

'Hellfire Corner'

The Battle of Hérouville Operation 'Charnwood' – 8th July 1944

A Scenario for 'Battlefront: WWII'

By R Mark Davies



"But it was on the left flank in the narrow strip of ground between the river and the rising ground that the bloodiest fighting was taking place. Here the Battalion practically unsupported and scarcely remembered in the flush of victory elsewhere, was meeting stiff opposition and stubborn resistance. It was the hardest engagement of the day." – Lieutenant Jack Harrod, Intelligence Officer, 2nd Lincolns

"During the late evening we witnessed the huge bombing raid on Caen. Hundreds of Lancasters coming over us wave after wave. The sight was awesome and we thought this was going to be easy. How wrong we were." – Private P Troop, 7 Platoon, 'C' Company, 2nd Lincolns

Historical Background

Landing at 'Sword' Beach on D-Day, 6th June 1944, Brigadier K P Smith's 185 Brigade was to team up with the tanks of 27 Armoured Brigade and was to then make, in Monty's words, "a Bold dash to Caen". However, this was not to be. The deep defences of 'Sword' Beach, while eventually overcome, caused fatal delays to the 'Bold Dash' part of Monty's plan. Unbeknown to Allied intelligence, Oberst Rauch's *Panzer-Grenadier-Regiment 192* (part of *21. Panzer-Division*) was waiting for them on the northern outskirts of Caen and a bitter battle developed over the villages of Périers-le-Dan, Beuville and Biéville, as 3rd Division ground its way south. 88mm guns positioned on the Leбіsey Ridge were particularly effective in stopping British tanks driving for Caen.

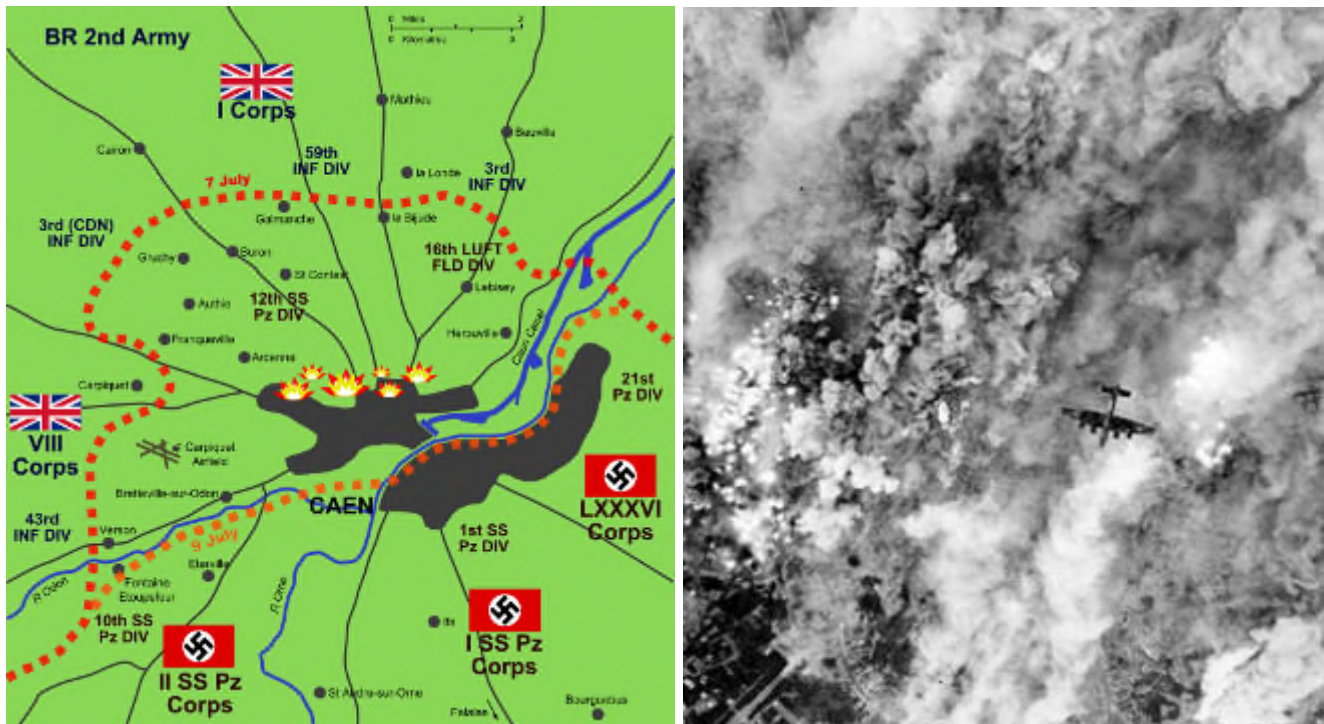
Finally, late on D-Day, the expected German counter-attack arrived as Oberst von Oppeln-Bronikowski's *Panzer-Regiment 22* burst out of Caen and drove for the beaches. The two assaults now cancelled each other out; 3rd Infantry Division and *21. Panzer-Division* started to dig in and begin a battle of attrition across the Leбіsey Ridge.

The Battle of Caen raged for another month; frequently WW1-like in its intensity. Attempts by 52nd (Highland) Division to outflank the city to the east had been halted by dogged resistance by *21. Panzer-Division*, while attempts by 3rd Canadian Infantry Division to outflank the city from the west had been resisted with near-fanatical intensity by the *12. SS-Panzer-Division 'Hitlerjüngend'*.

In early July, a plan was finalised that (it was fervently hoped) would see the final destruction of German resistance in Caen: Operation 'Charnwood' would, for the first time in Normandy, see massed heavy bombers used to pave the way for a ground assault: a wave of RAF Bomber Command heavy bombers would be followed by a second wave of medium bombers, which would

in turn be followed by a third wave of USAAF heavy bombers, for a total of 2,000 tons of bombs. The guns of the monitor HMS Roberts, the cruisers HMS Emerald and HMS Belfast and the battleship HMS Rodney would also then add their fire to the operation, accompanied by the 656 guns of I Corps and VIII Corps! As 2nd TAF's Typhoons swept in to complete the destruction (accompanied by the detonations of time-delayed bombs dropped earlier by the heavy bombers), the 3rd, 59th (Staffordshire) and 3rd Canadian Divisions, accompanied by five armoured brigades and the 'Funnies' of 79th Armoured Division, would simply step over the rubble and the bodies to complete the task...

Or that was the plan, anyway...



As part of the 3rd Division plan for Operation 'Charnwood', 185 Brigade was to finally take the village of Lebissey and its associated ridge and wood, which had proved so troublesome since D-Day. From Lebissey Ridge, the division would then be able to dominate the city and countryside beyond. However, this plan required four battalions – two to conduct the initial assault, one in reserve and one providing flank-protection along the bank of the Orne Canal on the left (east) flank of the offensive. 2nd Battalion, The Lincolnshire Regiment (9 Brigade) was therefore assigned to 185 Brigade for this vital task.

The Orne Canal was dominated by the Colombelles steelworks, which was situated between the Orne Canal and River and loomed ominously over the eastern flank of the 'Charnwood' battlefield. Most critically, the Germans had placed artillery observers in the two tall, brick chimneys, which had thus far resisted all attempts by the Allies to drop them with artillery fire or bombing. There was also a bridge from Colombelles to the Hérouville on the western bank of the canal, which posed a serious threat to the flank of 'Charnwood', as it could be used as a route for counter-attack. Hérouville had been heavily fortified in depth by the Germans during the previous month of static warfare; it was surrounded by anti-tank ditches, minefields, trenches, bunkers and barbed wire and would undoubtedly prove a tough nut to crack. The bridge at Hérouville had actually been partially demolished accidentally by a German frogman a week earlier (yes, really – he mistook it for the Bénouville Canal ('Pegasus') Bridge), but it would only be the work of a few hours for German pioneers to get it operational again, should they retain control of it.

Opposite 3rd Division, 21. *Panzer-Division* had been largely relieved during the previous days by elements of the newly-arrived 16. *Feld-Division (L)* (known until 1st November 1943 and in most

historical accounts as *16. Luftwaffen-Feld-Division*), though the bulk of *21. Panzer-Division*'s tanks remained dug in on Lebisey Ridge.



A Luftwaffe reconnaissance patrol of *16. Feld-Division (L)* near Colombelles Steelworks on 1st July

16. Feld-Division (L) was a distinctly low-grade formation and was probably not ready to be placed in a front-line position. However, there was no other option; the Germans needed desperately to regain the initiative in Normandy and to do that they needed panzer divisions that were free to manoeuvre. This was impossible while all the panzer divisions were tied up fighting defensive actions and thus *16. Feld-Division (L)* was inserted into the line at Caen to release *21. Panzer-Division* for mobile operations.

When the storm broke during the night of 7th July 1944, hardly anybody watching on either side had ever seen the like and thought that nothing could possibly survive the onslaught. However, while the bombing did do considerable damage to the German positions on Lebisey Ridge, the *12. SS-Panzer-Division 'Hitlerjugend'* positions on the north-western approaches to the city were barely touched. Caen itself was virtually destroyed, with some 300-400 French civilians tragically killed. None of this of course, was known to the British and Canadian divisions and at dawn, they attacked.



**An RAF Mitchell of 98 Squadron bombs Colombelles on 22nd June.
H rouville is at the extreme bottom-right of the photo**

Scenario Overview

This is a Medium-sized scenario. Note that due to the extremely small area covered by the map, I have used the ground-scale normally used with 20mm figures, where 3 feet on table is equivalent to 1km. Therefore, 1 'inch' in game terms is 1.5 inches in this scenario. To save confusion, I will refrain from referring to inches and will instead refer to 'Movement Units' (MUs), where 1 MU is equivalent to 1 inch in game terms or 1.5 inches on the table. When playing at this scale, we find that measuring sticks marked at 1.5-inch increments are much easier than using tape measures and mental-arithmetic!

Briefing For Lieutenant-Colonel C E Welby-Everard, Commanding 2nd Lincolnshires

Situation – Dawn, 8th July 1944

Your battalion is about to fight its first 'proper' battle of this campaign. Strangely, despite landing with 9 Brigade as part of the D-Day assault and despite conducting numerous small actions over the last month, the 2nd Lincolns have not once been seriously engaged in battle! That is all about to change today, as the 2nd Lincolns have been attached to 185 Brigade, to form the extreme left-flank of Operation 'Charnwood'; the latest serious attempt to take our 'D-Day objective' of Caen.

This operation has been preceded by a massive aerial bombardment, the likes of which is surely unprecedented in warfare. This awesome display of firepower went on all night and doubtless kept all of Normandy awake, but worryingly, there was precious little evidence of any bombs landing anywhere near your objectives. The heavy bombers have now been replaced by fighter-bombers and artillery, which is plastering Lebiesey Ridge (185 Brigade's objective) over on your right. However, there again seems to be little evidence of High Explosive being directed at Hérouville, which is most worrying.

To add to your worries, the promised tanks of 33 Armoured Brigade have yet to appear. Their liaison officer's scout car hasn't even turned up at your Tactical HQ! Nevertheless, the clock is ticking and your battalion must cross the start-line at H-Hour – tanks or no tanks.

Mission

You are to assault the village of Hérouville, with the intention of protecting the left flank of 185 Brigade.

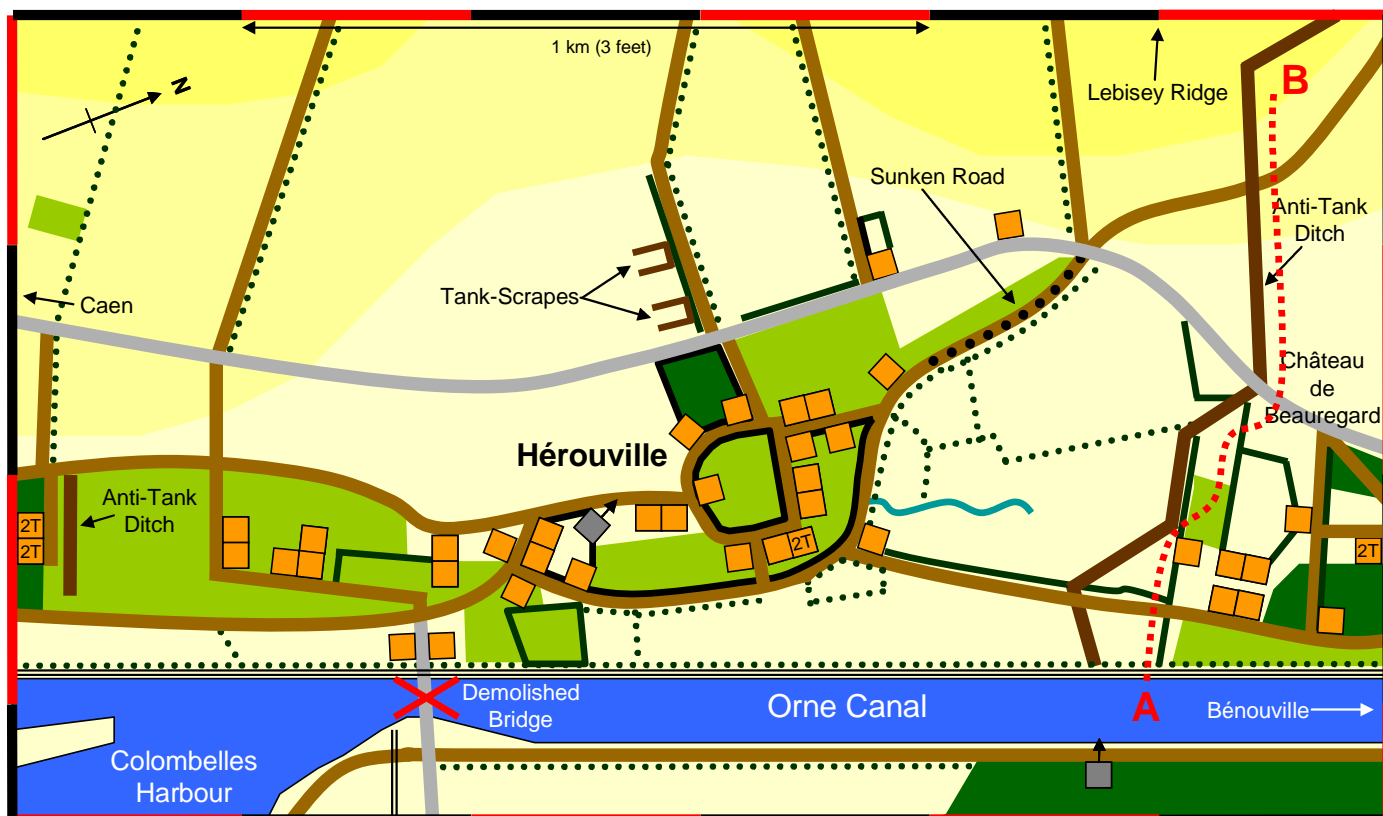
Execution

General Outline

- Following the bombardment, you are to cross the start-line at Le Chateau de Beauregard and advance to take the village of Hérouville and the Colombelles swing-bridge beyond.
- Your advance is to be supported by tanks of 33 Armoured Brigade. However, they have not yet shown up, so you will have to start without them.

Deployment

- All elements of 2 Lincolns will deploy north of the line A-B, as shown on your map.
- Troops may be deployed dug-in – either in slit-trenches/weapons pits or in the vacated German trenches around the Chateau de Beauregard.
- The 6pdr Anti-Tank guns will be limbered up to their carriers, ready to move forward in support of the attack.



Fire Support

- As the aerial bombardment and Corps artillery barrage seems to have entirely missed Héroville, you will need to make the best of what you have: you have your own 3-inch Mortar Platoon and an attached FOO from 33 Field Regiment, Royal Artillery, who should prove useful.
- The 3-inch Mortar Platoon is classed as Organic Fire Support (Small Template: -1 vV, +0 vTGsV).
- The battery from 33 Field Regiment is classed as Direct Fire Support. The battery comprises **x4** Priest self-propelled 105mm howitzers (Large Template: -1 vV, +0 vTGsV). The rest of 33 Field Regiment is unavailable for this scenario.
- Note that the FOO is mounted in a fully-armed Sherman V OP Tank rather than the dummy-gunned version. If the FOO is killed, he may be replaced in accordance with the playtest 'British FO Replacement Rule' (see website).
- There is no General Fire Support available.
- Starting on Turn 1, the British player may call for Shelling mixed Shelling/Smoke fire missions on any hidden unit markers.
- Concentrations may only be fired on Suspected or Spotted enemy units.
- There is unlimited Smoke available for this scenario.
- 2-inch Mortars are classed as Organic Fire Support to their own ME only. They may fire unlimited smoke, but this is always classed as Dispersing Smoke.

- The attached MMG platoons may use the optional Plunging Fire rules provided they stay within 1 inch of their Carriers or remain within their starting positions (i.e. with their ammunition source).

Air Support

- While there is a massive air-display going on in the direction of Caen, no air support seems to be coming your way and even if it did, you have no means of communicating with Biggles.

Friendly Forces

- You have your full battalion at your disposal (order of battle listed at Annex A below). Thanks to the relatively quiet month for your battalion following D-Day, you are at full strength and your men are seasoned by patrolling and skirmishing. All elements of your battalion are classed as 'Experienced'.
- As discussed above, 'A' Battery of 33 Field Regiment is in direct support.
- 11 & 13 Platoons of 2nd Middlesex have been attached to provide MMG support. These are grouped under the command of their Company 2ic and may conduct Plunging Fire (see above), as well Grazing Fire.
- Given the threat posed by the tanks of 21st Panzer Division, Division has attached 'O' Troop of 20th Anti-Tank Regiment, which almost doubles your 6pdr anti-tank strength.
- 33 Armoured Brigade is meant to be supporting you, but there is no sign of their tanks at present.
- 185 Brigade will be moving up Libisey Ridge on your right, so you can expect little threat from that quarter.

Enemy Forces

- Enemy forces are thought to belong to 21st Panzer Division, equipped with Mark IV Panzers and numerous armoured halftracks and heavy weapons, including a great many self-propelled guns. 3rd Division has been in constant contact with them since D-Day.
- The enemy still holds the Colombelles Steelworks, across the canal on your left. In particular, there is a concrete pillbox (thought to be mounting a 20mm cannon in the direct-fire role) enfilading your axis of advance. It is also highly likely that Jerry is using the tall factory chimneys as artillery OPs. The chimneys have thus far resisted all efforts to drop them.
- Enemy artillery support is strong – particularly mortars and the hateful 'Moaning Minnies'.
- Enemy air activity is largely absent during the day, though there have been many night-raids in this area (presumably targeting the Orne Canal Bridge at Bénouville) and dawn strafes by fighter-bombers are not unknown. Generally though, the RAF has control of the air and with the sheer quantity of Spitfires circling overhead today, you are unlikely to see any German aircraft.

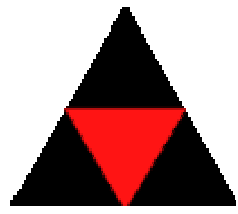
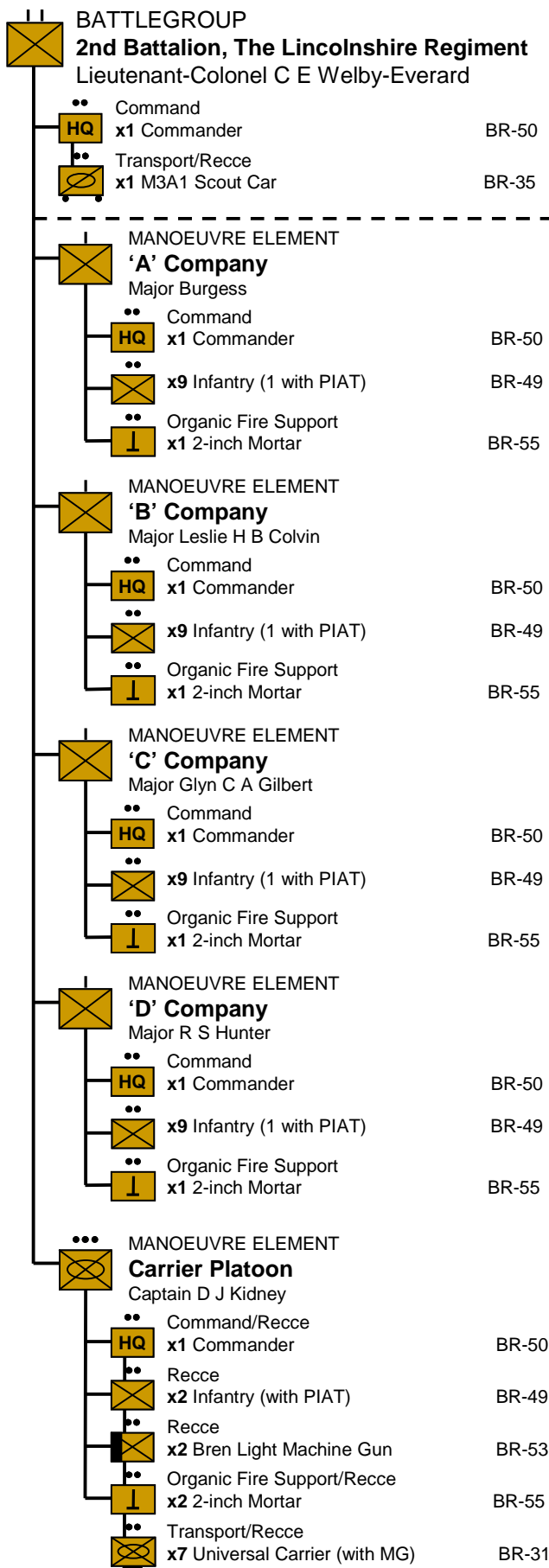
- The enemy has heavily fortified this area; most notably, there is a large anti-tank ditch across the entire frontage. The only gaps in this ditch are created by the main Ouistreham-Caen road, the minor road running from Chateau de Beauregard to H rouville and the narrow-gauge railway running along the canal bank.
- To add to your difficulties there is also at least one concrete pillbox, mounting a machine gun, covering the road south out of H rouville.

Game Sequence

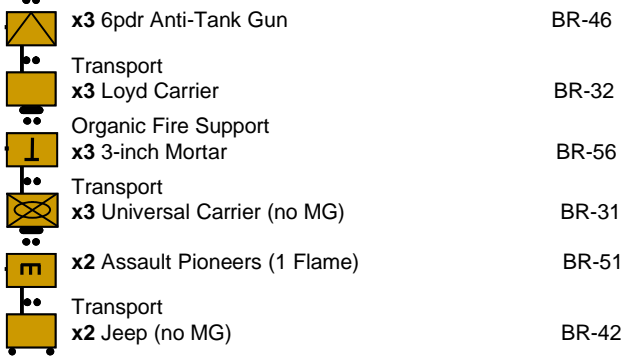
- The British have the first turn.
- The game will end following the German Turn 25.

Victory Conditions

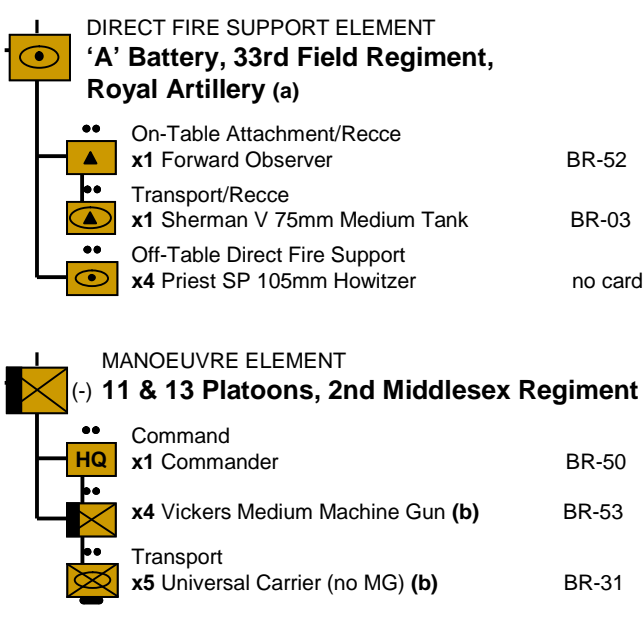
- This is a do-or-die scenario:
 - The British win a partial victory if they successfully take and hold H rouville village (there must not be any un-disordered enemy units within 10 MUs of the church at the end of the game).
 - The British win a total victory if they successfully take and hold the canal bridge (there must not be any un-disordered enemy units within 10 MUs of the bridge at the end of the game).



ATTACHMENTS



3rd INFANTRY DIVISION ATTACHMENTS



(a) The attached FOO from 'A' Battery, 33rd Field Regiment RA was Lt Ivor Norton, commanding 'A' Troop. If the FOO replacement rule is invoked, he will be replaced by the 'B' Troop commander, Captain Jack Hunter, who will arrive on the British table edge, mounted in a Sherman V, during the following turn.

(b) Vickers MMGs may fire from their Carriers when mounted, but may only conduct Grazing Fire when dismounted.

Briefing for the Officer Commanding II. Bataillon, Jäger-Regiment 31 (L)

Situation – Dawn, 8th July 1944

You have just spent the worst night of your life, trying to keep calm in front of the men while you waited for the bombs to creep closer to your battalion's positions at Hérouville. Thankfully, the bombers seem to have kept to bombing the city and have thus far kept away from your positions. However, British artillery is now joining in, pulverising Leбіsey Ridge on your left. It is surely now only a matter of time before they turn their attention to you. Your men cower at the bottom of their trenches and dugouts, or dig frantically in a vain attempt to make them deeper.

There can now be no doubt about it; the British are going to make their largest attempt yet to finally eliminate the Caen Fortress. Your sector, tucked in tight between the Ouistreham road and the Orne Canal, is quiet at the moment, but that won't last.

Your signals officer reports that he is unable to raise Regiment or Division on either telephone or wireless. You can't even raise your neighbouring battalion at Leбіsey, but it sounds like they are still alive despite the barrage, as the sounds of fighting are getting louder from that sector. Your HQ has sent runners to make contact with neighbouring units, but nobody has returned.

Finally, the signals officer reports that he has made contact with 21. Panzer-Division! It seems that they are taking control of the battle. We are to hold firm in our positions; 21. Panzer-Division is organising a counter-attack to the south of the city and once they have crossed the Orne river they will pass through our positions to attack the left flank of the enemy assault.

However, your outposts are now reporting in; it seems that Tommy has woken up and is about to attack you. Those panzer-boys had better hurry!

Mission

You are to hold your positions, with the intention of maintaining a threat to the left flank of the British assault on Caen.

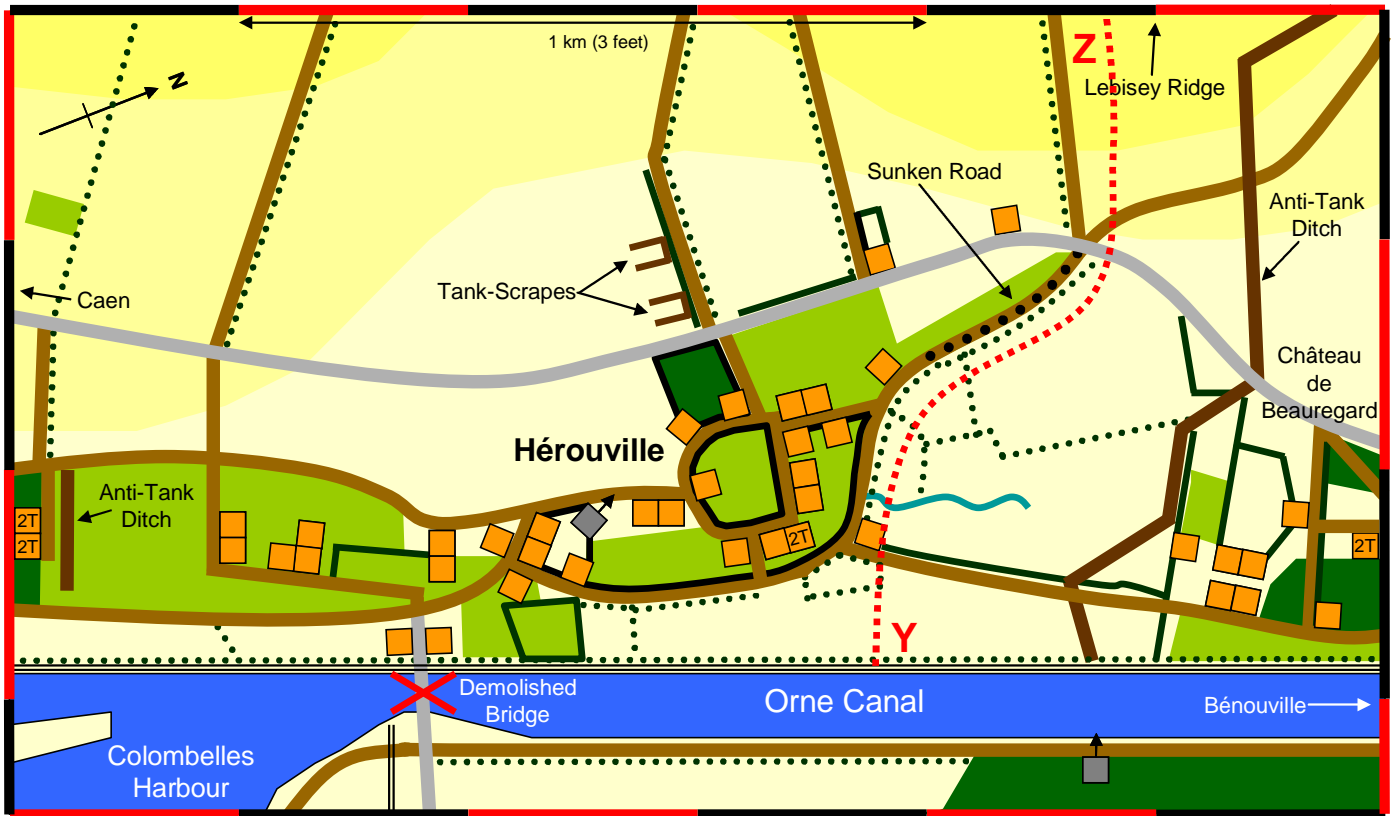
Execution

General Outline

- Your battalion relieved II. Bataillon, Panzer-Grenadier-Regiment 192 on 1st July and settled into their well-prepared defensive position. In the previous three weeks they had prepared an extensive network of trenches, bunkers, anti-tank ditches, minefields, and other obstacles. There are also a few pre-existing concrete bunkers that have been incorporated into the position.

Deployment

- Your battalion may deploy anywhere south of the line Y-Z, as marked on your map.
- A single 2cm FlaK is deployed in the concrete bunker on the eastern side of the Orne Canal (see orbat). This unit may be considered to be always under command for Manoeuvre purposes. No other units may be deployed on the eastern bank of the canal.
- Any Troops or Guns not deployed within trenches or bunkers will be considered to be dug-in within individual slit-trenches or weapons pits (or dug-in to BUAs).



Fieldworks

- A large anti-tank ditch covers your entire front (see map).
- A pre-existing concrete MG pillbox covers the southern exit from Hérouville (see map).
- A pre-existing concrete 20mm cannon pillbox is positioned on the eastern bank of the canal, enfiling the anti-tank ditch.
- Two pre-existing tank-scrapes have been dug on your left flank. Tanks occupying these scrapes will count as being dug-in.
- You may place four log bunkers (large enough to accommodate Troops but not Guns) anywhere within your deployment area.
- You may place up to 24 MUs of trenches anywhere within your deployment area.
- You may deploy 24 MUs of barbed wire anywhere within your deployment area.
- You may deploy 24 MUs of anti-personnel mines and 24 MUs of anti-tank mines anywhere south of the anti-tank ditch. These may be combined to create mixed minefields.
- You may deploy 12 MUs of dummy minefields anywhere south of the anti-tank ditch. Dummy minefields may not be placed on Paved Roads or Streets.
- You may deploy three barbed wire & log roadblocks anywhere from the anti-tank ditch southward (historically one of these was used to block the gap created where the road passed through the anti-tank ditch).

- Any BUAs occupied at the start of the scenario will be considered to be fortified. Troops or Guns within fortified BUAs are classed as Dug-In. Any troops re-occupying a vacated fortified BUA (such as attacking British troops taking a fortified BUA) will gain the benefit of being dug-in to that BUA. Any BUA not occupied at the start of the scenario will not be fortified.

Fire Support

- You have 7. Batterie of III. Bataillon, Artillerie-Regiment 16 (L) in Direct Support of your battlegroup. The battery is equipped with **x2** 12.2cm Russian howitzers (Large Template, +0 vV & +1 vTGsV). May fire Random Shelling, Shelling or Concentrations. May not fire Smoke or Thicken other shoots. The battery's FO is attached to your battlegroup and must be directly attached to your HQ or one of your MEs. This battery may pre-register three targets before the start of the game.
- Each of your companies has a single section of 8cm mortars. These may each select a single pre-registered target before the start of the game. May fire Random Shelling or Shelling missions only.
- The 10. (Werfer) Batterie of Panzer-Artillerie-Regiment 155 has a FO situated up one of the chimneys at Colombelles (just off the eastern table edge), with a single unit of 8cm Reihen-Vielfachwerfere in Direct Support (2x Large Templates, -1 vV & +0 vTGsV). May fire Random Shelling or Shelling missions only. You have no direct communication with this unit, so the only person who may call for fire is the FO.
- A werfer battery of Werfer-Brigade 9 also has a FO up one of the Colombelles chimneys, with a pair of 15cm Nebelwerfer sections in Direct Support (each werfer section fires 2x Large Templates, +0 vV & +1 vTGsV). May fire Random Shelling or Shelling missions only.
- For ease of play, the two Werfer FOs both spot from a point mid-way along the eastern table edge. They are classed as being 5 levels above the table level and gain a +2 Higher Elevation spotting modifier instead of the usual +1 modifier.

Friendly Forces

- Your order of battle is listed at Annex A below. Essentially you have your battalion headquarters, plus two of your four companies present, plus the bulk of the regimental 14. (PaK) Kompanie and elements of divisional FlaK and artillery.
- Note that your heavy weapons lack transport, which is going to make a flexible defence difficult. The weapons can all be manhandled in an emergency, but your initial deployment is going to be critical.
- Your left flank should be anchored on the rest of your regiment, but it is not clear if they are still alive.
- Your right flank is anchored on the Orne Canal, with friendly units holding the Colombelles steelworks beyond.
- Reinforcements from 21. Panzer-Division are expected and these will approach from the rear of your position.

- All elements of 16. Feld-Division (L) are classed as Trained. All elements of 21. Panzer-Division are classed as Experienced.

Enemy Forces

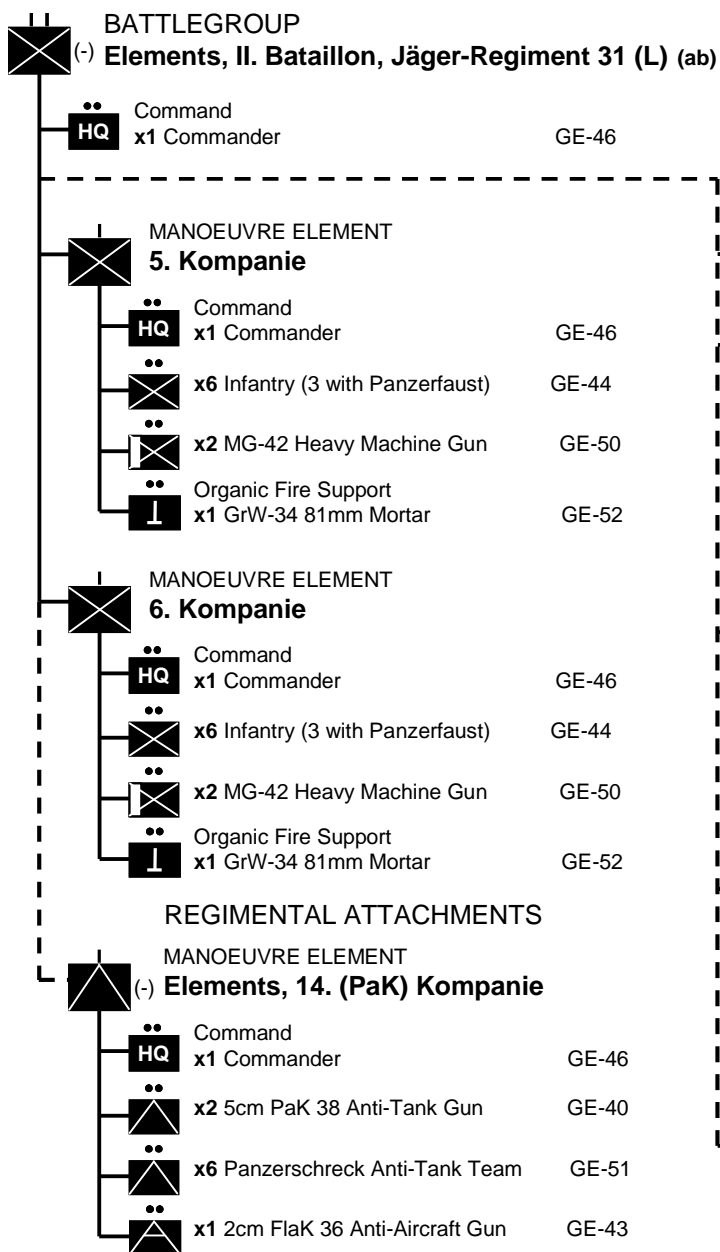
- At present you have no idea regarding enemy strength, composition, location or intentions. Your outposts report enemy infantry approaching from the front, but no sign of tanks or artillery yet.

Game Sequence

- The British have the first turn.
- The game will end following the German Turn 25.

Victory Conditions

- This is a do-or-die scenario:
 - The Germans win a partial victory if they successfully hold Hérouville bridge (there must not be any un-disordered enemy units within 10 MUs of the bridge at the end of the game).
 - The Germans win a total victory if they successfully hold the bridge and Hérouville village (there must not be any un-disordered enemy units within 10 MUs of the bridge or the church at the end of the game).



DIVISIONAL ATTACHMENTS

x2 2cm FlaK 36 Anti-Aircraft Gun GE-43

DIRECT FIRE SUPPORT ELEMENT
7. Batterie, III./Artilerie-Regiment 16 (L)

On-Table Attachment/Recce
 x1 Forward Observer GE-48

Off-Table Direct Fire Support
 x2 12.2cm leFH(r) no card

OTHER ATTACHMENTS

DIRECT FIRE SUPPORT ELEMENT
10. (Werfer) Batterie, Panzer-Artillerie-Regiment 155 (c)

Off-Table Direct Fire Support
 x1 mSPW S307(f) (R-Vielfachwerfer) GE-P66

On-Table Attachment
 x1 Forward Observer GE-48

DIRECT FIRE SUPPORT ELEMENT
Werfer Batterie, Werfer-Brigade 9 (c)

Off-Table Direct Fire Support
 x2 15cm Nebelwerfer no card

On-Table Attachment
 x1 Forward Observer GE-48

ON EAST BANK OF ORNE CANAL

x1 2cm FlaK 36 Anti-Aircraft Gun (d) GE-43

(a) The exact identity of the units at Herouville is not known with absolute certainty – particularly company numbers, so some of this orbat is conjectural. II./LwFR 31 does seem to have been the unit that relieved II./PzGrR 192 at Herouville on 1st July and the mix of weapons encountered by the British does suggest that the regimental PaK company was also present.

(b) The title of *16. Luftwaffen-Feld-Division* was changed on 1st November 1943, with the transfer of the division to *Heer* control. The new title was *16. Feld-Division (L)*. However, most modern sources persist with the obsolete designation. Regimental titles were changed at the same time from the format *Luftwaffe-Infanterie-Regiment 31* to the format *Jäger-Regiment 31 (L)*.

(c) The two werfer batteries listed are deployed off-table, at Colombelles, to the east of the Orne. Their Forward Observers are situated atop the two chimneys of the Colombelles steelworks, which dominate the terrain and have thus far resisted all efforts to demolish them. The two FOs are therefore deemed to be 10 inches off-table (in game terms – 15 inches in 20mm scale) and are deemed to be on top of the equivalent of a five level hill for dead-ground calculation. Although their FOs can call for them as Direct Support, no others may call for their fire.

(d) This 2cm Flak gun is deployed on the east bank of the Orne Canal. It counts as being under command for Manoeuvre purposes.

Terrain Effects

Terrain	Concealment	Cover	Mobility		
			Troops	Tracked or Half-Tracked Vehicle	Wheeled Vehicle or Gun
Open	Nil	Nil	Full Speed	Full Speed	Full Speed
Woods with Underbrush	Dense Area	Soft	Full Speed	Half Speed & Bog	Half Speed & Bog
Orchards	Sparse Area	Soft	Full Speed	Half Speed	Half Speed
Streets	Dense Area	Soft	Full Speed	Half Speed	Half Speed
Built-Up Area	Dense Edge	Hard	Full Speed	Impassable	Gun: Half Speed Veh: Impassable
Orne Canal	Nil	Nil	Impassable	Impassable	Impassable
Anti-Tank Ditch	Sparse Edge (occupying)	Hard (occupying)	Breach & Bog	Impassable (see Engineering)	Impassable (see Engineering)
Shallow Ditch	Sparse Edge	Hard	Half Speed	Breach	Breach & Bog
Low Embankment (Sunken Road)	Sparse Edge	Hard	Half Speed	Breach	Breach & Bog
Barbed Wire	Nil	Nil	Breach & Bog	Breach & Bog	Impassable
Road Block	Nil	Soft	Breach & Bog	Breach & Bog	Impassable
High Hedgerow	Dense Edge	Soft	Breach	Breach & Bog	Breach & Bog
Low Hedgerow	Sparse Edge	Soft	Half Speed	Breach	Breach & Bog
Low Wall	Sparse Edge	Hard	Breach	Breach & Bog	Impassable
Paved Road	Nil	Nil	Double Speed	Double Speed	Double Speed
Unpaved Road	Nil	Nil	Full Speed	Full Speed	Full Speed
Narrow-Gauge Railway	Nil	Nil	Full Speed	Half Speed	Half Speed

Engineering Rules

Anti-Tank Ditches

- An Anti-Tank Ditch counts as a Wide & Deep Ditch: passable to troops with a Breach & Bog-Down Check, but impassable to Vehicles and Guns.
- It is possible to breach AT ditches by knocking down the sides. This may be done by Engineer/Assault Pioneer Troop units. To breach the ditch, the breaching unit must conform to the sides of the ditch and must successfully perform an 'Improve Position' roll. As for Improving Position, there is a cumulative +1 die-roll modifier in each successive turn of attempting to breach (up to a maximum of +4). If successful, the unit will create a breach wide enough for one Troop unit to pass through. Three adjacent breaches will be required to allow Vehicles or Guns to pass through.
- A breach that has been created in a ditch by a Dozer or Engineers/Pioneers is classed as a Shallow Ditch - passable at half-speed to Troops, passable to Tracked & Half-Tracked Vehicles with a Breach action or to Wheeled Vehicles and Guns with a Breach and Bog-Down check.
- Non-Engineer/Pioneer Troop units may also attempt to breach AT ditches, but will suffer an additional -2 die-roll modifier in each attempt, as they lack suitable tools and demolition charges for the task.
- Breaches across AT ditches are considered 'Defiles' for the purposes of triggering Opportunity Fire.

Clearing Roadblocks

- Engineers/Assault Pioneers may clear a roadblock by performing an Improve Position action, with an additional +2 die modifier.
- Other Troop units may clear a roadblock by performing a straight Improve Position action.

Clearing Minefields

- Assault Pioneers may clear up to 1 inch of minefield per movement action.
- 'Rapid Advance' (i.e. two actions per turn) is not permitted.
- For each inch of the minefield, roll on the Improve Position Table with a +3 modifier. If the Engineer/Assault Pioneer section succeeds on the 'Improve Position' table, the Assault Pioneer section moves forward 1 inch and clears a safe path wide enough for one unit of any type to pass through. Mark the safe path on the table using thread or wire.
- Ordinary (i.e. non Pioneer-trained) Troop elements may also attempt to clear mines using this method, but do so without applying the +3 modifier.
- Assault Pioneers may conduct Defensive Fire as normal while attempting to clear mines (we've all seen Kelly's Heroes!).
- If the minefield is in terrain that requires a bog-down test, conduct the bog-down test before attempting to clear the minefield. A 'Bog' or 'Displace' result will prevent the unit from clearing mines for that action.
- Once a safe path has been cleared through a minefield, units may only pass through in single file and may not perform a Rapid Advance through the breach.
- Assault Pioneers may always attempt to rapidly cross the minefield as normal, rolling on the Minefield Passage Table for every inch of mines crossed. As they are equipped and trained to detect mines, they will apply a +1 modifier on the Minefield Passage Table. Any Troop units following the same route may also then gain the +1 Minefield Passage bonus, but the route will not be safe for anything larger. Note that this method is a lot quicker, but it's risky and it will not create a safe route for vehicles.

Optional Rules Used In This Scenario

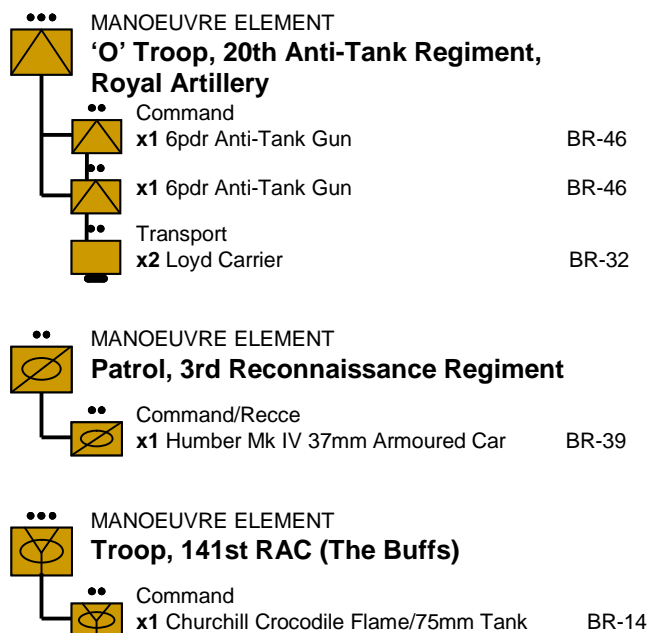
- MG Plunging Fire: <http://fireandfury.com/extra/mgplunging.shtml>
- MG Grazing Fire: <http://fireandfury.com/extra/mggrazing.shtml>
- British FO Replacement:
 - On the first friendly player turn after an observer becomes a casualty roll a d10. On a 9 or 10, a replacement FO and appropriate transport becomes available on the friendly map edge.
 - Keep rolling every turn, increasing the chance of success by adding a +1 modifier until a replacement arrives.
 - Only one replacement FO is available in this scenario.

Umpire's Eyes Only!

British Reinforcements

- It is strongly recommended that the British reinforcement list (below) is kept secret from both players. The promised support from 33 Armoured Brigade will never materialise, but keep the British player believing that it will (cruel, but historical!).
- In the British Turn 3, bring 'O' Troop, 20th Anti-Tank Regiment on to table (Experienced).
- In the British Turn 5, bring the patrol from 3 Recce Regiment on to table. This single armoured car is an independent ME in its own right (Veteran).
- In the British Turn 20, bring the Crocodile Troop from 141 RAC on to table (Veteran). This single Crocodile is an independent ME in its own right. It will probably arrive too late to achieve much, but what the heck!

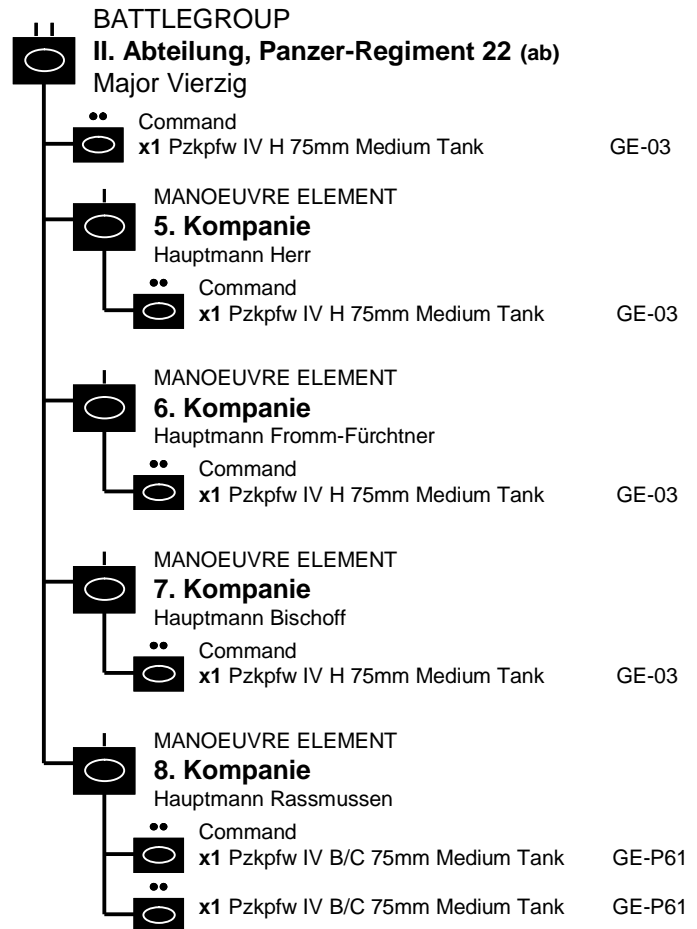
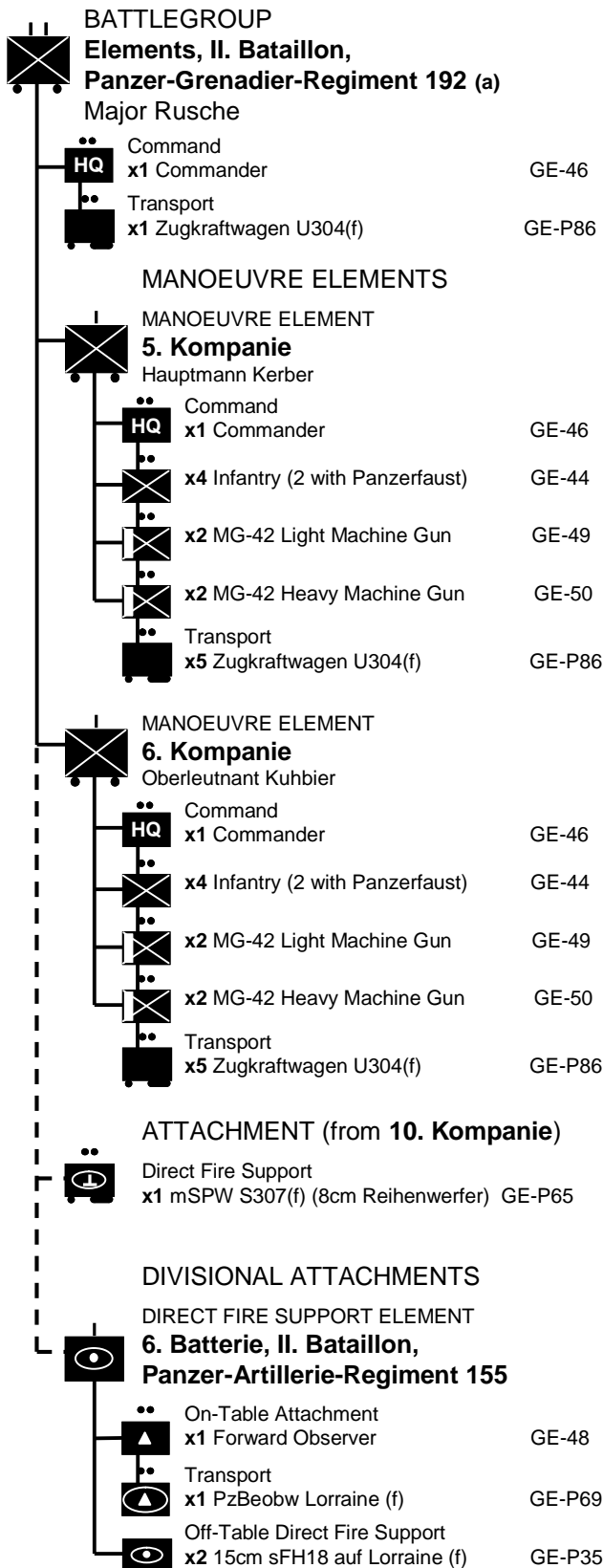
British Reinforcements



German Reinforcements

- It is strongly recommended that the German reinforcement list (below) be kept secret from the German player until reinforcements start to arrive.
- From the German Turn 10 onwards, start rolling for reinforcements: On a roll of 8, 9 or 10, the Battalion HQ for II./192 will arrive, along with one of the two Panzer-Grenadier Companies, one of the Pzkw IV H companies (x1 tank model), the attached mSPW S307(f) Reihenwerfer and the attached artillery FOO in his Lorraine OP vehicle.
- In subsequent turns, reinforcements will arrive on a roll of 6 or more. On each successful roll for reinforcements, the German player can choose one ME (or the II./22 Panzer Abteilung HQ) from the German reinforcement list.
- All elements of 21. Panzer-Division are rated as Experienced.

German Reinforcements: Elements, 21. Panzer-Division



(a) The exact identity of the two companies from Panzer-Grenadier-Regiment 192 engaged at Herouville is not known, so I have arbitrarily selected two companies from the battalion orbat. Alternatively replace one of these with 7. Kompanie (Oberleutnant Walter). I do know that Oberleutnant Braatz's 8. Kompanie (heavy weapons) remained 15km to the south of Caen during this battle.

(b) II. Abteilung, Panzer-Regiment 22 had very few tanks and was only the strength of a company. The battalion had comprised two-thirds ex-French tanks, though these had been withdrawn just before the Allied landings, leaving only a single platoon of Pzkw IV G/H in each of the 5th, 6th and 7th Companies (the 8th Company had two platoons of Pzkw IV B/C with short 75mm howitzers).

Strictly Umpire's Eyes Only! Scenario Event – Friendly Fire

- At the start of the Defensive Fire Phase of the British Turn 5, an RAF Boston bomber will drop a stick of bombs straight across the middle of the 'No-Man's Land' between Le Chateau de Beauregard and Hérouville. Historically this was a 'drop-short' from bombers attacking the Colombelles Steelworks. The stick of bombs caught one of the leading companies of the 2nd Lincolns, causing significant casualties and loss of morale.
- This stick of bombs will be the equivalent of an artillery barrage, 8x Large Templates wide, by 1x deep. Place the bombing template exactly mid-way between the anti-tank ditch and Hérouville Church and mid-way between the canal and the main road, orientated at roughly 45 degrees (aligned roughly NW to SE).
- Once this template is placed, roll for drift – ideally use a D12 for 'clock direction' and a D10 to determine how far the stick of bombs will drift in that direction (the number rolled x MUs).
- Everything within the bombing pattern will be subject to a Bombing attack of +2 vV & +3 vTGsV.
- If you are forced to play without an umpire (and/or are reading this anyway), roll a D10 at the start of each British Defensive Fire Phase, starting on Turn 1. If a '10' is rolled, place the template as described above. Then dice for drift as above and apply effect to any units caught.
- AA weapons may not be fired at the Boston.

Dedication

This scenario is dedicated to my friend, Squadron Leader John Martin RAF, who, in the finest traditions of the Royal Air Force, successfully damaged a British military vehicle and destroyed French civilian property in Hérouville, circa August 2009.