely rural country. Canadian soldiers are typically a little more independent (and unruly) than British soldiers.

Canadian Platoons use the German Mission Tactics special rule.





MAJOR DAVID V CURRIE, VC



Born in Sutherland, Saskatchewan in 1912, David Vivian Currie joined the militia in 1939 before enlisting in the regular army in 1940. From the rank of lieutenant, Currie was promoted to captain in 1941 and to major in 1944. He served as the Commanding Officer of the C Squadron, 29th Armoured Reconnaissance Regiment (South Alberta Regiment).

It was during his command of a combined force of South Alberta Regiment tanks and Argyll and Sutherland Regiment infantry at Saint Lambert-sur-Dives in Normandy, France that he was awarded the Victoria Cross. Major Currie was the only member of the Royal Canadian Armoured Corps to receive the Victoria Cross during the war. The citation for this award speaks clearest for the man and his actions under fire.

CITATION

"In Normandy on the 18th of August 1944, Major Currie was in command of a small mixed force of Canadian tanks, self-propelled anti-tank guns and infantry which was ordered to cut one of the main escape routes from the Falaise pocket.

This force was held up by strong enemy resistance in the village of St. Lambert-sur-Dives, and two tanks were knocked out by 88mm guns. Major Currie immediately entered the village alone on foot at last light

through the enemy outposts to reconnoiter the German defences and extricate the crews of the disabled tanks, which he succeeded in doing in spite of heavy mortar fire.

Early the following morning, without any previous artillery bombardment, Major Currie personally led an attack on the village in the face of fierce opposition from enemy tanks, guns and infantry, and by noon had succeeded in seizing and consolidating a position half-way inside of the village.

During the next 36 hours the Germans hurled one counter-attack after another against the Canadian force, but so skillfully had Major Currie organized his defensive position that these attacks were repulsed with severe casualties to the enemy after heavy fighting.

At dusk on the 20th August the Germans attempted to mount a final assault on the Canadian positions, but the attacking force was routed before it could even be deployed. Seven enemy tanks, 12 88 mm. guns and 40 vehicles were destroyed, 300 Germans were killed, 500 wounded and 2,100 captured. Major Currie then promptly ordered an attack and completed the capture of the village, thus denying the Chambois-Trun escape route to the remnants of two German Armies cut off in the Falaise pocket.

Throughout three days and nights of fierce fighting, Major Currie's gallant conduct and contempt for danger set a magnificent example to all ranks of the force under his command.

On one occasion he personally directed the fire of his command tank on to a Tiger tank which had been harassing his position and suc-





MAJOR DAVID V CURRIE, VC



ceeded in knocking it out. During another attack, while the guns of his command tank were taking on other targets at longer ranges, he used a rifle from the turret to deal with individual snipers who had infiltrated to within 50 yards of his headquarters. The only time reinforcements were able to get through to his force, he himself led the 40 men forward to their positions and explained the importance of their task as part of the defence. When, during the next attack, these new reinforcements withdrew under the intense fire brought down by the enemy, he personally collected them and led them forward into position again, where, inspired by his leadership, they held for the remainder of the battle. His employment of the artillery support, which became available after his original attack went in, was typical of his cool calculation of the risks involved in every situation. At one time, despite the fact that short rounds were falling within fifteen yards of his own tank, he ordered fire from medium artillery to continue because of its devastating effect upon the attacking enemy in his immediate area.

Throughout the operations the casualties to Major Currie's force were heavy. However, he never considered the possibility of failure or allowed it to enter the minds of his men. In the words of one of his non-commissioned officers, 'We knew at one stage that it was going to be a fight to the finish but he was so cool about it, it was impossible for us to get excited.' Since all the officers under his command were either killed or wounded during the action, Major Currie virtually had no respite from his duties and in fact obtained only one hour's sleep during the entire period. Nevertheless he did not permit his fatigue to become apparent to his troops and throughout the action took every opportunity to visit weapon pits and other defensive posts to talk to his men, to advise them as to the best use of their weapons and to cheer them with words of encouragement. When his force was finally relieved and he was satisfied that the turnover was complete he fell asleep on his feet and collapsed.

There can be no doubt that the success of the attack on and stand against the enemy at St. Lambert-sur-Dives can largely be attributed to this officer's coolness, inspired leadership and skillful use of the limited weapons at his disposal.



The courage and devotion to duty shown by Major Currie during a prolonged period of heavy fighting were outstanding and had a far-reaching effect on the successful outcome of the battle."

POST WAR

Currie retired from the military with the rank of Lieutenant Colonel. He later served as the Sergeant-at-Arms in the Canadian House of Commons.

CHARACTERISTICS

Major Currie is a Independent Warrior mounted in a Sherman V tank, and is a Company Command team rated as **Fearless Veteran**. Major Currie replaces a Canadian 4th Armoured Division Armoured Recce Squadron Company Command Sherman V for +55 points or Rifle Company Company Command Rifle team for +105 points.

CALM UNDER PRESSURE

With little choice but to hold the position he was defending, Currie went about the task with great calm and leadership. He was an inspiration to his men, and they did all that they could to hold against incredible odds.

Currie may re-roll failed Company Morale Tests.

THERE FOR HIS MEN

Currie made a point of regularly checking on his men – whether they were his own tank company or another company that his tanks were working with. On several occasions he dismounted from his tank to lead his men under fire.

Each turn Currie may re-roll one failed Motivation test for a Canadian platoon within command distance and within Line-of-sight. Currie does not have to join the platoon for it to gain this benefit.

If he joins a platoon he re-rolls motivation tests as if a normal Company Command team and cannot use the above ability.



ARMoured SQUADRON



(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



Armoured Squadron HQ

An Armoured Squadron must field a Company HQ and at least two Armoured Platoons and may field one of each of the remaining Combat Platoons and the Weapons Platoons shown. It may also field one Support Platoon from each Support box shown (Armoured, Infantry, etc).

COMBAT PLATOONS

ARMOUR



Armoured Platoon

ARMOUR



Armoured Platoon

ARMOUR



Armoured Platoon

ARMOUR



Armoured Platoon

WEAPONS PLATOON

RECCE



Recce Patrol

BRIGADE SUPPORT PLATOONS

RECCE



Scout Platoon

INFANTRY



Motor Platoon

Rifle Platoon

DIVISIONAL SUPPORT PLATOONS (Choose one platoon from each box)

ARMoured



Anti-tank Platoon (SP),
Royal Canadian Artillery

INFANTRY



Field Platoon,
Royal Canadian Engineers

RECONNAISSANCE



Armoured Car Platoon

ARTILLERY



Field Battery (SP),
Royal Canadian Artillery

ARTILLERY



Field Battery (SP),
Royal Canadian Artillery

Field Battery,
Royal Canadian Artillery

Medium Battery,
Royal Canadian Artillery

ANTI-AIRCRAFT



Light Anti-aircraft Platoon (SP)

AIR SUPPORT



Priority Air Support

Limited Air Support

AOP



Air Observation Post

MOTIVATION AND SKILL

While the Canadian 4th Armoured Division has been training hard for years it has only just entered the fray! It is experiencing its first combat in Normandy. A Canadian Armoured Squadron is **Confident Trained**.

HEADQUARTERS

COMPANY HQ

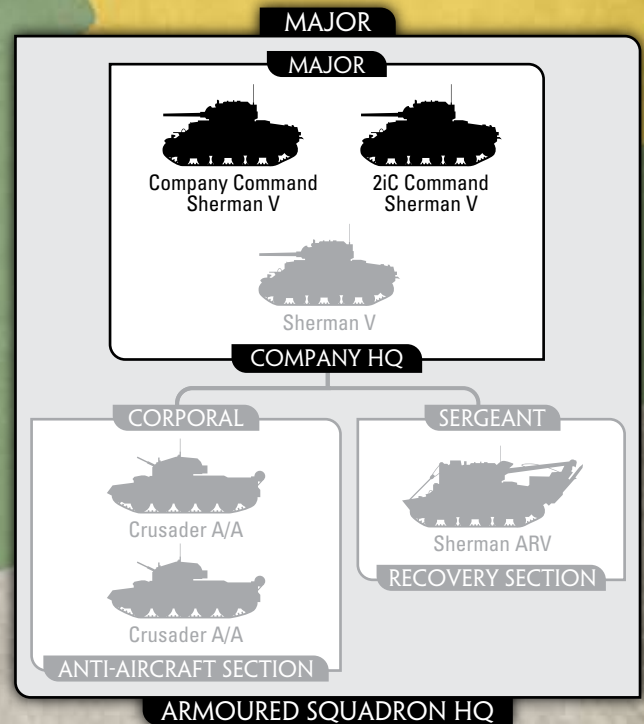
HEADQUARTERS

 2 Sherman V 135 points

OPTIONS

- Add up to one additional Sherman V tank for +65 points.
- Arm any or all Sherman V tanks with a .50 cal AA MG for +5 points per tank.
- Add Crusader A/A tanks for +40 points per tank.
- Add Sherman ARV recovery vehicle for +10 points.

The Armoured Squadron is the strike force of the Canadian Army. With the reliable Sherman tanks the company has the ability to hit the enemy rear and relentlessly pursue the slower German forces.



COMBAT PLATOONS

ARMoured PLATOON

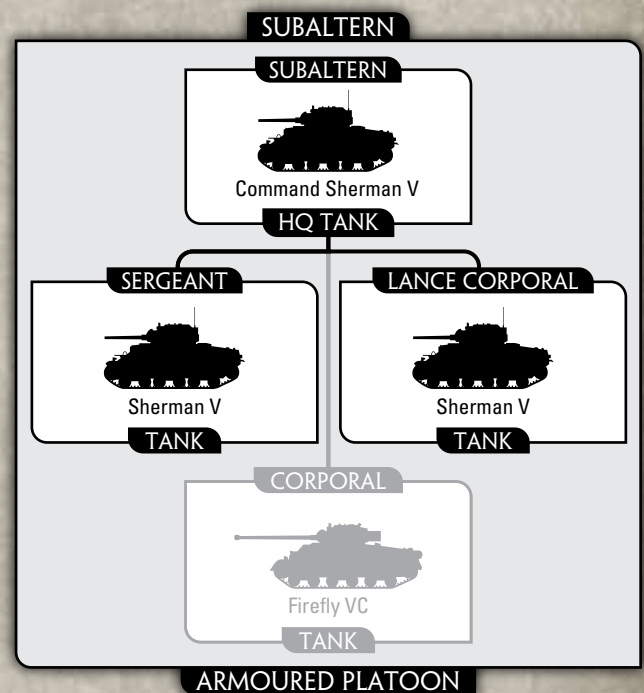
PLATOON

 3 Sherman V 210 points

OPTIONS

- Add Firefly VC tank for +80 points.
- Arm any or all Sherman V or Firefly VC tanks with a .50 cal AA MG for +5 points per tank.

Armoured platoons are designed for attack. The Sherman V tanks of the 4th Canadian Armoured Division's armoured regiments also have the excellent Firefly VC armed with the 17 pdr anti-tank gun ideal for taking out the big German tanks.



WEAPONS PLATOONS

RECCE PATROL

PLATOON



3 Stuart VI

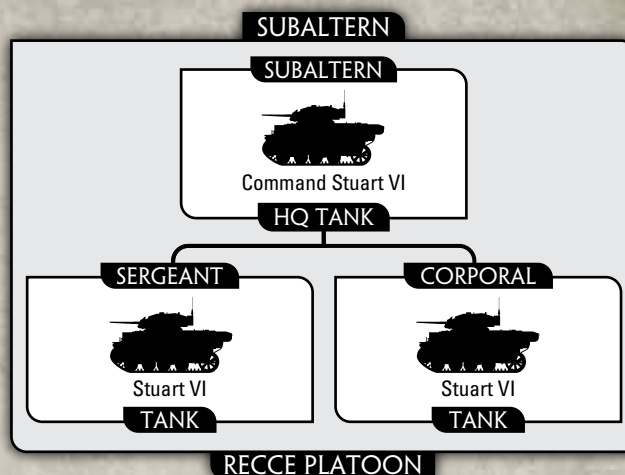
130 points

OPTIONS

- Arm any or all Stuart VI tanks with an AA MG for +5 points per tank.

The 4th Canadian Armoured Division initially went into battle with a Reconnaissance Troop of 11 Stuart VI tanks per Armoured Regiment, but operated them in smaller numbers for Recce work.

Recce Platoons are Reconnaissance Platoons.





*Major David Vivian Currie Commanding Officer
of the C Squadron, 29th Armoured Reconnaissance
Regiment (South Alberta Regiment).*



ARMoured CAR SQUADRON



(MECHANISED COMPANY)

HEADQUARTERS

HEADQUARTERS



Armoured
Squadron HQ

15

An Armoured Car Squadron must field a Company HQ and at least two Armoured Car Platoons and may field one of each of the remaining Combat Platoons shown.

It may also field one Support Platoon from each Support box shown (Armoured, Infantry, etc).

COMBAT PLATOONS

ARMoured CARS



Armoured Car Platoon

15

ARMoured CARS



Armoured Car Platoon

15

ARMoured CARS



Armoured Car Platoon

15

ARMoured CARS



Armoured Car Platoon

15

ARMoured CARS



Armoured Car Platoon

15

INFANTRY



Armoured Car Support
Platoon

15

DIVISIONAL SUPPORT PLATOONS (Choose one platoon from each box)

ARMoured



Armoured Platoon

11

ARMoured



Anti-tank Platoon (SP),
Royal Canadian Artillery

30

INFANTRY



Motor Platoon

19

ARTILLERY



Field Battery (SP),
Royal Canadian Artillery

32

Field Battery,
Royal Canadian Artillery

32

ANTI-AIRCRAFT



Light Anti-aircraft Platoon (SP)

35

AIR SUPPORT



Priority Air Support

38

Limited Air Support

35

MOTIVATION AND SKILL

The Canadian 18th Armoured Car Regiment (12th Manitoba Dragoons) finally has the chance it has been training for, to test itself against the Germans in combat. A Canadian Armoured Car Squadron is **Confident Trained**.

HEADQUARTERS

COMPANY HQ

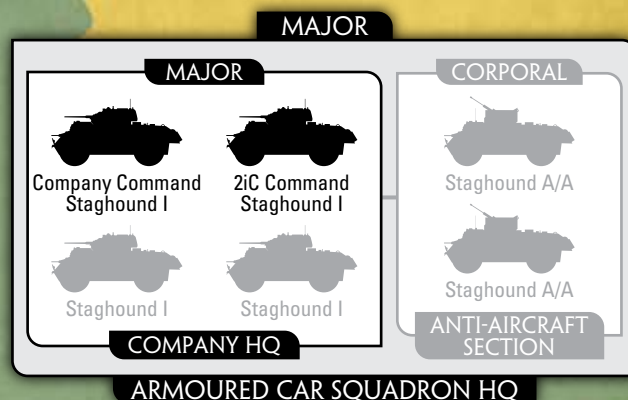
HEADQUARTERS

 2 Staghound I 75 points

OPTIONS

- Add up to two Staghound I armoured cars for +35 points per armoured car.
- Add an Anti-aircraft Section for +70 points.

The 12th Manitoba Dragoons provided Armour Car support for the II (Canadian) Corps. Initially it was assigned to the 4th Canadian Armoured Division, but in Normandy it became the armoured car regiment of II (Canadian) Corps. It landed in Normandy and fought throughout the North-West European campaign as a unit of the Corps troops.



The teams of an Armoured Car Squadron HQ are Reconnaissance Platoons.

COMBAT PLATOONS

ARMOURD CAR PLATOON

PLATOON

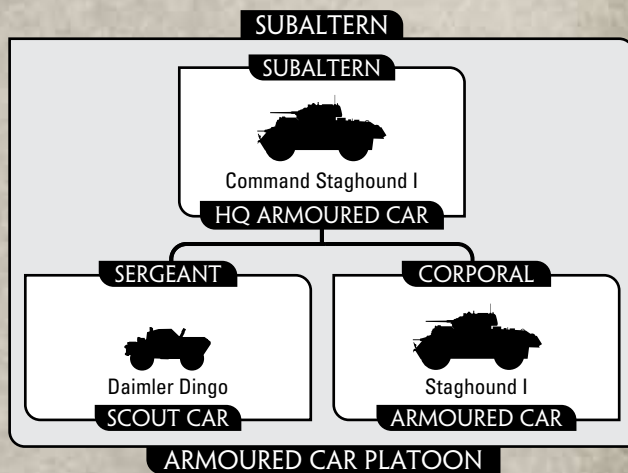
 2 Staghound I and 1 Dingo 100 points

OPTIONS

- Replace AA MG on Daimler Dingo scout car with .50 cal AA MG for +5 points.

As part of the II (Canadian) Corps in Normandy the 4th Canadian Armoured Division received support from the Canadian 18th Armoured Car Regiment (12th Manitoba Dragoons).

The Canadians were entirely equipped with the big American built Staghound armoured car.



Armoured Car Platoons are Reconnaissance Platoons.

ARMoured CAR SUPPORT PLATOON

PLATOON

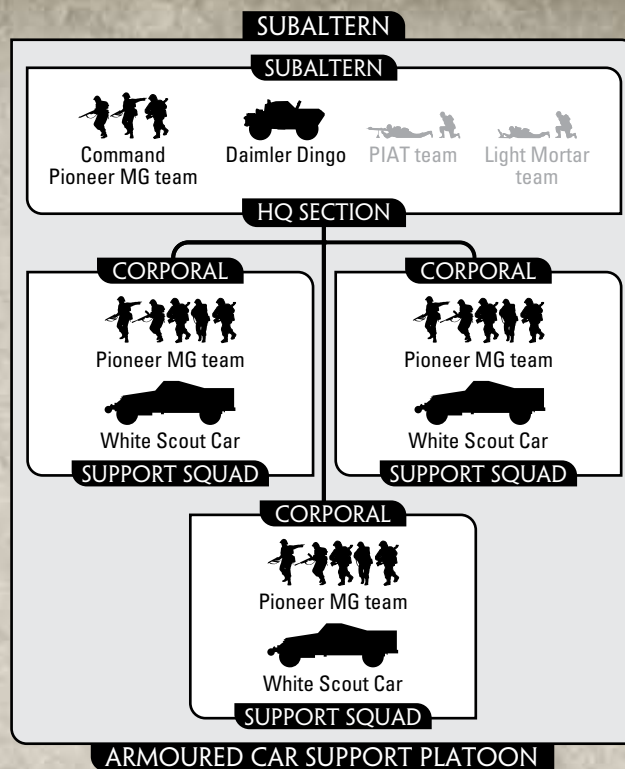
HQ Section with:

3 Support Squads	120 points
2 Support Squads	95 points

- Add Light Mortar team for +15 points.
- Add PIAT team for +15 points.
- You must replace the Daimler Dingo with a White Scout Car if the platoon has any Light Mortar or PIAT teams.
- Replace all White Scout Cars with M5 half-tracks at no cost.

Each squadron had the supporting infantry equipped for light combat engineering work.

The Daimler Dingo counts as a Transport team in the Armoured Car Support Platoon.





AIR OBSERVATION POSTS



Flying low over the front line, American L4 'Grasshopper' and British Auster liaison aircraft operating as air observation posts (AOP) are the bane of German soldiers. Any movement at all is instantly spotted and radioed back to the field artillery, who respond in their usual brutal fashion by pounding the target until all movement ceases. Every American division had eight aircraft in the artillery battalions and divisional headquarters giving them unequalled artillery observation capability.

LIAISON AIRCRAFT

The L4 Grasshopper and Auster liaison aircraft flew low over the front lines looking for the enemy and reporting their positions. Although slow compared to fighter aircraft, they are still fast enough to get from one part of the battlefield to another.

Air Observation Aircraft use many of the aircraft rules. However, one of the primary differences is that the Air Observation Aircraft starts the game on the table and remains there for the rest of the game until it is shot down or chased off, at which point it is permanently removed from the game.

In the Starting Step of each turn, you reposition your Air Observation Aircraft anywhere on the table (even within 16"/40cm of friendly troops) when you would position any other aircraft. If your opponent has air support, they can roll for Fighter Interception as usual and use this to attempt to shoot your Air Observation Aircraft down instead of intercepting Ground Attack Aircraft.

ANTI-AIRCRAFT FIRE

The Air Observation pilots relied on being inconspicuous to survive in their defenceless light aircraft. Sometimes it worked, and sometimes it didn't.

The opposing player can fire anti-aircraft fire at your Air Observation Aircraft at the end of the Shooting Step, after all other shooting is complete, but just before aircraft make their attacks, just as they can at any other aircraft. This is conducted just like firing at Ground-attack Aircraft, including the limits on anti-aircraft guns' ability to see over terrain.

A team firing anti-aircraft fire must choose between firing at the Air Observation Aircraft or at Ground-attack Aircraft. A single team cannot shoot at both in the same turn.

Since the Air Observation Aircraft isn't actually attacking anything, Self-defence Anti-aircraft Weapons cannot shoot at it.

AIR OBSERVATION POST

The main role of the Air Observation Aircraft is artillery observation. Here it uses its mobility to find targets and avoid enemy anti-aircraft fire.

The Air Observation Aircraft carries no weapons and cannot make attacks by itself. Instead an Air Observation Aircraft counts as an Observer team that can act as the Spotting team for any artillery platoon that has a Staff team.

Treat it as an Observer team on the ground (although the model sits just above the table) when determining what it can see, as the Air Observation Aircraft fly low attempting to avoid enemy fighter interception and cannot see over terrain.

The Air Observation Aircraft does benefit from its height by allowing it to re-roll the third attempt to range in if it failed on that attempt.



Auster III



MOTOR COMPANY



(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



Motor Company HQ

A Motor Company must field a Company HQ and at least two Motor Platoons and may field one of each of the remaining Combat Platoons and the Weapons Platoons shown.

It may also field one Support Platoon from each Support box shown (Armour, Infantry, etc).

COMBAT PLATOONS

INFANTRY



Motor Platoon

INFANTRY



Motor Platoon

INFANTRY



Motor Platoon

RECCE



Scout Platoon

WEAPONS PLATOONS

MACHINE-GUNS



Motor Machine-gun Platoon

ANTI-TANK



Motor Anti-tank Platoon

ANTI-TANK



Motor Anti-tank Platoon

DIVISIONAL SUPPORT PLATOONS (Choose one platoon from each box)

ARMOUR



Armoured Platoon

ARMOUR



Armoured Platoon

Anti-tank Platoon (SP),
Royal Canadian Artillery

INFANTRY



Field Platoon,
Royal Canadian Engineers

RECONNAISSANCE



Armoured Car Platoon

ARTILLERY



Field Battery (SP),
Royal Canadian Artillery

ARTILLERY



Field Battery (SP),
Royal Canadian Artillery

Field Battery,
Royal Canadian Artillery

Medium Battery,
Royal Canadian Artillery

ANTI-AIRCRAFT



Light Anti-aircraft Platoon (SP)

AIR SUPPORT



Priority Air Support

Limited Air Support

AOP



Air Observation Post

MOTIVATION AND SKILL

Training in close co-operation with their armoured regiments has made the motor battalions confident in their ability to tackle any situation. A Canadian Motor Company is **Confident Trained**.

HEADQUARTERS

COMPANY HQ

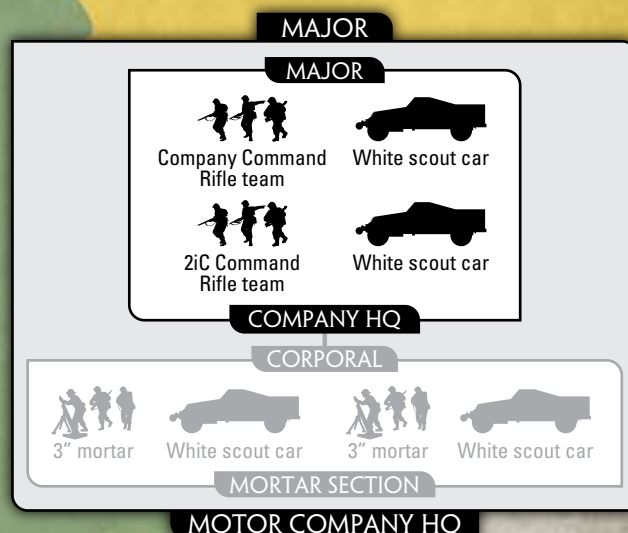
HEADQUARTERS

 **Company HQ** 30 points

- Add a Mortar Section for +45 points.

Although it is an Infantry Company, a Motor Company may not take Sniper teams as they are part of an armoured division and expected to attack in mobile operations.

The motor companies operate with armoured regiments to clear terrain bypassed by the tanks and then to hold the ground taken by the tanks while they retire to refuel and rearm for the next day's fighting.





COMBAT PLATOONS

MOTOR PLATOON

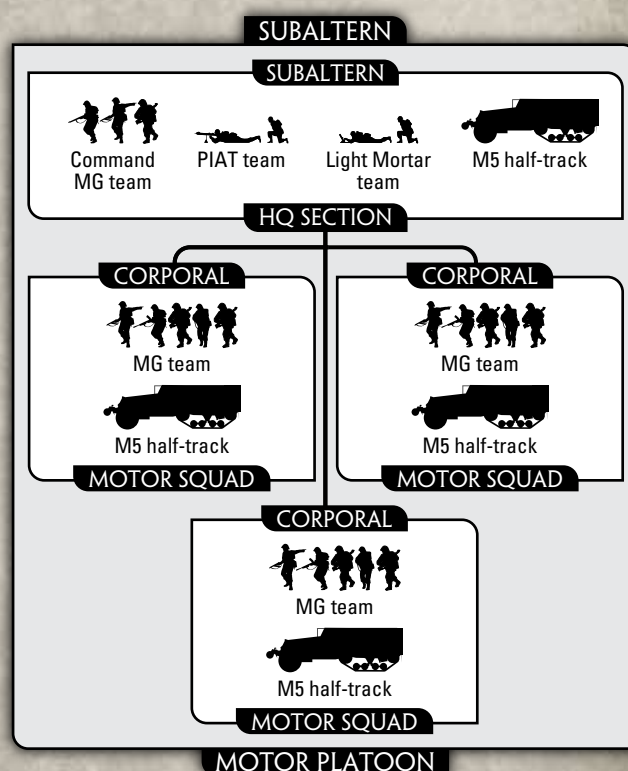
PLATOON

HQ Section with:

 3 Motor Squads 130 points
 2 Motor Squads 105 points

The motor platoon is still the small, tight-knit group of soldiers it has always been. Each section lives in its vehicle, the lend-lease M5 half-track made by International Harvester in the States. This provides them with protection from Jerry small arms fire as well as a home away from home.


The half-tracks don't have the vehicle-mounted machine-guns of their American counterparts—the war ministry has found other uses for those—however the riflemen are furnished with ample Bren light machine-guns, PIAT anti-tank projectors and light mortars. This gives them remarkable firepower for such a small unit.



SCOUT PLATOON

PLATOON

HQ Section with:

3 Scout Patrols	210 points
 2 Scout Patrols	145 points
1 Scout Patrol	80 points

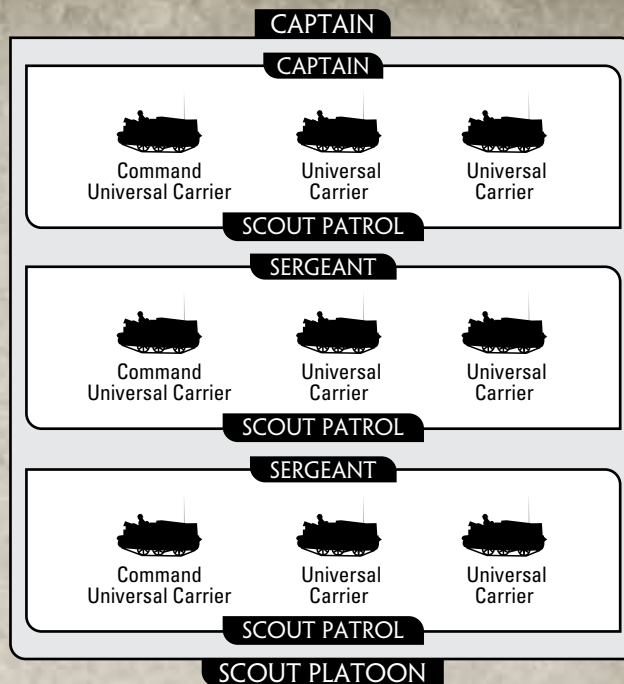
OPTIONS:

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or .50 cal MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG with a PIAT anti-tank projector per Scout Patrol at no cost.
- Replace all the Universal Carriers in up to one Scout Patrol with Wasp Carriers for +25 points per Patrol.

Scout Patrols equipped with Universal Carriers are Reconnaissance Platoons.

Scout Patrols equipped with Wasp Carriers are not Reconnaissance Platoons and may not launch assaults, nor may they Counterattack if assaulted.

In the close terrain of western Europe the scout patrols are proving vital. Lately some of the carriers have been modified as Wasp flame-throwers. These support infantry assaults rather than scouting for the enemy.



Scout Patrols operate as separate platoons, each with their own command team. Although its patrols operate as separate platoons for all other purposes, a Scout Platoon deploys all at the same time as a single platoon. For example, this means that you treat the entire Scout Platoon as a single platoon when calculating the number of platoons held in Ambush or Reserve.




WEAPONS PLATOONS

MOTOR MACHINE-GUN PLATOON

PLATOON

HQ Section with:

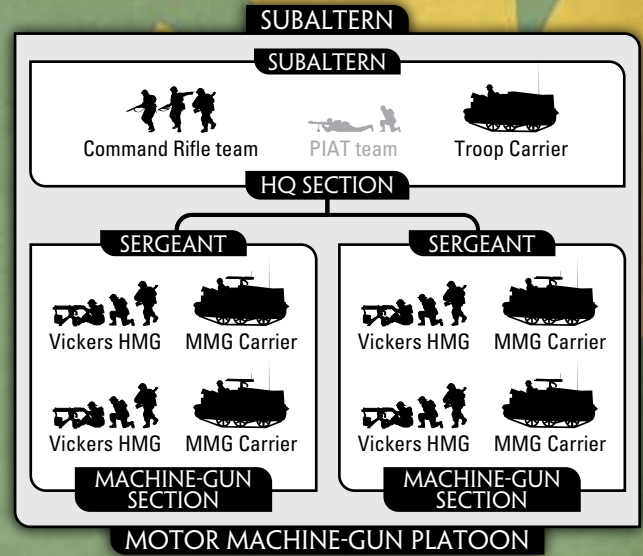
	2 Machine-gun Sections	150 points
	1 Machine-gun Section	95 points

OPTION:

- Add PIAT team for +15 points.

Your Vickers medium machine-guns gives your motor company the ability to destroy enemy infantry at long range, allowing you to dominate the approaches to your positions.


Vickers HMG teams from Motor Companies are not trained in indirect fire techniques, so they cannot fire Artillery Bombardments.



MOTOR ANTI-TANK PLATOON

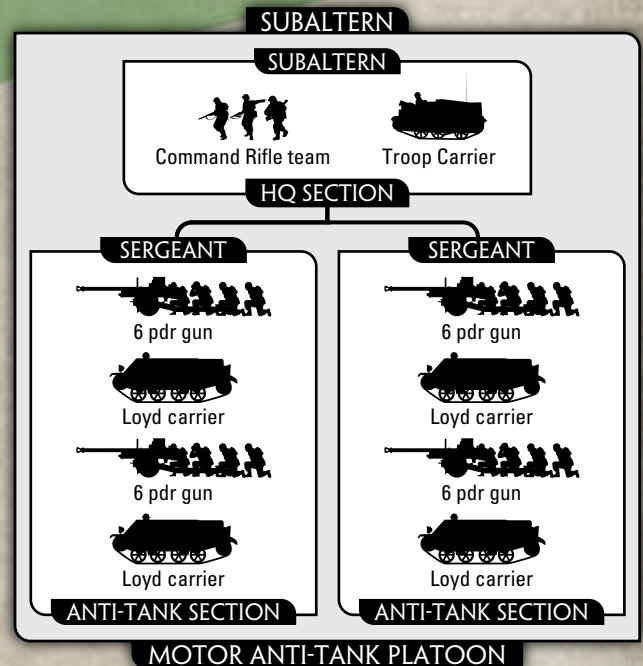
PLATOON

HQ Section with:

	2 Anti-tank Sections	130 points
	1 Anti-tank Section	70 points

The anti-tank gunners have the new tracked Lloyd Carrier to tow the guns into battle, giving it a cracking pace cross-country.

On defence, dig the 6 pdrs in behind terrain so the enemy can't shoot them directly and they are protected from observation. Wait for the enemy to enter your kill zone where you can get point-blank range flank shots into the advancing panzers. With their high rate of fire and decent penetration there are few Panzer formations that can sustain the type of damage you can dish out.





ARMoured RECCE SQUADRON



(TANK COMPANY)

HEADQUARTERS

HEADQUARTERS



Armoured Recce Squadron HQ

An Armoured Recce Squadron must field a Company HQ, two Armoured Recce Platoons and one Rifle Platoon and may field one of each of the remaining Combat Platoons and Weapons Platoons shown.

It may also field one Support Platoon from each Support box shown (Armour, Infantry, etc).

COMBAT PLATOONS

ARMOUR



Armoured Recce Platoon

ARMOUR



Armoured Recce Platoon

ARMOUR



Armoured Recce Platoon

WEAPONS PLATOONS

RECONNAISSANCE



SAR Recce Patrol

INFANTRY



Rifle Platoon

INFANTRY



Rifle Platoon

MORTARS



Mortar Platoon

RECCE



Carrier Platoon

ENGINEERS



Pioneer Platoon

ANTI-TANK



Motor Anti-tank Platoon

BRIGADE SUPPORT PLATOONS (Choose one platoon from each box)

DIVISIONAL SUPPORT PLATOONS (Choose one platoon from each box)

ARMOUR



Anti-tank Platoon (SP),
Royal Canadian Artillery

Anti-tank Platoon,
Royal Canadian Artillery

INFANTRY



Rifle Platoon

Field Platoon,
Royal Canadian Engineers

MACHINE-GUNS



Machine-gun Platoon

Heavy Mortar Platoon

ARTILLERY



Field Battery,
Royal Canadian Artillery

Field Battery (SP),
Royal Canadian Artillery

ARTILLERY



Field Battery,
Royal Canadian Artillery

Field Battery (SP),
Royal Canadian Artillery

Medium Battery,
Royal Canadian Artillery

ANTI-AIRCRAFT



Light Anti-aircraft Platoon

Light Anti-aircraft Platoon (SP)

AIR SUPPORT



Priority Air Support

Limited Air Support

AOP



Air Observation Post

MOTIVATION AND SKILL

The experienced squadrons of the South Alberta Regiment each support a different regiment of 10 Brigade. A Canadian Armoured Recce Squadron is **Confident Veteran**.

HEADQUARTERS

COMPANY HQ

HEADQUARTERS



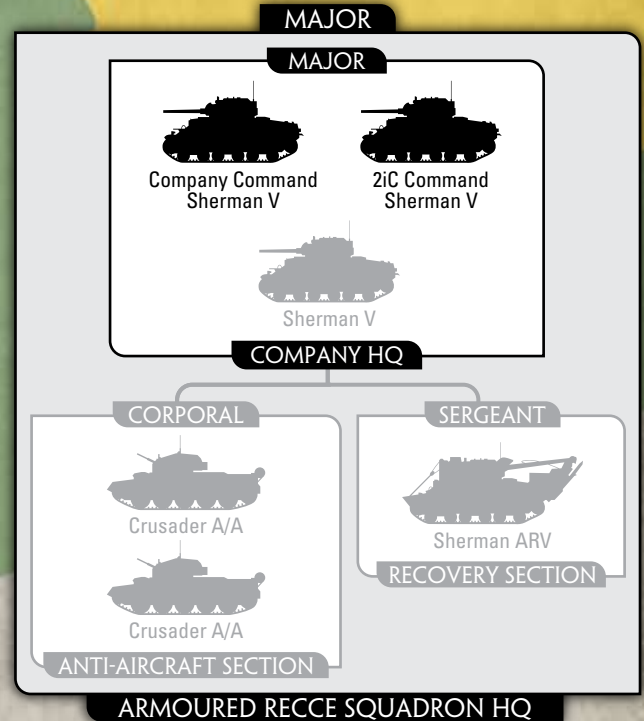
2 Sherman V

170 points

OPTIONS

- Add up to one additional Sherman V tank for +85 points.
- Arm any or all Sherman V tanks with a .50 cal AA MG for +5 points per tank.
- Add Crusader A/A tanks for +55 points per tank.
- Add Sherman ARV recovery vehicle for +10 points.

Each squadron of the South Alberta Regiment is assigned to support a different regiment of 10 Brigade. With the reliable Sherman tanks the company has the ability to hit the enemy rear and relentlessly pursue the slower German forces.



COMBAT PLATOONS

ARMoured RECCE PLATOON

PLATOON



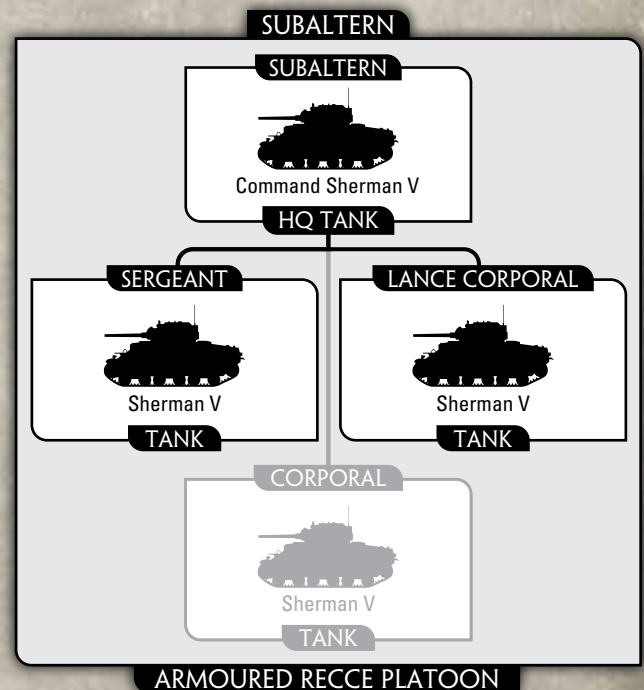
3 Sherman V

265 points

OPTIONS

- Add an additional Sherman V tank for +85 points.
- Arm any or all Sherman tanks with a .50 cal AA MG for +5 points per tank.

While most armoured regiments had a Firefly VC as the fourth tank in an armoured platoon, the South Albertas did not begin to receive theirs until the end of September. Until then armoured platoons operated with a fourth Sherman V to make up for the lost firepower.





RIFLE COMPANY



(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



Rifle Company HQ

A Rifle Company must field a Company HQ, two Rifle Platoons and one Armoured Recce Platoon from Brigade Support and may field one of each of the remaining Combat Platoons and Weapons Platoons shown.

It may also field one Support Platoon from each Support box shown (Armour, Infantry, etc).

COMBAT PLATOONS

INFANTRY



Rifle Platoon

INFANTRY



Rifle Platoon

INFANTRY



Rifle Platoon

WEAPONS PLATOONS

ARMOUR



Armoured Recce Platoon

ARMOUR



Armoured Recce Platoon

SAR Recce Patrol

RECCE



Carrier Platoon

ENGINEERS



Pioneer Platoon

ANTI-TANK



Motor Anti-tank Platoon

MORTARS



Mortar Platoon

DIVISIONAL SUPPORT PLATOONS (Choose one platoon from each box)

ARMOUR



Anti-tank Platoon (SP),
Royal Canadian Artillery

Anti-tank Platoon,
Royal Canadian Artillery

INFANTRY



Rifle Platoon

Field Platoon,
Royal Canadian Engineers

ARTILLERY



Field Battery,
Royal Canadian Artillery

Field Battery (SP),
Royal Canadian Artillery

ARTILLERY



Field Battery,
Royal Canadian Artillery

Field Battery (SP),
Royal Canadian Artillery

Medium Battery,
Royal Canadian Artillery

ANTI-AIRCRAFT



Light Anti-aircraft Platoon

Light Anti-aircraft Platoon (SP)

AIR SUPPORT



Priority Air Support

Limited Air Support

AOP



Air Observation Post

BRIGADE SUPPORT PLATOONS (Choose one platoon from each box)

MACHINE-GUNS



Machine-gun Platoon

MACHINE-GUNS



Machine-gun Platoon

Heavy Mortar Platoon

TRANSPORT



Transport Section


MOTIVATION AND SKILL

*Like their armoured companions, the men of the 10th Infantry Brigade have been preparing with vigour for battle. Their first taste of action will come in Normandy. A Canadian Rifle Company is **Confident Trained**.*

HEADQUARTERS

COMPANY HQ

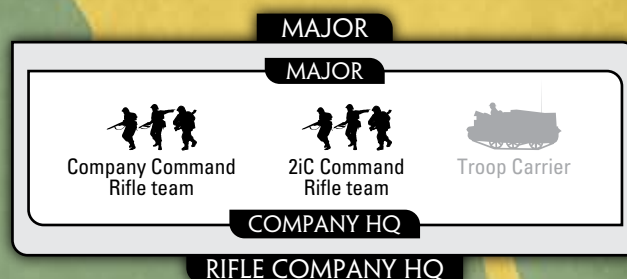
HEADQUARTERS

 **Company HQ** 25 points

- Add Jeep or Troop Carrier for +5 points.

Although it is an Infantry Company, a Rifle Company may not take Sniper teams as they are part of an armoured division and expected to attack in mobile operations.

The close working relationship that the infantry company commanders of 10 Brigade had with their supporting SAR tank crews gave the Canadians a distinct edge in battle. The




infantry could always count on the tanks to make sure their attack went forward.

COMBAT PLATOONS

RIFLE PLATOON

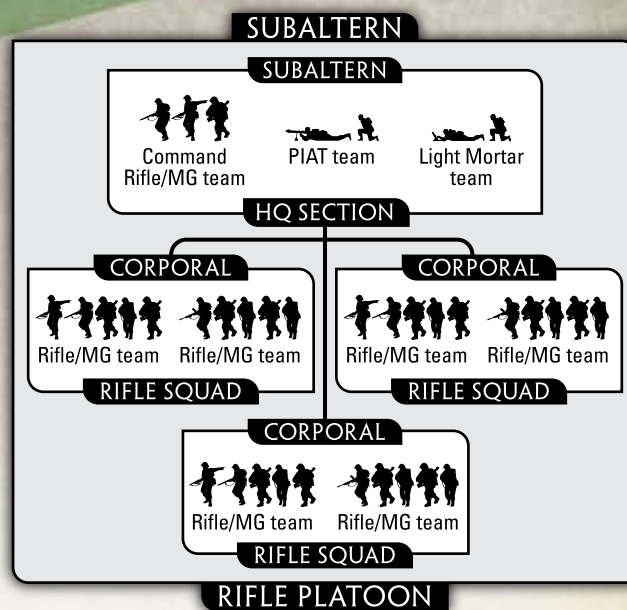
PLATOON

HQ Section with:

 3 Rifle Squads 145 points
2 Rifle Squads 115 points

The infantry can defend themselves well against most threats, and a platoon of South Alberta tanks is always on hand to provide heavy support.


On attack they are the masters of close terrain, able to fight in areas tanks would be limited and vulnerable. The mutual support provided between infantry and tank makes them an extremely effective team.



WEAPONS PLATOONS

CARRIER PLATOON

PLATOON

4 Carrier Patrols	275 points
 3 Carrier Patrols	210 points
2 Carrier Patrols	145 points
1 Carrier Patrol	80 points

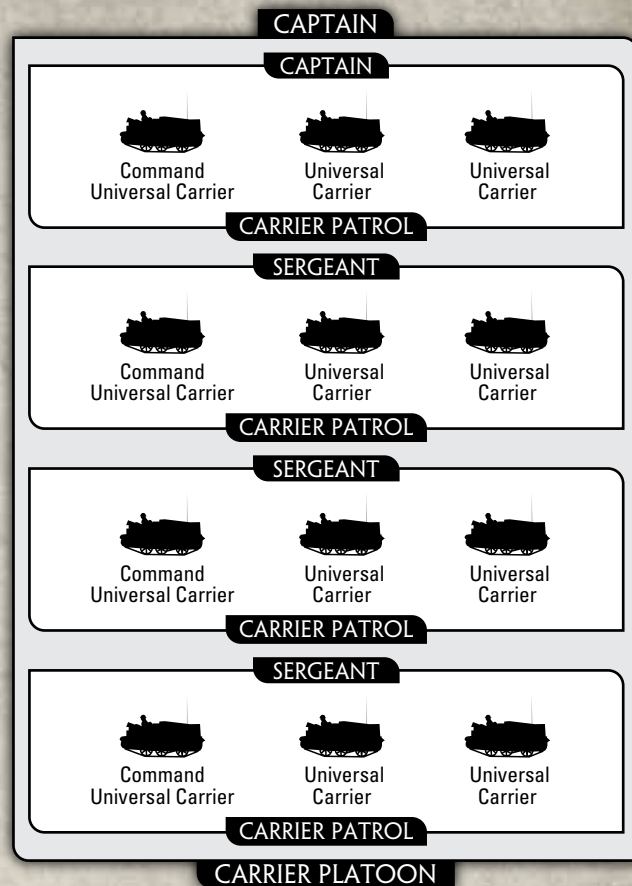
- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or a .50 cal MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG per patrol with a PIAT anti-tank projector per Carrier Patrol at no cost.
- Replace all the Universal Carriers in up to two Carrier Patrols with Wasp Carriers for +25 points per Patrol.

The infantry's carrier patrols allow them to dominate No Man's Land with aggressive patrolling and mobile action.

The Canadians were the driving forces behind British development of light flame-throwers. Their design for a flame-thrower equipped carrier, known as the Wasp, was used by both the British and Canadian armies. In August 1944 each battalion was issued kits to convert some of their Universal Carriers into Wasps as the situation demanded.

Carrier Patrols equipped with Universal Carriers are Reconnaissance Platoons.

Carrier Patrols equipped with Wasp Carriers are not Reconnaissance Platoons and may not launch assaults, nor may they Counterattack if assaulted.




Carrier Patrols operate as separate platoons, each with their own command team. Although its patrols operate as separate platoons for all other purposes, a Carrier Platoon deploys at the same time as a single platoon. For example, this means that you treat the entire Carrier Platoon as a single platoon when calculating the number of platoons held in Ambush or Reserve.

PIONEER PLATOON

PLATOON

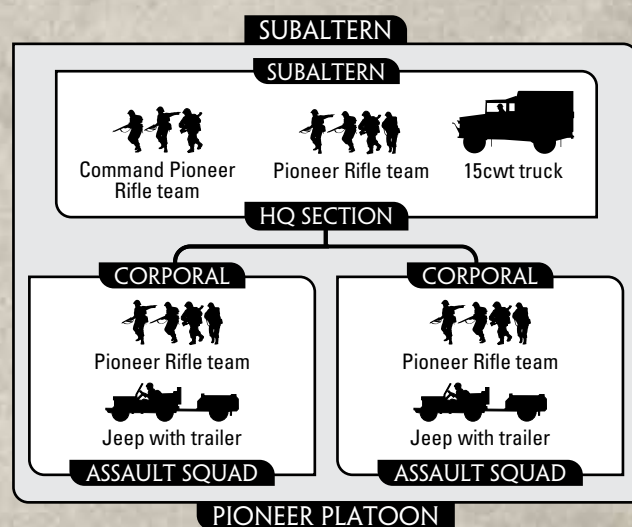
HQ Section with:

2 Assault Squads	80 points
 1 Assault Squad	65 points

OPTION

- Replace 15cwt truck with an M5 half-track for +5 points.

A Canadian rifle battalion has its own platoon of pioneers, tradesman and sappers. The pioneers receive additional training in the specialist areas of field fortifications and obstacles. They have proven their worth time and time again in Normandy, clearing the way for infantry assaults against the German defences.




You may replace up to one Pioneer Rifle team with a Flame-thrower team at the start of the game before deployment.

ANTI-TANK PLATOON

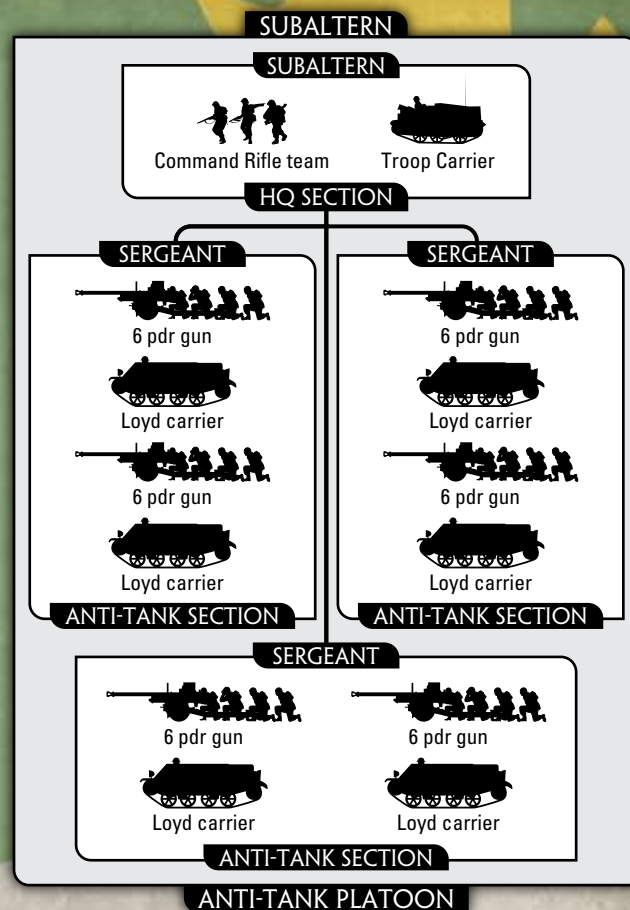
PLATOON

HQ Section with:

3 Anti-tank Sections	185 points
 2 Anti-tank Sections	130 points
1 Anti-tank Section	75 points

Your battalion has a platoon of six light 6 pdr anti-tank guns to protect your men from Jerry tanks. When used with skill these superb little guns are capable of punching well above their weight.


In defence, the key is to not reveal your hand too early. Allow the over-confident Panzers to enter your carefully sited ambush where your dug-in and well-hidden 6 pdrs can use their high rate of fire to take point-blank shots into the Panzers' flanks.



MORTAR PLATOON

PLATOON

HQ Section with:

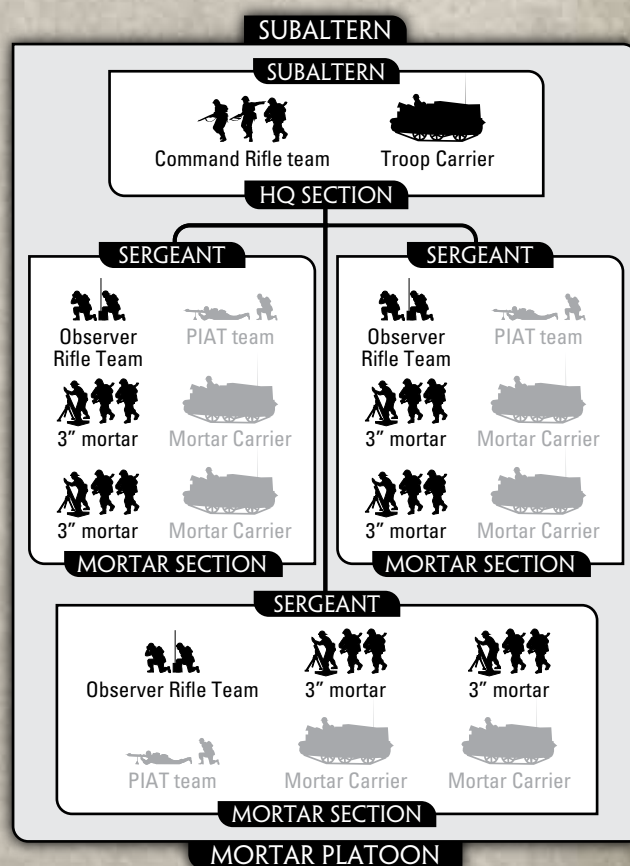
3 Mortar Sections	175 points
 2 Mortar Sections	125 points
1 Mortar Section	75 points

OPTION

- Add PIAT teams for +15 points per team.
- Add Troop and Mortar Carriers to the platoon at no cost.

The new ML 3" Mark II mortar is a big improvement over the old Mark I. Its increased range allows it to match the German weapons and cover a greater area. With the new mortar carriers, the mortar platoons are set to give the infantry immediate support, wherever and whenever needed.

The quick and effective fire support of the mortars pins down attacking enemy formations or ones you need to attack. By keeping the enemy's heads down, they give your infantry a better chance of getting into combat so they can inflict greater casualties on the enemy.




BRIGADE SUPPORT PLATOONS

MACHINE-GUN PLATOON

PLATOON

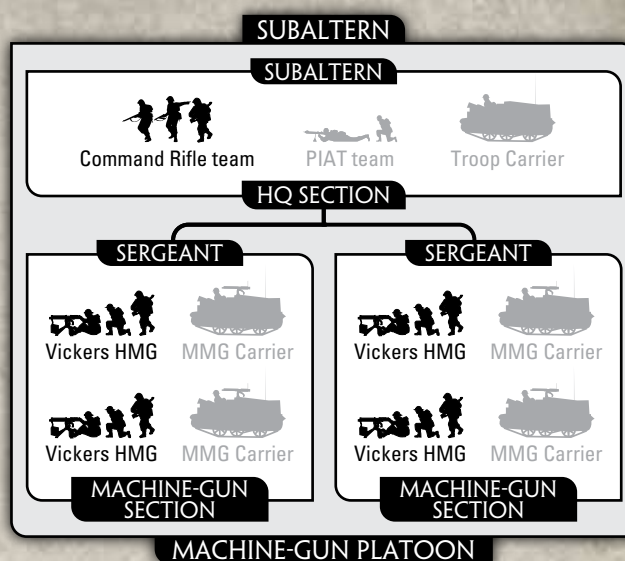
HQ Section with:

	2 Machine-gun Sections	160 points
	1 Machine-gun Section	90 points

OPTIONS

- Add PIAT team for +15 points.
- Add Troop and MMG Carriers to the platoon at no cost.

The machine-gunners are highly-trained specialists who provide sustained direct-fire support to your company.



HEAVY MORTAR PLATOON

PLATOON

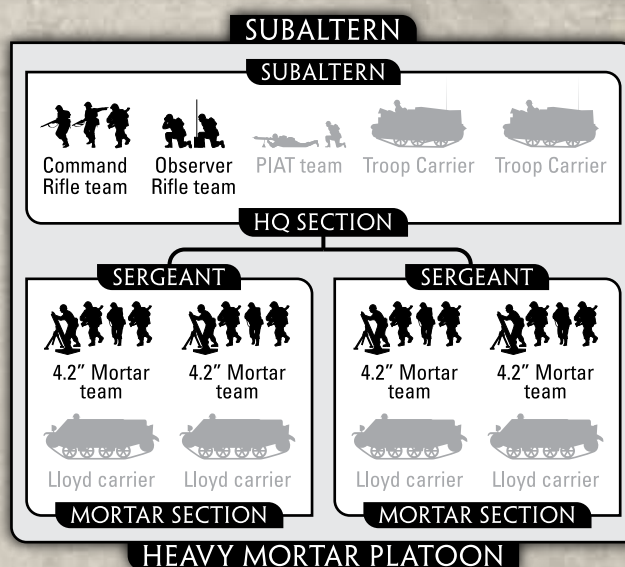
HQ Section with:

	2 Mortar Sections	150 points
	1 Mortar Section	90 points

OPTIONS

- Add PIAT team for +15 points.
- Add Troop and Loyd Carriers to the platoon at no cost.


A platoon of 4.2" mortars provides a commander with the best of both mortars and medium artillery. They are flexible weapons, being relatively mobile and responsive, having a good range and a large-calibre shell.



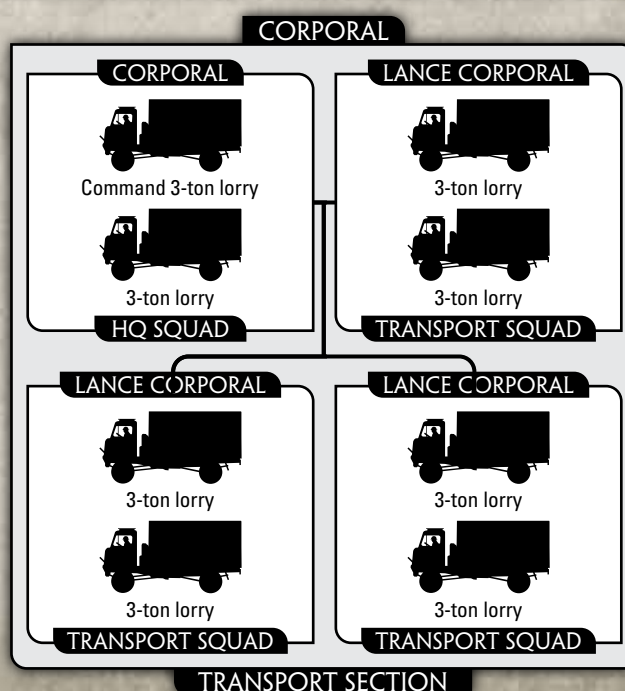
TRANSPORT SECTION

PLATOON

HQ Squad with:


	3 Transport Squads	25 points
	2 Transport Squads	20 points
	1 Transport Squad	15 points
	No Transport Squad	10 points

A Transport Section follows the rules for Transport Platoons in the rulebook.



SAR RECCE PLATOON

PLATOON

 4 Stuart VI	220 points
2 Stuart VI	115 points

OPTIONS

- Arm any or all Stuart VI tanks with an AA MG for +5 points per tank.

The Recce Troop landed in Europe with seventeen Stuart V tanks, but it wasn't long before six of the crews were transferred to the AA Troop. The remaining eleven Stuarts of the Recce Troop went on to distinguish itself at the leading edge of the Canadian army's advance. Time and again these crafty prairie boys provided the division with vital information about German forces.

Recce Patrols operate as separate platoons, each with their own command tank. Although its patrols operate as separate platoons for all other purposes, a SAR Recce Platoon deploys all at the same time as a single platoon. For example, this means that you treat the entire SAR Recce Platoon as a single platoon when calculating the number of platoons held in Ambush or Reserve.

SUBALTERN

SUBALTERN



REECE PATROL

SERGEANT



REECE PATROL

SAR RECCE PLATOON

*SAR Recce Platoons are Reconnaissance Platoons and rated **Confident Veteran**.*





ARMoured DIVISIONAL SUPPORT





MOTIVATION AND SKILL

Divisional support of the 4th Canadian Armoured Division and the supporting elements of the 2nd Canadian Corps are new to battle. All Divisional Support platoons are rated **Confident Trained**.

ANTI-TANK PLATOON, ROYAL CANADIAN ARTILLERY

PLATOON

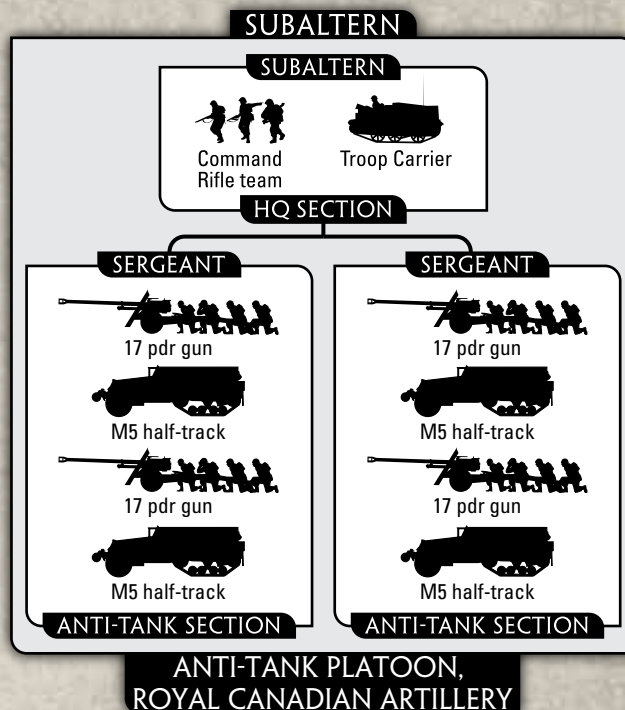
HQ Section with:

 2 Anti-tank Sections	200 points
 1 Anti-tank Section	110 points

Not all of the units of the Canadian 5th Anti-tank Regiment were armed with the M10C SP guns, they also had 24 towed 17 pdr anti-tank guns.

The towed 17 pdr guns give you the ability to defend a large amount of ground and deny it to the enemy for movement. Deploying the guns carefully where they can take advantage of their long range and high hitting power is crucial.



Try to keep them out of sight until the enemy has no choice but to venture into their kill zones. Don't place them too far forward as they are unable to move once emplaced. Use their range to prevent them from being outflanked or assaulted by enemy infantry.



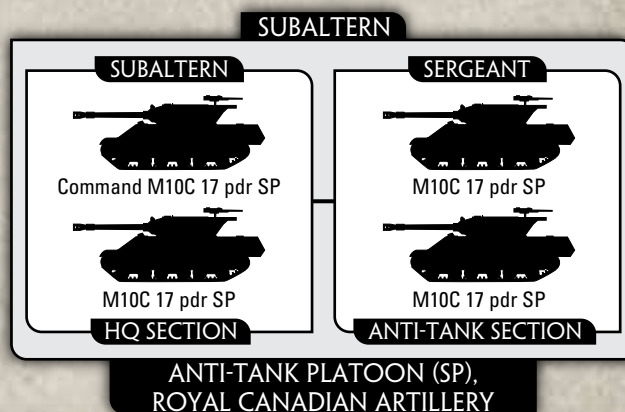
ANTI-TANK PLATOON (SP), ROYAL CANADIAN ARTILLERY

PLATOON

HQ Section with:

 2 Anti-tank Sections	270 points
 1 Anti-tank Section	140 points


The lend-lease program is in full swing. Among the various items supplied by the Americans is the M10 3" SP gun (nicknamed the 'Wolverine' by the Canadians). The British also rearmed a many of these with 17 pdr anti-tank guns and it was this M10C variant the 4th Canadian Armoured Division received 24 of.



FIELD PLATOON, ROYAL CANADIAN ENGINEERS

PLATOON

HQ Section with:

4 Field Squads	130 points
 3 Field Squads	105 points
2 Field Squads	80 points

OPTION

- Add Pioneer Supply truck for +25 points

When you deploy your force at the start of the game you may elect to replace a Field Platoon, Royal Canadian Engineers with a Rifle or Motor Platoon of the same or lower points value.

Field Platoons, Royal Canadian Engineers may not launch assaults, nor may they counterattack if assaulted. Field Platoons, Royal Canadian Engineers will always attempt to Break Off at the earliest opportunity.

The Germans have created massive defensive works across the coast of France to stop the Allies getting off the beaches. The sappers of the Royal Canadian Engineers are critical to the success of the invasion.

The engineers lay and clear minefields and other obstacles, and construct and repair bridges. Because their role is so crucial to maintaining the advance, scrapping with the Jerries is viewed very dimly. There can be no doubt as to their bravery when doing their job, but fighting as infantry is a waste of these highly-trained specialist troops.

SUBALTERN

SUBALTERN



Command Pioneer
Rifle team



Jeep



Pioneer Supply
3-ton truck

HQ SECTION

LANCE SERGEANT



Pioneer
Rifle team



Pioneer
Rifle team



Pioneer
Rifle team



3-ton lorry

FIELD SQUAD

LANCE SERGEANT



Pioneer
Rifle team



Pioneer
Rifle team



Pioneer
Rifle team



3-ton lorry

FIELD SQUAD

LANCE SERGEANT



Pioneer
Rifle team



Pioneer
Rifle team



Pioneer
Rifle team



3-ton lorry

FIELD SQUAD

LANCE SERGEANT



Pioneer
Rifle team



Pioneer
Rifle team



Pioneer
Rifle team



3-ton lorry

FIELD SQUAD

FIELD PLATOON, ROYAL CANADIAN ENGINEERS



FIELD BATTERY (SP), ROYAL CANADIAN ARTILLERY

PLATOON

HQ Troop with:

Two Gun Troops with a total of

 4 Gun Sections 385 points

One Gun Troop with a total of

 2 Gun Sections 225 points

1 Gun Section 140 points

OPTIONS

- Add 15 cwt trucks at no cost.

Observer Sherman OP tanks cannot launch assaults.

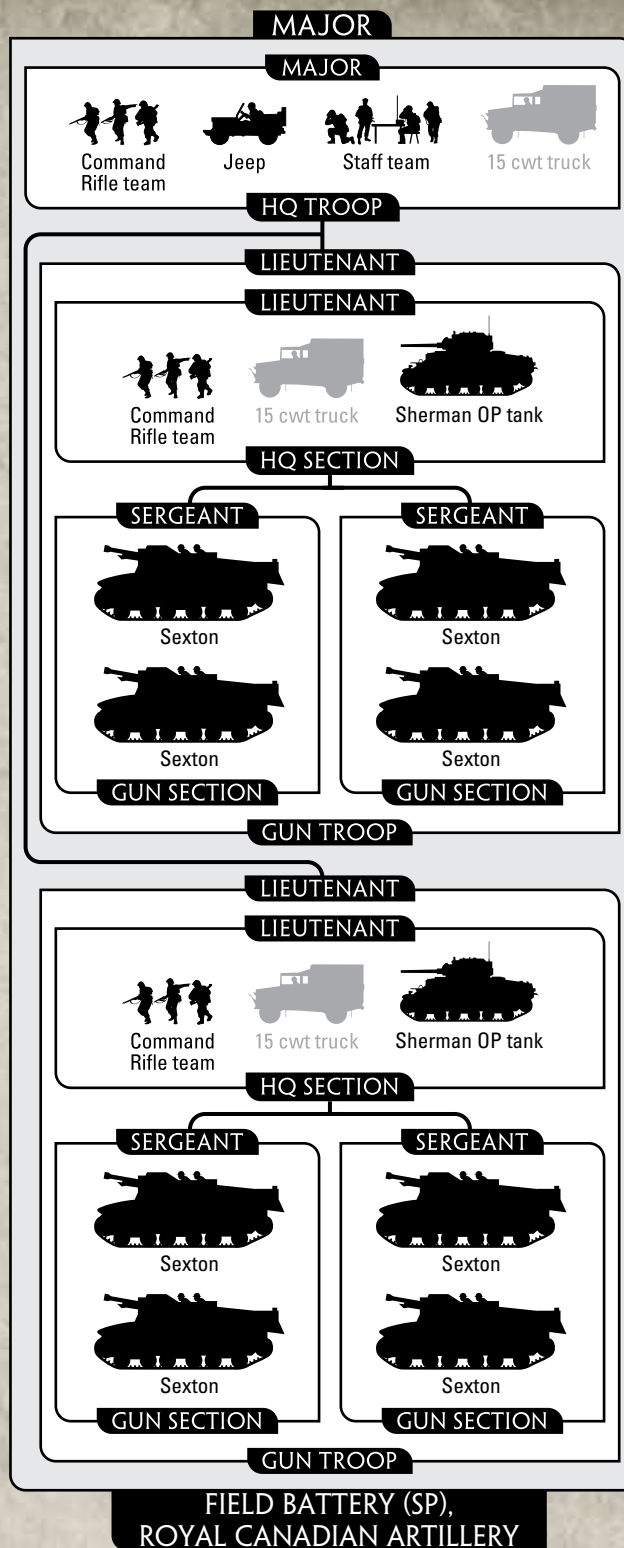
Although a Field Battery, Field Battery (SP), or Medium Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The HQ Troop Command team and Staff team are Independent teams. If the HQ Troop Command team joins a Gun Troop, it becomes the Platoon Command team.

Although they count as separate platoons for all other purposes, a Field Battery, Field Battery (SP), or Medium Battery, Royal Artillery deploys as a single platoon, all at the same time. For example, both Gun Troops are treated as a single platoon when calculating the number of platoons held in Ambush or Reserve.

The 23rd Field Regiment (SP) of the Royal Canadian Artillery was armed with the Sexton self-propelled 25 pdr gun.

The SP artillery can serve in dual roles, both as artillery and anti-tank, although its anti-tank capability has been reduced over time with the thicker armour of the German Panzers and so care should be taken when engaging enemy tanks.

In the indirect fire role, they reign supreme with the ability to sustain bombardments on dug-in guns and infantry. Even better, when destructive fire is needed, the observer orders a Mike Target and the entire regiment fires on the same coordinates, swamping the enemy in a deluge of shells.



FIELD BATTERY, ROYAL CANADIAN ARTILLERY

PLATOON


HQ Troop with:

Two Gun Troops with a total of

 4 Gun Sections 285 points

One Gun Troop with a total of

 2 Gun Sections 175 points

 1 Gun Section 110 points

OPTIONS

- Add 15 cwt trucks and Quad tractors at no cost.

Observer Sherman OP tanks cannot launch assaults.

Although a Field Battery, Field Battery (SP), or Medium Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The HQ Troop Command team and Staff team are Independent teams. If the HQ Troop Command team joins a Gun Troop, it becomes the Platoon Command team.

Although they count as separate platoons for all other purposes, a Field Battery, Field Battery (SP), or Medium Battery, Royal Artillery deploys as a single platoon, all at the same time. For example, both Gun Troops are treated as a single platoon when calculating the number of platoons held in Ambush or Reserve.

The 15th Field Regiment, Royal Canadian Artillery, is equipped with towed OQF 25 pdr field guns. The OQF 25 pdr field gun is a reliable, accurate, well-designed and much-liked gun. With a well trained crew capable of firing 12 rounds a minute, it's little wonder that the Germans in Normandy believe that the 25 pounders are 'automatic' and 'belt-fed'!

Your division has three field regiments, each of three batteries of eight guns, giving the division 72 guns, nearly twice as many as most other armies. Each battery is 'married' up to an infantry battalion, so the infantry can always expect rapid fire support from the gunners.

Canadian artillery places quick response to fire orders at the top of the list. Getting rounds on the ground in the right place is more important than pin-point precision. By itself a battery can rain down a devastating barrage on any enemy formation in sight of the highly-trained forward observers.

If the observing officer thinks the target warrants it, they can order a Mike Target. The whole field regiment then fires with all twenty-four guns as quickly as possible. Initially, only the observer's own battery fires, but minutes later, the others join in to create utter devastation.

No Canadian officer in his right mind should even consider fighting a battle without plenty of field artillery in support.

MAJOR

MAJOR



Command Rifle team



Jeep



Staff team



15 cwt truck

HQ TROOP

LIEUTENANT

LIEUTENANT



Command Rifle team



15 cwt truck



Sherman OP tank

HQ SECTION

SERGEANT



25 pdr gun



Quad tractor and limber



25 pdr gun



Quad tractor and limber

GUN SECTION

SERGEANT



25 pdr gun



Quad tractor and limber



25 pdr gun



Quad tractor and limber

GUN SECTION

GUN TROOP

LIEUTENANT

LIEUTENANT



Command Rifle team



15 cwt truck



Sherman OP tank

HQ SECTION

SERGEANT



25 pdr gun



Quad tractor and limber



25 pdr gun



Quad tractor and limber

GUN SECTION

SERGEANT



25 pdr gun



Quad tractor and limber



25 pdr gun



Quad tractor and limber

GUN SECTION

GUN TROOP

FIELD BATTERY, ROYAL CANADIAN ARTILLERY

MEDIUM BATTERY, ROYAL CANADIAN ARTILLERY

PLATOON


HQ Troop with:

Two Gun Troops with a total of

 4 Gun Sections 400 points

One Gun Troop with a total of

 2 Gun Sections 235 points

 1 Gun Section 135 points

OPTIONS

- Add 15 cwt trucks and Matador tractors at no cost.

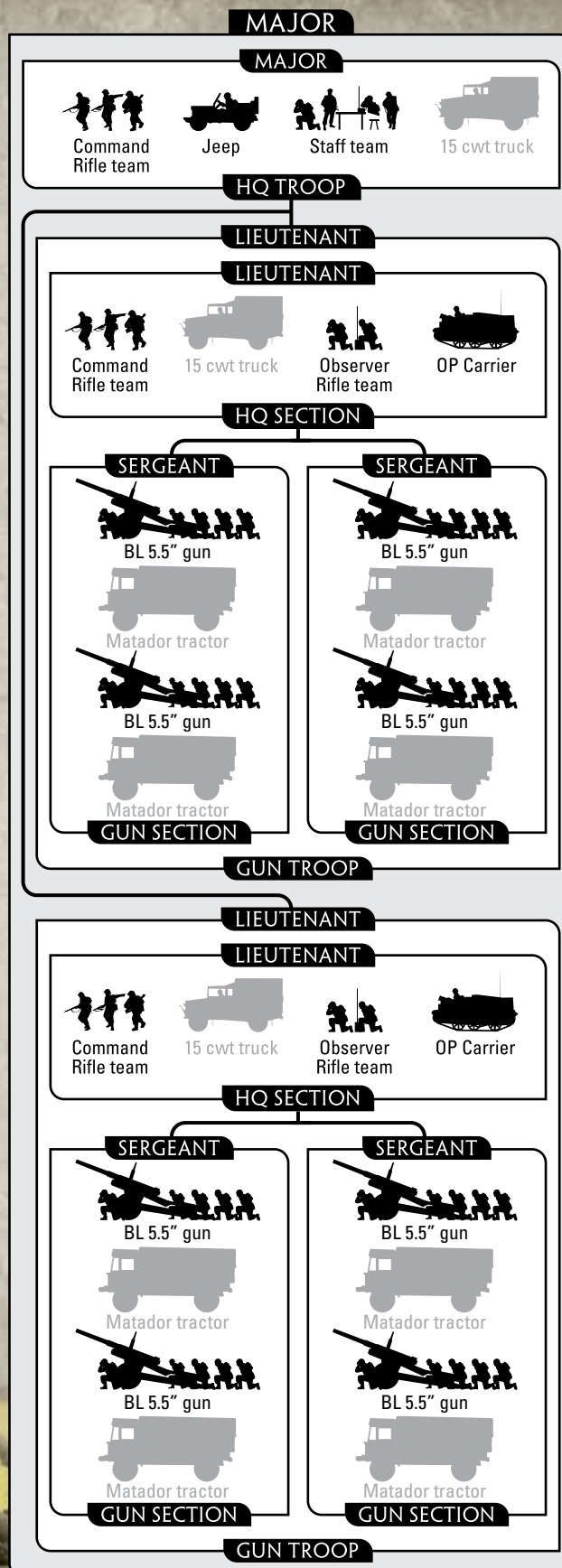
You may not field a Medium Battery, Royal Artillery unless you are also fielding a Field Battery, Royal Artillery or Field Battery (SP), Royal Artillery with at least as many guns.

Medium Batteries, Royal Canadian Artillery count as Field Batteries, Royal Artillery for the purposes of the British special rules on pages 174 and 175 of the rulebook.

Medium Batteries, Royal Artillery may not be deployed in Ambush.

2nd (Canadian) AGRA (Army Group, Royal Artillery) is a brigade-sized artillery formation. Its role is to support the units of II (Canadian) Corps with devastating fire from its medium guns.


The mainstay of the medium regiments is the BL 5.5" gun-howitzer. This superb weapon fires a 100lb/45kg shell and can reach targets over 9 miles (nearly 15km) away and adds considerable punch to Canadian artillery capabilities.



MEDIUM BATTERY, ROYAL CANADIAN ARTILLERY

LIGHT ANTI-AIRCRAFT PLATOON (SP)

PLATOON

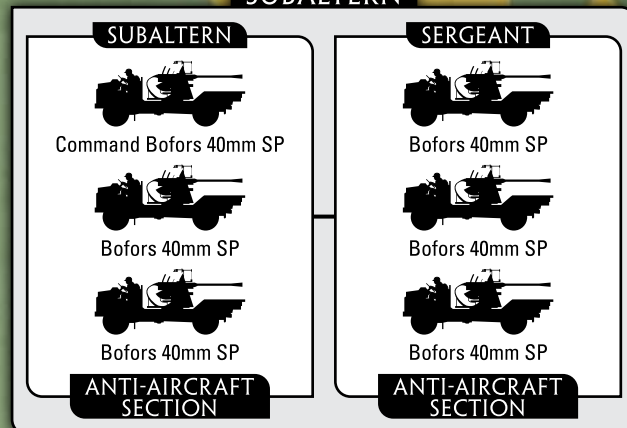
 2 Gun Sections	195 points
1 Gun Section	110 points

OPTION

- Replace all three Bofors 40mm SP self-propelled guns in each section with four Oerlikon 20mm SP self-propelled guns for -25 points per Anti-aircraft Section.

If you believe the 'Brylcreem Boys' of the RAF, the Jerries never manage to crack their air superiority. But the *Luftwaffe* still gets through on occasion, and it's the job of the division's light anti-aircraft regiment to deal with that eventuality.

SUBALTERN




LIGHT ANTI-AIRCRAFT PLATOON (SP)

Some 40mm Bofors guns **have** been mobilised by mounting them on trucks. The light batteries have self-propelled 20mm Oerlikon guns for use against low-level raiders.

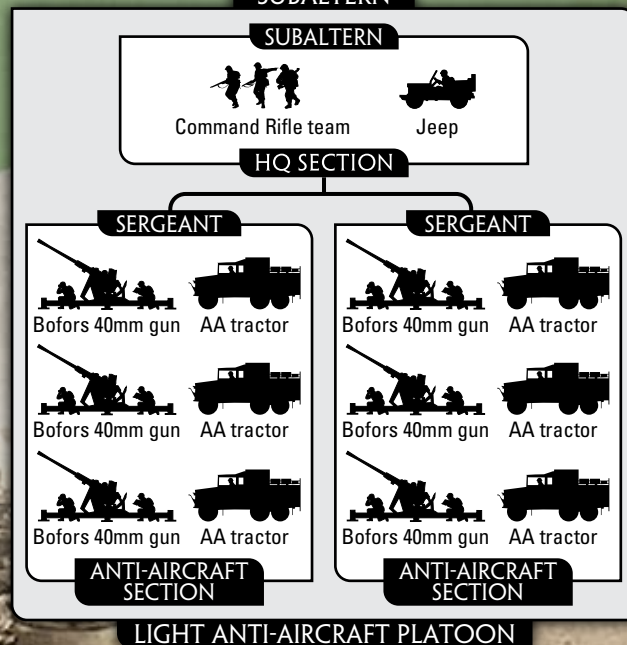
LIGHT ANTI-AIRCRAFT PLATOON

PLATOON

 2 Gun Sections	135 points
1 Gun Section	80 points

The 40mm Bofors guns supporting the 10th Canadian Infantry Brigade are towed behind AA tractors. These grounded mounted 40mm Bofors anti-aircraft guns have a good range and excellent hitting power.

SUBALTERN



LIGHT ANTI-AIRCRAFT PLATOON



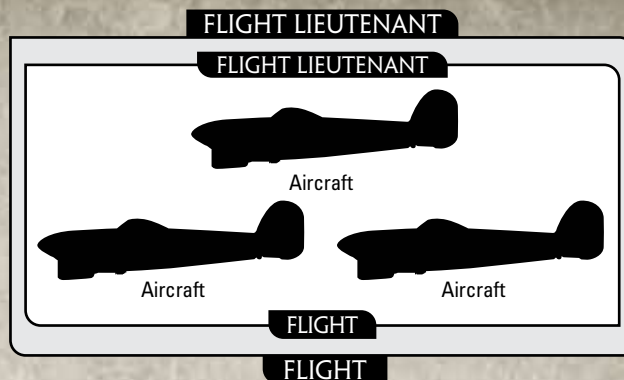
AIRCRAFT

PRIORITY AIR SUPPORT

 Typhoon 220 points

LIMITED AIR SUPPORT

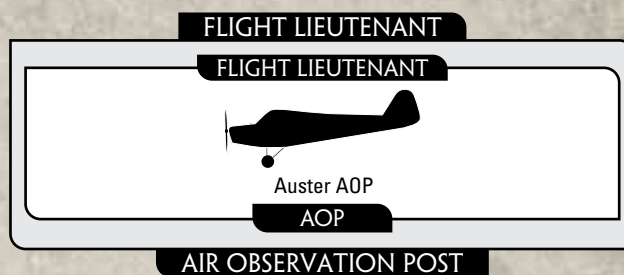
 Typhoon 170 points



AIR OBSERVATION POST

AOP

 Auster AOP 25 points



Air Observation Posts follow the rules for Air Observation posts on page 17.

Due to the limited numbers of Austers available to the Canadians you may only take an Air Observation Post if you also field a Medium Battery, Royal Canadian Artillery.





CANADIAN ARSENAL



TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	

LIGHT TANKS

Stuart V	Fully-tracked	4	2	1	Co-ax MG, Hull MG, Light tank.
<i>M3 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	

MEDIUM TANKS

Sherman V	Fully-tracked	6	4	1	Co-ax MG, Hull MG, Tow hook.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Firefly VC	Fully-tracked	6	4	1	Co-ax MG, Tow hook.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>No HE, Semi-indirect fire.</i>

SELF-PROPELLED ANTI-AIRCRAFT GUNS

Bofors 40mm SP	Wheeled	-	-	-	Awkward layout.
<i>Bofors 40mm gun</i>	<i>24"/60cm</i>	<i>4</i>	<i>6</i>	<i>4+</i>	<i>Anti-aircraft.</i>
Crusader A/A	Fully-tracked	2	2	1	Fast tank, Unreliable.
<i>Twin 20mm gun</i>	<i>16"/40cm</i>	<i>5</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>

SELF-PROPELLED ANTI-TANK GUNS

M10C 17 pdr SP	Fully-tracked	4	2	0	.50 cal AA MG.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>No HE, Slow traverse.</i>

SELF-PROPELLED GUNS

Sexton	Fully-tracked	1	0	0	AA MG.
<i>OQF 25 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>9</i>	<i>3+</i>	<i>Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>80"/200cm</i>	<i>-</i>	<i>4</i>	<i>5+</i>	<i>Smoke bombardment.</i>
Sherman OP	Fully-tracked	6	4	1	Hull MG.

INFANTRY SUPPORT

Wasp Carrier	Half-tracked	0	0	0	
<i>Wasp flame-gun</i>	<i>4"/10cm</i>	<i>3</i>	<i>-</i>	<i>6</i>	<i>Hull-mounted, Flame-thrower.</i>

RECONNAISSANCE

Universal Carrier	Half-tracked	0	0	0	Hull MG.
<i>With Boys anti-tank rifle</i>	<i>16"/40cm</i>	<i>2</i>	<i>4</i>	<i>5+</i>	<i>Hull-mounted.</i>
<i>With PIAT anti-tank projector</i>	<i>8"/20cm</i>	<i>1</i>	<i>10</i>	<i>5+</i>	<i>Hull-mounted.</i>
<i>With .5" MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>Hull-mounted.</i>
Daimler Dingo	Jeep	1	0	0	AA MG.

ARMoured CARS

Staghound I	Wheeled	3	1	0	Co-ax MG, Hull MG.
<i>M3 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	
Staghound AA	Wheeled	3	1	0	Hull MG.
<i>Twin .50 cal gun</i>	<i>16"/40cm</i>	<i>5</i>	<i>4</i>	<i>5+</i>	<i>Anti-aircraft.</i>

VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>ROF 1 if other weapons fire.</i>
<i>.50 cal Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>ROF 1 if other weapons fire.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Vickers HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
Firing bombardments		40"/100cm	-	-	-	
ML 3" Mk II mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
Bofors 40mm gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield.
OQF 17 pdr gun	Immobile	32"/80cm	2	13	3+	Gun shield, No HE.
OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.
BL 5.5" gun	Immobile	32"/80cm	1	13	1+	Bunker buster.
Firing bombardments		88"/220cm	-	5	2+	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank Assault 4.
Flame-thrower Team	4"/10cm	2	-	6	Flame-thrower
Staff team		cannot shoot			Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Jeep	Jeep	-	-	-	
CMP 15 cwt or 3-ton truck	Wheeled	-	-	-	
Quad or Morris AA tractor	Wheeled	-	-	-	
White scout car	Jeep	1	0	0	
M5 half-track	Half-tracked	1	0	0	
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	
MMG Carrier	Half-tracked	0	0	0	HMG Carrier, Passenger-fired hull MG.
Sherman ARV	Fully-tracked	6	4	1	Recovery vehicle.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Typhoon	Cannon	3+	8	5+	
	Rockets	3+	6	3+	