✚ **GERMAN Sets Up First**

◉ **BRITISH Moves First**

1	2	3	4	5

✚ **Elements of SS Panzer Division 12, *Hitler Jugend*:**

Surviving HQ Troops of SS Pz. Gren. Regt. 12 set up using HIP and Fanatic on hexes numbered ≤ 7:
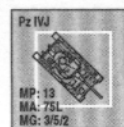
[ELR: 5]
{SAN: 4}

⑪ 3-4-8 — **4**

Fanatic +1 ML — **4**

12th SS FlaK detachment set up on hexes numbered ≥ 23:
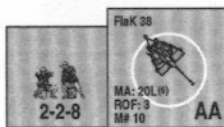
FlaK 38 — 2-2-8 — MA: 20L(6) ROF: 3 M# 10 — AA — **2** **2**

Elements of Panzer Regiment 12. set up on any hex numbered ≥ 17:

Pz IVJ — MP: 13 MA: 75L MG: 3/5/2 — **2**

Enter turn one on hexrow H:

Pz IVH — MP: 13 MA: 75L MG: 3/5 — **2**

Elements of SS Reconnaissance Battalion 12
Set up on any hex numbered ≥ 17:
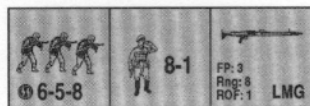
⑪ 6-5-8 — 8-1 — FP: 3 Rng: 6 ROF: 1 LMG — **2**

Enter turn one on or between U15 and U26:

PSW 234/2 — MP: 33 MA: 50L MG: -/5
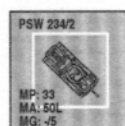
Elements of SS Pz. Abt. 101 arriving from Colleville enter on turn two on or between U23 and U26:
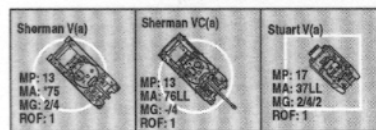
Pz VIE(L) — MP: 12 MA: 88L MG: 3/5/2 ROF: 1
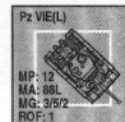
◉ **FORCE 1** Elements of "A" Squadron, 2nd Northants. Yeomanry enter on turn one on hex P1 having already expended half their MP:
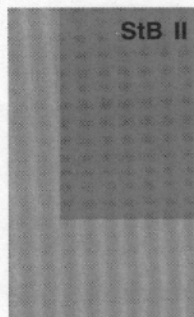
{SAN: 2}

Cromwell IV — MP: 16 MA: 75 MG: 2/4 ROF: 1 — **6**
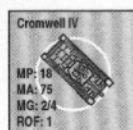
FORCE 2 Elements of 23rd Hussars enter on turn one on hex T1 having already expended half their MP (FRU):

Sherman V(a) — MP: 13 MA: *75 MG: 2/4 ROF: 1 — **6**

Sherman VC(a) — MP: 13 MA: 76LL MG: -/4 ROF: 1 — **2**

Stuart V(a) — MP: 17 MA: 37LL MG: 2/4/2 ROF: 1 — **3**

BOARD LAYOUT:

StB II

N

(Only hexes numbered ≤ 26 in hexrows H to U, inclusive, are playable)

OBJECTIVES: The British win at game end if they have gained more Victory Points than the Germans. The British gain only Exit VP (see SR 4) and the Germans gain only Casualty VP.

HANDICAPS:

✚ British receive only two Stuart tanks, and have SAN 0.

◉ British replace two Sherman V(a) with Sherman II(a) and have SAN 3.

🪨 Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Wet and Overcast with no wind or rain at start.

2. Rubble is treated as building for both Ambush (A11.4) and Street Fighting (A11.8) purposes (only).

3. British units set up only on offboard road hexes (A2.51), no more than one unit per offboard hex. No Firefly tank has BMG.

4. Only British units may exit the map, and they may only do so from specified hexes: FORCE 1 from H26 to K26, inclusive; FORCE 2 from U15 to U18, inclusive. No Firefly tank has BMG.

5. F.10 VEHICULAR SMOKE GRENADES applies; also to reflect the ample supply of WP grenades, a -2 DRM applies to all attacks in CC by CE British tanks. All MMC, (EXC: Crews), have ATMM without any usage dr.

6. The four HQ HS are Fanatic (so PAATC are NA to them) and may set up using HIP if in Concealment Terrain.

SOUTH OF CHEUX, 26 June 1944: The day broke with a thundering artillery barrage as the infantry moved to their Forming Up Places. But their progress was slow. Reserve battalions intended to exploit success were occupied behind the lines combating isolated pockets of fanatical resistance. By midday, the infantry were grinding to a halt. The order came from General O'Connor at VIII Corps: 11th Armoured Division under "Pip" Roberts was commanded to attempt to break the stalemate. The youngest division commander in the British Army was to take his 400 tanks ahead of the infantry to reach Hill 112 before sunset. The lightly armored Cromwell tanks of the Northants Yeomanry forced a path through the ruins of Cheux. As the tanks negotiated the rubble, tank commanders used pistols and phosphorous grenades to fight off Hitler Youth carrying magnetic antitank grenades. Breaking through to open ground, the Yeomanry came under tank fire. The 23rd Hussars ran straight into the Hitler Jugend Reconnaissance Battalion, shortly to be reinforced by a single Tiger tank which "soon sorted things out". Hill 112, even the River Odon, remained a long way ahead.
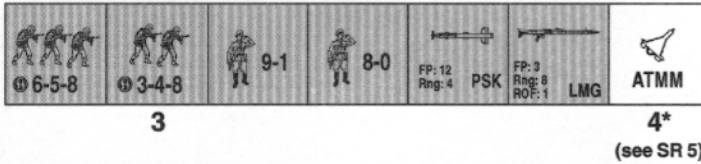
[Photo: View NW from U8 (Cheux church in background)]

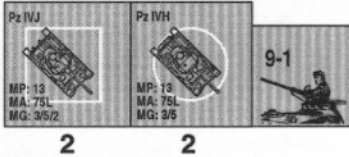|					
✠ GERMAN Sets Up First	**1**	**2**	**3**	**4**	**5**
⊙ BRITISH Moves First					

Remnants of HQ troops of SS Panzer Grenadier Regt. 26, SS Panzer Division 12 *"Hitler Jugend"* **set up ≤ 4 hexes from G5, with no more than one MMC per hex:**
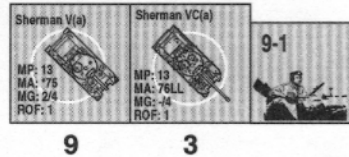
⊕ 6-5-8	⊕ 3-4-8	9-1	8-0	FP: 12 Rng: 4 PSK	FP: 3 Rng: 8 ROF: 1 LMG	ATMM
3						**4*** (see SR 5)

[ELR: 5]
{SAN: 2}

Elements of Kompanie 5, SS Panzer Regiment 12 enter on turn one on hexrow A:

Pz IVJ MP: 13 MA: 75L MG: 3/5/2	Pz IVH MP: 13 MA: 75L MG: 3/5	9-1
2	**2**	

Elements of "C" Squadron, 2nd Fife and Forfar Yeomanry, 11th Armoured Division enter on turn one on hex M1:

Sherman V(a) MP: 13 MA: *75 MG: 2/4 ROF: 1	Sherman VC(a) MP: 13 MA: 76LL MG: -/4 ROF: 1	9-1
9	**3**	

{SAN: 2}

BOARD LAYOUT:

StB II
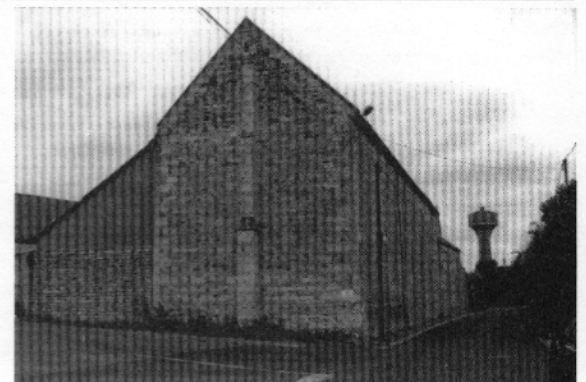
N
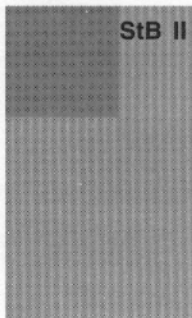
(Only hexes numbered ≤ 12 in hexrows A to M, inclusive, are playable)

OBJECTIVES: British must gain more Victory Points than the German. Both sides gain Casualty VP; British also gain VP for units exited from hexes A12 to E12, inclusive.

HANDICAPS:

✠ German sets up using HIP.

⊙ German infantry MMC (not crews) are Fanatic.

Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Wet and Overcast with no wind or rain at start.

2. The building in hex K4 has a rubbled first level. Rubble is treated as building for Ambush (A11.4) and Street Fighting (A11.8) purposes (only). Reminder: rubble is Inherent Terrain (B.6), and a Half-Level LOS obstacle (including hexsides) (B24.2).

3. British units set up offboard as if on road hexes (A2.51), no more than one unit per offboard "hex".

4. Use 3 Sherman III(a) counters to represent newly-overhauled V(a) tanks with increased MP allowance of 14. No Firefly tank has BMG.

5. ATMM Check dr (C13.7) are NA. The German player receives four ATMM counters (use counters from Squad Leader™ or mutually agree other counters). Each ATMM is 1PP and may be used only once, in Close Combat, regardless of effect. ATMM counters will be provided with Arnhem: The Third Bridge™ from Critical Hit.

LE HAUT DU BOSQ, NORMANDY, 26 June, 1944: Late in the first day of the Epsom battle, elements of 11th Armoured Division were at last released to support the infantry regiments struggling to hold the "Scottish Corridor". As "A" Squadron of the Fife and Forfar Yeomanry moved out to the north of le Haut du Bosq, "C" Squadron entered the devastated village. C Squadron found the way ahead blocked by restrictive terrain plus a "fire brigade" company of panzers. Denied the support of 11th Armoured motorised infantry, the advance ground to a halt. Over an open radio to Colonel Scott, the squadron commander Major Nicholls refused direct orders to advance "until the gains justify the losses". As night fell, "C" Squadron inched back north to harbour, leaving behind nearly half their Shermans.

[Photo: Haut du Bosq, hex K4]

SIEGEL'S STAND 1

⊞ **GERMAN Sets Up First**

◉ **BRITISH Moves First**

| 1 | 2 | 3 | 4 | 5 | 6 |

Elements of 12th SS Panzer Division *"Hitler Jugend"* set up as follows:

Elements of KG Weidinger enter and exit as per SR 5:

Set up in hexes numbered ≥ 19, with no more than one MMC per hex:

Set up in hexes numbered ≥ 14:

[ELR: 5]
{SAN: 5}

⊕ 3-4-8 8-1

4

Pz IVJ — MP: 13 / MA: 75L / MG: 3/5/2

Pz IVH — MP: 13 / MA: 75L / MG: 3/5 9-1

3

Pz VG — MP: *15 / MA: 75LL / MG: 3/5/2

Elements of 10th Battalion, The Highland Light Infantry set up on hexrow F9 to S3, inclusive:

[ELR: 4]
{SAN: 3}

4-5-7 **9** .... 9-1 .... 8-0 .... 7-0 .... FP: 2 / Rng: 7 / ROF: 1 **LMG 2** .... MA: 61* / Rng: 2-11 / ROF: 2 **MTR 2** .... FP: 8 / Rng: 3 / X#: 10 **PIAT 2**
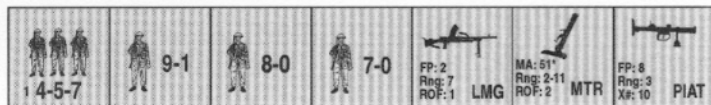
Elements of 7th Battalion, Royal Tank Regiment

Enter on turn two on hex T1:

Churchill IV — MP: 9 / MA: 57L / MG: 2/4 / ROF: 2 / B#11
3

Enter on turn three on hex T1:

Churchill VI — MP: 9 / MA: 75 / MG: 2/4 / ROF: 1
3

BOARD LAYOUT:

StB II

N

(Only hexes numbered ≤ 24 in hexrows F to T, inclusive, are playable)

OBJECTIVES: The British win at game end if British Good Order units worth ≥11 VP (excluding prisoners) are on hexes numbered ≥ 18.
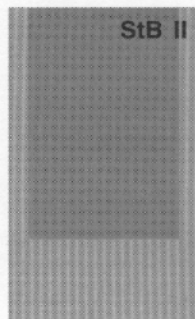
HANDICAPS:

⊞ British tanks must use Platoon Movement.

◉ German tanks must use historical set up (SR4) and the Panther tank never enters play (SR5 is NA).

🗡 Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Wet with no wind at start.

2. Germans receive one module of 81mm OBA directed by an Offboard Observer at level five in any single hex numbered 24, secretly recorded before British setup.

3. German tanks have APCR Depletion factor of 5. German tanks setting up in Concealment Terrain, including behind bocage, may fire MGs without losing Concealment, and when firing MA only lose Concealment as if they were Guns (A12.34). Concealment loss for other activities (e.g., movement, TCA change, etc.) is unaffected.

4. Note: historical setup for German tanks is: J15, K15, N14, O14.

5. Make a reinforcement DR at the beginning of each German Player Turn. If the colored die is < the turn number, the Panther tank enters play. The white die is used to determine the entry hex: ≤ 2, hex F2; 3 or 4, hex M 1; ≥ 5, hex P1. On every subsequent German Player Turn, make a dr, and if it is < the turn number, the Panther tank suffers immediate RECALL.

NORTH OF GRAINVILLE-SUR-ODON, 27 June 1944: As night fell on the 26th, the dispirited 10HLI gave up their attack on the hill to the south of Cheux, and settled down for the wet and miserable night ahead. Meanwhile, across the hill, Hauptsturmfuehrer Hans Siegel arrived with the last four Panzers of his company, and set about towing away the guns of Batterie 5 of SS Artillerie Regiment 12. Come morning, as the Highlanders prepared to renew their attack, Siegel positioned his tanks either side of the road that crossed the Salbey Stream. As the lead company of 10th HLI advanced over the crest, they were hit by a withering artillery barrage. Pressing forward, they came directly into the field of fire of Siegel's Panzers. The tanks fired only their machine guns, maintaining their concealment while saving their 75s for the inevitable British armor support. As the Highlanders lay pinned to the ground, they watched one after another of their supporting Churchills being picked off on the crest line by the near-invisible defenders, and they scorned the Shermans of 11th Armoured Division, motionless and buttoned up behind the battle. The only satisfaction the HLI received that day was the news of the destruction of a number of German tanks that had broken into their HQ area to the north.

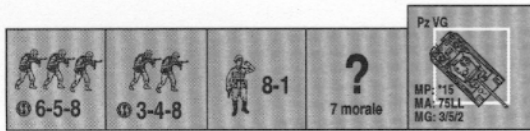[Photo: Siegel's view north to the G10-K8 ridgeline]

SIEGEL'S STAND 2

StB #14

GERMAN Sets Up First

BRITISH Moves First

| 1 | 2 | 3 | 4 |

Elements of Kompanie 5, SS Panzer Regiment 12 set up in hexes numbered ≥ 14 (SR 3):

Pz IVH
MP: 13
MA: 75L
MG: 3/5
3

Pz IVJ
MP: 13
MA: 75L
MG: 3/5/2

?
3*
(see SR 3)

9-1

{SAN: 2}

Two troops of "A" Squadron, Fife and Forfar Yeomanry:

Set up on any hex numbered ≤ 12, but ≥ 4 hexes from any German unit:

Sherman V(a)
MP: 13
MA: *75
MG: 2/4
ROF: 1

?
*(see SR 4)

8-1

{SAN: 0}

Set up in hexes numbered ≤ 6 with ≥ 4 tanks in Motion:

Sherman V(a)
MP: 13
MA: *75
MG: 2/4
ROF: 1
4

Sherman VC(a)
MP: 13
MA: 76LL
MG: -/4
ROF: 1
2

BOARD LAYOUT:

StB II

N

(Only hexes numbered ≤ 24 in hexrows F to S, inclusive, are playable)

HANDICAPS:

Non-Motion German tanks may Bore Sight their MA.

Replace one Sherman V(a) with a Sherman II(a).

Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Wet with no wind at start.

2. German tanks have APCR Depletion factor of 5.

3. The German tank with the armor leader must set up in Motion. After British set up, non-Motion German tanks in Concealment Terrain including behind bocage (B9.55), may be Concealed. Thereafter, Concealment Loss occurs as normal (e.g., for Movement, CA change, etc.), EXCEPT: German MG or MA fire only cause Concealment loss as per A12.34, according to the colored die of the IFT or TH DR.

4. The British tank with the armor leader may set up with a -1 Acquisition counter anywhere in its TCA. It may set up Concealed only if it is in Concealment terrain.

5. No Firefly tank has BMG.

OBJECTIVES: The British win immediately on exiting a total of ≥ 10 VP from the 24 hexrow.

NORTH OF GRAINVILLE-SUR-ODON, 27 June 1944: Siegel's four tanks withstood wave after wave of British attacks, firing so fast that their extractors could barely cope with the fumes. After 10HLI had been driven to cover and their supporting armor repulsed, the cruiser tanks of 11th Armoured Division took their turn to attempt a breakthrough. Sergeant Greenfield's tank of "A" Squadron managed to reach cover out of sight of the German armor. Meanwhile, Siegel began to have doubts about his exposed flank. Moving out from cover, his tank was engaged by Greenfield and hit before it could respond. The seventy five impacted the Panzer IV's front, killing the driver. The gunner died later of his burns. Siegel and the two other crew members were also badly burned, their lives spared only by their leather suits (Italian navy issue, looted for his men by the Regimental Commander, Max Wünsche). The remaining three Panzers drove off the Fife and Forfars, then pulled back to refuel.

[Photo: Looking down on Haut du Bosq from N5]

© 1999 Critical Hit!, Inc.

POSITION BE BUGGERED!

1	2	3	4	5

GERMAN Sets Up First

BRITISH Moves First

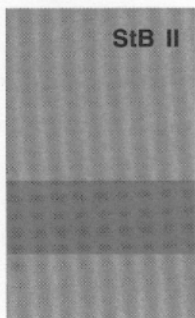Elements of Kampfgruppe *Weidinger* set up ≤ 3 hexes from I34 with no more than one MMC per hex:

⊕ 6-5-8	⊕ 3-4-8	8-1	? 7 morale	Pz VG MP: ¹5 MA: 75LL MG: 3/5/2
	3		7	

[ELR: 5]
{SAN: 3}

Reconnaisance Troop of Fife and Forfar Yeomanry enter on turn one on hex I25:

Stuart V(a) MP: 17 MA: 37LL MG: 2/4/2 ROF: 1	Carrier A MP: 16 MA: BMG MG: 2/-/° ROF: 1 PP: 4	E 2-4-8	FP: 8 Rng: 3 X#: 10 PIAT
3	2	2	2

[ELR: 4]
{SAN: 2}

BOARD LAYOUT:

StB II

(Only hexes numbered 25 to 35, inclusive, are playable)

OBJECTIVES: British must gain more Victory Points than the Germans. Both sides gain Casualty VP; British also gain VP for units exited from the map (SR 3).

HANDICAPS:

German infantry may set up using HIP.

Replace Carriers A with Carriers C.

Any mutually agreed upon alteration of either side's OB.

SPECIAL RULES:

1. EC are Wet with no wind at start. Make a pre-game dr for each building hex (EXC: H 32 is spared), and if the dr is ≤ 3, place stone rubble in the hex. Rubble is treated as building for Ambush (A11.4) and Street Fighting (A11.8) purposes (only). Reminder: rubble is Inherent Terrain (B.6), and a Half-Level LOS obstacle (including hexsides) (B24.2).

2. British units set up offboard as if on road hexes (A2.51), no more than one unit per offboard "hex".

3. Only British units may exit the map, from any hex numbered 25, and they may do so only on or after turn three *and* only after a Good Order British unit has had a Known enemy in its LOS.

4. British Carriers are crewed by Inherent 2-4-8 HS (D6.82). OB-given HS must enter as riders on Carriers and they are Carrier HS for all purposes, e.g., Recombination (A1.32), crewing Carriers, etc. Self- Destruction of Carriers (D5.411) is not permitted.

5. So long as the Panther tank remains Concealed, its TCA and BU/CE status may be secretly recorded. Any Concealment loss is permanent (even if only "momentary", e.g., as per A12.14). Reminder: 1/2 inch OB "?" counters may be freely exchanged for 5/8 inch counters before set up.

GRAINVILLE-SUR-ODON, 27 June 1944: After their rebuff by Siegel's Panzers along the Salbey Stream, the Fife and Forfars fought and manoeuvred their way towards Grainville. The lessons learned from advancing without infantry into le Haut du Bosq were fresh in the minds of the Yeomanry, and their Sherman tanks stopped short of the ruins of the small town.

While they waited for the Cameronians to come up, the Yeomanry sent their reconnaissance troop into Grainville. The first Stuart tank to venture into the town was knocked out by a Panther tank concealed in the church square. The survivors came roaring out at top speed. At the very moment they were struggling to escape the trap, the Colonel of the Fife and Forfars saw fit to come on the air requesting a precise position report. "Position be buggered!" came the response.

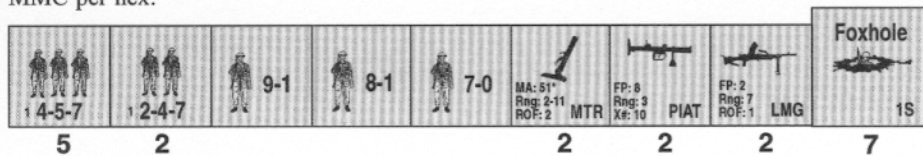[Photo: Grainville, H33 from I33]

SHOUT FOR PIATS

	1	2	3	4	5

◉ **BRITISH Sets Up First**
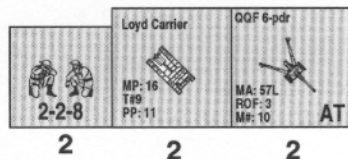
✚ **GERMAN Moves First**

◉

Elements of 5th Battalion, The Duke of Cornwall's Light Infantry set up in foxholes as per Special Rule #3, with no more than one MMC per hex:
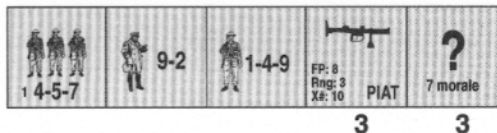
[ELR: 3]
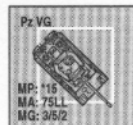**{SAN: 4}**

1 4-5-7	1 2-4-7	9-1	8-1	7-0	MA: 51" Rng: 2-11 ROF: 2 MTR	FP: 8 Rng: 3 X#: 10 PIAT	FP: 2 Rng: 7 ROF: 1 LMG	Foxhole 1S
5	2				2	2	2	7

Enter turn one on hex M1:

2-2-8	Loyd Carrier MP: 16 T#:9 PP: 11	QQF 6-pdr MA: 57L ROF: 3 M#: 10 AT
2	2	2

Set up ≤ 3 hexes from hex M8:

1 4-5-7	9-2	1-4-9	FP: 8 Rng: 3 X#: 10 PIAT	? 7 morale
			3	3

✚

Elements of 2nd Panzer Division "Wien" enter on turn one on hex C1:

{SAN: 0}

Pz VG MP: 15 MA: 75LL MG: 3/5/2
6

BOARD LAYOUT:

StB II
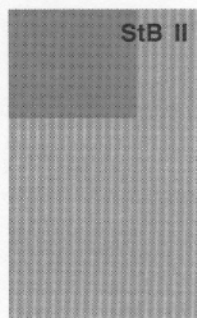
(Only hexes numbered ≤ 8 in hexrows A to Q, inclusive, are playable)

OBJECTIVES: Germans must gain more Victory Points than the British. Both sides gain casualty VP; Germans also gain VP for units exited from hexrow P.

HANDICAPS:

✚ Add {SAN 4} to the German OB.

◉ German AFVs have only 7 MP on turn one.

🙂 Any mutually agreed upon alteration of either side's OB.

SPECIAL RULES:

1. EC are Wet with no wind at start.

2. All buildings are rubble except hex K4 which has a rubbled Level 1 location. Rubble is treated as building for Ambush (A11.4) and Street Fighting (A11.8) purposes. Reminder: rubble is Inherent Terrain (B.6) and a Half-Level LOS obstacle (including hexsides) (B24.2).

3. 1S foxholes must be set up in hexes G3, G4, G5, H3, H4, I3, and I4; personnel and SW in these hexes must set up Entrenched.

4. Units setting up offboard use offboard road hexes (A2.51), one unit per offboard hex. Contrary to A2.5, units which fail to enter play on the turn indicated are considered eliminated for purposes of Casualty Victory Points.

LE HAUT DU BOSQ, NORMANDY, 27 June 1944: On the second day of the Epsom battle, 5th Duke of Cornwall's Light Infantry had moved forward to relieve the Cameronians. Failing to make contact with the Scots, the lead company of the DCLI was digging-in to a small orchard west of the devastated village when the right flank of 2nd Panzer Division's counter attack swept over them. With Panther tanks literally on top of the infantry's slit trenches, the shout went up for PIATs. The Panther tanks advanced unaccompanied, as among order and counter-order the infantry of Kampfgruppe Weidinger were left far behind. As PIATs arrived from neighbouring DCLI platoons, the British stalked the Panthers through the ruined village. The attached 17 pounder antitank battery was wiped out before its could unlimber; later two 6 pounders were lost, and with them the battalion's commanding officer, Lt. Colonel Atherton, who had taken the place of a wounded loader. But by the end of 5th DCLI's first World War Two battle, five Panthers had been destroyed and one forced to withdraw.

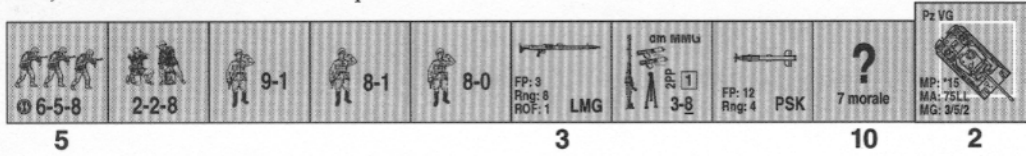[Photo: The DCLI position around H4]

GRAINVILLE-SUR-ODON

GERMAN Sets Up First

BRITISH Moves First [130]
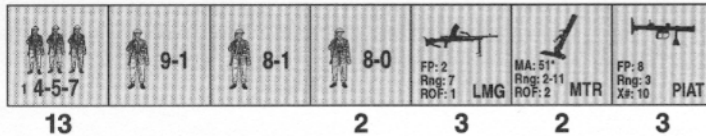
1	2	3	4	5	6

Elements of SS Pz Div 12 *"Hitler Jugend"* and **Kampfgruppe Weidinger** set up ≤ 10 hexes from K40, with no more than one MMC per hex:
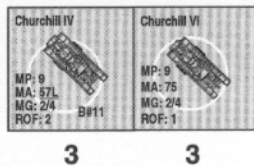
[ELR: 5]
{SAN: 4}

⊕ 6-5-8	2-2-8	9-1	8-1	8-0	LMG	öm MMG 3-8	PSK	7 morale	Pz VG
5			3					10	2

LMG: FP:3 Rng:8 ROF:1
MMG: 2P 1 3-8
PSK: FP:12 Rng:4
?: 7 morale
Pz VG: MP: *15 MA: 75LL MG: 3/5/2

Elements of **9th Battalion The Cameronians (Scottish Rifles)** set up north of the line A32-J27-U33:

1 4-5-7	9-1	8-1	8-0	LMG	MTR	PIAT
13		2		3	2	3

LMG: FP:2 Rng:7 ROF:1
MTR: MA:51* Rng:2-11 ROF:2
PIAT: FP:8 Rng:3 X#:10

Elements of **7th Royal Tank Regiment** some or all may set up on any hexes north of the railway line (not on rail hexes) or set up offboard on road hexes (one unit per hex, as per A2.51) to enter on turn one on hex G27:

[ELR: 4]
{SAN: 2}

Churchill IV	Churchill VI
MP: 9 MA: 57L MG: 2/4 ROF: 2 B#11	MP: 9 MA: 75 MG: 2/4 ROF: 1
3	3

BOARD LAYOUT:

StB II

N

(Only hexes numbered ≥ 27 are playable)

OBJECTIVES: The British win at game end if they control ≥ 8 of the 15 building/building-rubble hexes (all are German Controlled at start).

HANDICAPS:

Reduce game length to five turns.

Germans set up ≤ 8 hexes from hex K38.

Any mutually agreed upon alteration of either side's OB.

SPECIAL RULES:

1. EC are Wet with no wind at start. Kindling attempts (B25.11) are not allowed.

2. Make a pre-game dr for each building hex, and if the dr is ≤ 4, place stone rubble in the hex (EXC: only the upper level of H32 may be rubbled). Rubble is treated as a building for Ambush (A11.4) and Street Fighting (A11.8) purposes. Reminder: rubble is Inherent Terrain (B.6) and a Half-Level LOS obstacle (including hexsides) (B24.2). Place burning wrecks (representing Stuart light tanks) in J30 and I33.

3. Until their concealment is lost, Panther tanks' TCA and BU/CE status may be secretly recorded. Reminder: 1/2 inch OB "?" counters may be freely exchanged for 5/8 inch counters before set up.

4. Due to deepening evening twilight and accumulating smoke, all fire attacks are subject to a positive LV DRM equal to half the current turn number (FRD).

GRAINVILLE-SUR-ODON, 27 June 1944: The Cameronians expected to find Grainville cleared by 11th Armoured Division. This expectation was confirmed by a squadron of the Fife and Forfars who believed the village was clear of infantry but warned of the possibility of enemy tanks. Fond hopes were rudely shattered at 20:00 hours, as D Company moved into the ruins, supported by two troops of 7th RTR. The place was enemy held, opposition was heavy, and three of the Churchills were quickly knocked out. All through the long summer's evening, the battle raged to and fro over the ruins of the small town. Finally, the Cameronians and their supporting armour pulled back for the night, and shortly after so did the Germans. At midnight, the Cameronians' M.O. and Padre ventured into the rubble to search for their wounded and found Grainville deserted. The Cameronians would be back...

[Photo: Grainville church from G33]

WE BLESSED THEM

◉ **BRITISH Sets Up First [234]**

✠ **GERMAN Moves First [150]**

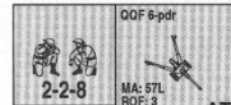| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

◉

Elements of 8th Battalion, The Royal Scots set up on any hexes of hexrows C, D, and E numbered 16 to 26, inclusive:
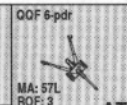
2 4-4-7
9

Elements of 8th Battalion, The Royal Scots set up on any hexes numbered 16 to 26 inclusive:

2-2-8
3

QQF 6-pdr
MA: 57L
ROF: 3
M#: 10
AT
3

[ELR: 4]
{SAN: 4}

Elements of 6th (Borders) Battalion, The King's Own Scottish Borderers set up on or east of hexrow K:

1 4-5-7
12

9-2
—

8-1
—

8-0
—

MA: 51"
Rng: 2-11
ROF: 2
MTR
2

FP: 8
Rng: 3
X#: 10
PIAT
3

FP: 2
Rng: 7
ROF: 1
LMG
2

Elements of "C" Sqdn., 2nd Northants. Yeo. enter on or after turn two on hex L16:

Cromwell IV
MP: 18
MA: 75
MG: 2/4
ROF: 1
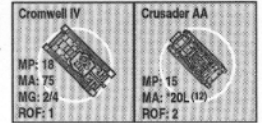
Crusader AA
MP: 15
MA: *20L (12)
ROF: 2
3

✠

Elements of (II Abt. of SS Pz. Gr. Regt. 20., supported by II Abt. of SS Pz. Rgt. 9. and SS Pionier Abt. 9.) of 9th SS Panzer Division *Hohenstaufen* enter as follows:

Enter on or after turn one on hexrow A:

⊕ 6-5-8
10

9-2
2

8-1
2

8-0
2

dm MMG
2FP 1
3-8
2
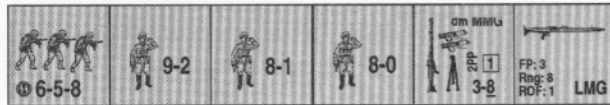
FP: 3
Rng: 8
ROF: 1
LMG
4

Enter on or after turn two on hexrow A:

Pz IVH
MP: 13
MA: 75L
MG: 3/5
4

Pz IVJ
MP: 13
MA: 75L
MG: 3/5/2
2

SPW 251/16
MP: 16
MG: –/–/3
SF 24 X#11
Rng: 2
2

[ELR: 5]
{SAN: 3}
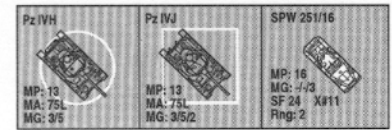
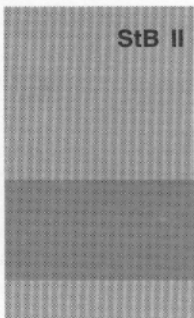## HANDICAPS:

✠ German turn one force has *twelve* squads.

◉ Germans must Control all three building/building-rubble hexes at game end.

👤 Any mutually agreed upon alteration of either side's OB.

SPECIAL RULES:

1. EC are Wet with no wind at start. Kindling attempts (B25.11) are not allowed.

2. Any British MMC with their SW (but not accompanying SMC) in appropriate terrain may choose to set up entrenched in foxholes.

3. British turn two reinforcements set up only on offboard road hexes (A2.51), no more than one unit per offboard hex.

4. During the RPh of German Player Turn one, each 2nd Line British MMC must undergo an unmodified PTC. At the end of the PFPh of British Player Turn one, all 2nd Line British MMC are removed from play, with any SW they possess and any Prisoners they are guarding, unless they are subject to Encirclement or are held in Melee.

5. BU Cromwell tanks are valid Sniper targets. A "1" Sniper attack results in Shock; a "2" attack results in Possible Shock.

6. The first time the inherent crew of each SPW251/16 leaves the vehicle (for any reason), it takes the form of an Infantry crew (2-2-8) with a FT.

BOARD LAYOUT:

StB II

N

(Only hexes numbered 16 to 29, inclusive, are playable)

OBJECTIVES: The Germans must Control hex G22 at game end.

BEL VAL, 29 June 1944: Throughout the day, the 8th Royal Scots had fought valiantly to take, retake, and hold the large chateau and farm complex at Bel Val. But by evening, they were worn down and due for relief. In addition to their heavy personnel losses, the battalion's stock of PIAT bombs had been lost to an unlucky shellburst. At 18:00 hours, at the critical moment when the exhausted Royal Scots were being relieved by the KOSB, a renewed Hohenstaufen onslaught swept over the two forward companies. Not only the Royal Scots, but also the neighboring units of the 49th Division, north of the road, were crumbling when the Borderers threw themselves into the fight. In the evening gloom, as smoke and mist hung heavy, the battle was desperate. Then, out of the gloom came British armor support. Not for the first time that day, the Yeomanry came to the infantry's aid. Only a troop of thinly armored Cromwell tanks, but their very presence boosted morale. As the lightly armored tanks raced to and fro, strafing the German hedgerows, the infantry blessed their saviours.

[Photo: Bel Val from the SW]
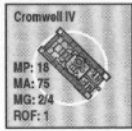
DESTRUCTION OF A SQUADRON

◉ **BRITISH Sets Up First**

✠ **GERMAN Moves First**

1	2	3	4	5	6	7

Elements of "A" Squadron, 2nd Northamptonshire Yeomanry set up as directed:

Set up on or adjacent to hex E18:

Cromwell IV
MP: 16
MA: 75
MG: 2/4
ROF: 1
6

Set up on or adjacent to hex C17:

Cromwell VI
MP: 16
MA: 95*
MG: 2/4
ROF: 1
9-1
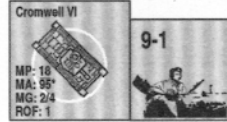
Set up on road hexes on or between E13 and C16, not more than one crew per hex:

1-2-7
4

{SAN: 2}

Elements of SS PanzerDivision 9 "Hohenstaufen" set up/enter as directed:

Set up anywhere on hexrow A using HIP:

PaK 38
2-2-8
MA: 50L
ROF: 3
M# 10
AT

[ELR: 5]
{SAN: 2}
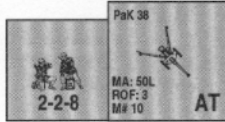
Enter on or after turn one between A19 and D20, inclusive:
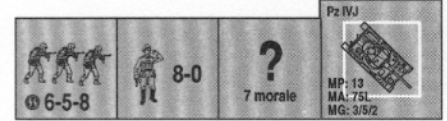
6-5-8 | 8-0 | ? 7 morale | Pz IVJ MP: 13 MA:75L MG: 3/5/2
5

Enter on or after turn three anywhere on hexrow A:
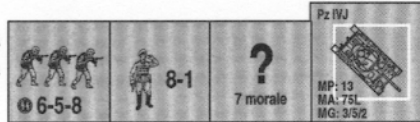
6-5-8 | 8-1 | ? 7 morale | Pz IVJ MP: 13 MA:75L MG: 3/5/2
2   **5**

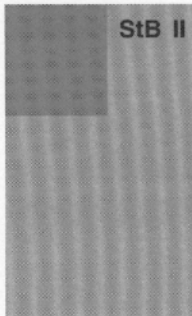**HANDICAPS:**

✠ The wreck in hex D20 is Burnt Out.

◉ Germans may not use ATMM.

🗿 Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:

StB II

N

(Only hexes numbered ≤ 20 in hexrows A to H, inclusive, are playable)

OBJECTIVES: Germans must gain more Victory Points than the British. Both sides gain Casualty VP; British also gain VP for units exited from the map (see SR 5.)

SPECIAL RULES:

1. EC are Wet with no wind at start.

2. Place a burning wreck (representing a Panzer IV) in hex D20. Place wrecks (representing Cromwell tanks) in hexes C16 and E11, and a burning wreck in hex E14.

3. Night Rules are in effect. The Base NVR is one hex with no moon. The British is the Scenario Defender (E1.2) but may not set up any unit(s) using HIP; all British units have Freedom of Movement. The German is the Scenario Attacker and the German Majority Squad Type is Normal.

4. Bore Sighting and Cloaking are not permitted. EXC to E1.531: units are only exempt from making a Straying DR while *in* a road/path/gully hex or in an Illuminated Location; and Friendly Contact (E1.532) does not apply.

5. British units may only exit from hexes H1 to H6, inclusive. During the RPh of each British Player Turn, the British must make an exit dr. If the dr is > the turn number, no vehicular units may exit the map that turn. If the dr is ≤ the turn number, the number on the die is the number of British tanks that may exit in the current turn. (EX: It is turn four. On a dr of 5, no tanks may exit; on a dr of 3, up to three tanks may leave play in the turn.)

BEL VAL, NORMANDY, 29 June, 1944: After a busy day spent supporting the right flank of 15th Scottish Division, "A" Squadron pulled back to spend the short summer night replenishing and resting. Then at 22:30 hours, Troop leaders were called to an emergency meeting, as the Squadron was called upon to oppose a serious night attack on Bel Val. Advancing in column through the pitch black night, it was all the Squadron could do to retain any semblance of order. After a brief wait in open ground north of Bel Val, concentrated enemy fire was experienced and "A" Squadron requested a withdrawal to the south east, where "C" Squadron was virtually unopposed. The request was repeatedly denied, leaving them to make their way back to safety along a route known to be covered by the enemy. So began the destruction of "A" Squadron. As the last troops set off from Bel Val, they began to pass survivors of "A" Squadron tanks already knocked out. The last tanks in the column slowed to help their comrades, then struggled to catch up with the rest of the Squadron. The short distance to le Haut du Bosq was a nightmare for the tank crews, edging forward in pitch blackness broken by sudden bursts of tracer as another tank was hit. By 00:30 hours on 30th June, the fight had died down and the survivors of "A" Squadron could take some rest, helped by Captain Raynsford's considerate issue of a half pint bottle of rum to each crew. In all, they had lost seven Cromwells, with 35 crew missing, including Major Peel the Squadron Commander, whose serious wounds were seen to by his German captors. For the surviving men of the Northants. Yeomanry, the Battle of Epsom was over.

[Photo: Haut du Bosq from H6]

◉ **BRITISH Sets Up First [140]**

✠ **GERMAN Moves First [150]**
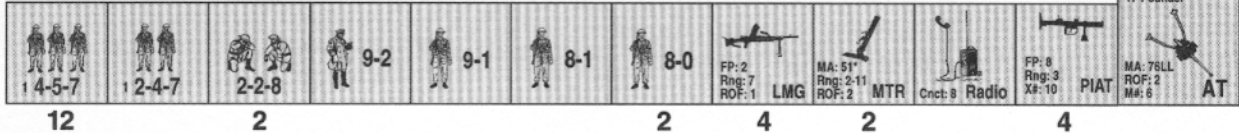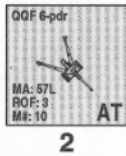
1	2	3	4	5	6

◉ Elements of 6th (Borders) Battalion, The King's Own Scottish Borderers with Elements of 97th Anti Tank Regiment and 178 Battery, R.A. set up on or east of the line D15 - D21 - C22 - G24 - G27:
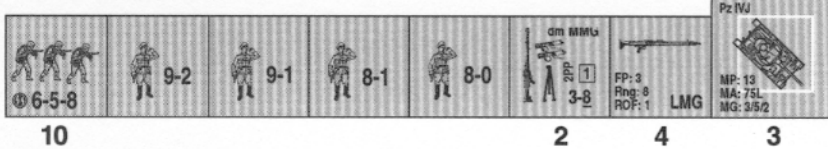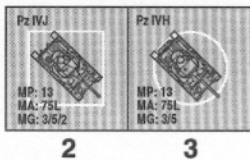
[ELR: 4]
{SAN: 4}

✠ Elements (Pz Gr Regt. 20 supported by II Abt. Pz Rgt. 9) of 9th SS Panzer Division "Hohenstaufen" enter on turn one on hexrow A:
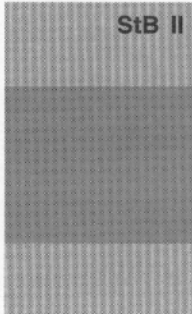
Enter on turn three on hexrow A:

[ELR: 5]
{SAN: 4}

BOARD LAYOUT:

StB II

N

(Only hexes numbered ≥ 16 and north of the railway [i.e., not rail hexes] are playable)

OBJECTIVES: The Germans win immediately on exiting a total of ≥15 VP off the east map edge, or at game end if they control all three building/building-rubble hexes.

HANDICAPS:

✠ British receive only one 2-2-8 crew and SAN 3.

◉ British receive three 2-2-8 crews and SAN 5.

🔫 Any mutually agreed upon alteration of either side's OB.

SPECIAL RULES:

1. EC are Wet with no wind at start. Kindling attempts (B25.11) are not allowed.

2. British receive one module of 88mm OBA with Plentiful Ammunition. Before beginning to resolve each FFE1, the British player makes a dr. On a dr of 1 or 2, the Fire Mission is resolved as 200+ mm (AGRA); on a dr of 3 or 4, the Fire Mission is resolved as 120+ mm (Div/Corps RA).

3. The British radio is not subject to Malfunction. Only the OB-designated British 9-1 leader may posess the radio, and may set up using HIP. If this leader is eliminated, the radio is removed from play.

4. Any British MMC with their SW (but not accompanying SMC) in appropriate terrain may choose to set up entrenched in foxholes.

BEL VAL, 1 July 1944: The first attack of the day came around 07:00 hours, and was beaten off by 09:50. By this time, hull-down tanks had picked off most of the antitank guns on the battalion front: both the battalion's own six pounders and the seventeen pounders of the attached antitank battery. The German bombardment resumed, with a level of ferocity the KOSB were never again in the war to experience. But Captain Dudley Shaw, a FOO of 178 Battery, R.A., had an answer. From his precarious post in the rafters of the chateau, he summoned his battery, calling in Defensive Fire Mission 109. As six Panzers approached the KOSB forward company, and more lurked in nearby woods, Captain Shaw called on his regiment to "Give us all you've got." Unbeknown to him, Corps HQ picked up his transmission and added the weight of their heavy artillery to his field guns. With "an almighty crash" the power of the big guns was unleashed, and the last serious attempt to cut the Scottish Corridor was smashed.

[Photo: The Chateau]