

Blood & Honour – Hitlerjügend in Normandy

Operation Epsom Day 3 – The Scottish Corridor

Wednesday June 28th 1944

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Historical Overview (1) – Prelude to Operation Epsom

The D-day assaults in the British & Canadian sectors had been very successful. The German coastal defence divisions were badly mauled and within 24 hours of the start of the invasion, strong forces were moving inland. However, delays in exploiting this success had allowed the Germans to establish a thin defensive crust a few miles inland; albeit a line that was being manned by the Panzer Divisions that should have been launching the coordinated German counterattack – Panzer Lehr, 12SS Panzer Division (*Hitlerjügend*) and 21 Panzer Division. In the west of the British & Canadian sector, Bayeux was seized unopposed by the British on June 7. In the east of the sector, on June 6-7 both 21 Panzer Division and *Hitlerjügend* managed to deploy forces and the Allied assault ground to a halt 2-3 miles north of Caen. This left the spotlight on the area between Caen and Bayeux, where the front-line virtually followed the Caen-Bayeux railway. This area was held by the 12SS. For the 3 weeks after the invasion, each side made attacks and counter-attacks with small gains, but neither side was able to achieve a significant breakthrough. However, the Germans were successfully kept on the defensive and their coordinated armoured counterattack with three Panzer Divisions would never materialise. Several of these battles are also written up in this series – Audrieu, Authie, Putot, Bretteville, Rots, Le Mesnil-Patry and Cristot.

By the third week of June, both sides were looking for other ways to achieve a breakthrough. The Germans were finally starting to bring significant new forces into Normandy. In particular, 1SS Panzer Division (*Leibstandarte Adolf Hitler*) and 2 SS Panzer Division (*Das Reich*) were on the move; but Rommel had still not been able to relieve an increasingly tired *Hitlerjügend* with an infantry division. As new allied divisions continued to cross the channel, Montgomery was preparing to launch the first major set-piece assaults of the campaign. He had reviewed his plan for a pincer assault on Caen and had downgraded the assault in east, through the cramped Orne bridgehead. He decided that VIII Corps would make the main assault west of Caen, through Cheux, across the River Odon to Hill 112 and then across the Orne to isolate Caen from the south. This was “Operation Epsom”.

Historical Overview (2) – Operation Epsom Day 1-3 (Plan & Reality)

Phase 1 “Gout”

Break the line

15 (Scottish) Division and 31 Tank Brigade:
44 and 46 Infantry Brigades to break the German Line between Cheux and St Manvieu

Phase 2 “Hangover”

Cross the River Odon

15 (Scottish) Division and 31 Tank Brigade:
46 and 227 Infantry Brigades to secure the north bank of the River Odon and river crossings
11 Armoured Division:
29 Armoured & 159 Infantry Brigades to pass through 15 Division, cross the River Odon and create bridgehead

Phase 3 “Impetigo”

Consolidation & on to Hill 112

43 (Wessex) Infantry Division to relieve the 15 (Scottish) Division north of the Odon
15 (Scottish) to cross the Odon
11 Armoured Division to advance on to Hill 112

Day 1 (June 26th)

44 and 46 Brigades fight for the villages of Cheux and St Manvieu. These become choked with rubble and debris. Late afternoon, 227 Brigade passes through & starts to clear Colleville.

Day 2 (June 27th)

44 Brigade continues to clear area around Cheux
46 Brigade unsuccessfully attempts to clear Colleville – Grainville area
227 Brigade is split. 10 Highland Light Infantry continue clearing south of Cheux. Rest moves south towards Odon. In the morning, 2 Argyll and Sutherland Highlanders famously steal a crossing over the Odon at Tourmauville.
11 Armoured Division passes down the “Scottish Corridor” to cross the Odon and head for Hill 112.

Day 3 (June 28th)

44 Brigade remains north of the railway
46 Brigade makes progress in widening the corridor
43 Division starts to move into Cheux in strength, releasing the rest of 227 Brigade
Strong counterattacks by elements of *LAH* and *Das Reich* start against the flanks of the corridor

Basic Order of Battle - VIII Corps

15 (Scottish) Division	44 Infantry Brigade	8 Royal Scots	6 Royal Scots Fus.	6 KOSB	
	46 Infantry Brigade	9 Cameronians	2 Glasgow High.	7 Seaforth High.	
	227 Infantry Brigade	10 Highland LI	2 Gordon High.	2 Argyll & Suth	
	Attached 31 Tank Brigade	7 RTR	9 RTR		
11 Armoured Division	29 Armoured Brigade	23 Hussars	2 Fife & Forfar	3 RTR	8 Rifle Brigade
	159 Infantry Brigade	4 Shropshire LI	1 Hereford	3 Monmouthshire	
	Attached 4 Armoured Brigade	Scots Greys	3 Cty. London Yeo.	44 RTR	2 KRRC
43 (Wessex) Division	129 Infantry Brigade	4 Somerset	4 Wiltshire	5 Wiltshire	
	130 Infantry Brigade	7 Hampshire	4 Dorsetshire	5 Dorsetshire	
	214 Infantry Brigade	7 Somerset	1 Worcestershire	5 Duke Cornwall LI	

Map & Terrain



The area north of the railway is fairly open, the only cover being the tall wheat crops. The area south of the railway becomes increasingly enclosed, moving into true *bocage* closer to the River Odon.

- The playing area is 12' x 6' and north is at the top edge of the map.
- All buildings are stone. Within villages, the level "2T" BUS represent the church towers. Buildings marked "1C" represent large Chateau buildings and movement between the second levels is allowed.
- The orchards (yellow tree) are treated as "cleared woods"
- The woodland (green tree) is "woods with underbrush"
- The railway enters a cutting west of the river at Colleville. The cutting is a wide gully and can only be crossed by vehicles at the bridges
- Rivers: the north-south streams are wide streams
the River Odon is wide and deep
- All hedges north of the main road are "tall hedges", all hedges south of the main road are "bocage hedges"
- The quarries (on the River Odon) are impassable
- German units may not use the area south of the River Odon
- At the start of the scenario, all BUS within the corridor are under British control. All other BUS are under German control. Thereafter, a BUS is controlled by the last player to have occupied it with a non-panicked unit. The BUS marked with "x" or "2T" indicate those required to "control" a village for deployment and VP purposes.

British Player Briefing

"We then started to consolidate according to orders. A moment or so later some of our chaps at the end of the village ran up to say Jerries were coming. We barely had time to get to our feet before they were on us, tanks & half-tracks and other stuff, all firing like mad. There was a wild scramble for cover with stuff flying everywhere and buildings were being torn to pieces by shellbursts. In a matter of seconds, the Jerries were in amongst us and it was hell, pandemonium and a terrific deafening noise. I tried to get behind a wall but was hit."

Lieutenant Kendall, C Company, 3 Monmouths

Situation

Brigadier C.M. Barber, 46 (Highland) Infantry Brigade, 05:30 June 28th 1944, Colleville.

The 15 (Scottish) Division, arrived in Normandy as part of VIII Corps. Although delayed by the appalling storm that ravaged the Channel 19-22 June, Lt-Gen Sir Richard O'Connor's VIII Corps, with some 60,000 men & over 600 tanks, has launched a huge offensive on the German line west of Caen. The preliminary phase, Operation MARTLET began on 25 June with 49 (Polar Bears) Division moving to secure the high ground around Rauray – on the left flank of your positions. German resistance was ferocious and delays mean the Germans still enjoy commanding views over the battleground. The main phase, Operation EPSOM started two days ago. It is the first battle for most of your soldiers. 15 (Scottish) Division has been given the task of breaking through to, and across, the River Odon and your brigade has been in the thick of it from the start.

On the first day, your brigade was on the right attacking Cheux & le Haut du Bosq, 44 (Lowland) Brigade on the left attacking la Gaule & St Manvieu, 227 (Highland) Brigade waiting to exploit the breakthrough. Throughout the battle you have had support from the Churchills of 7 RTR & 9 RTR (34 Tank Brigade). The start line was between at Putot and the now-deserted ruins of Le Mesnil-Patry, giving 1½ miles of mainly open fields to cross to reach the objectives. Luckily, early morning mist & rain provided some cover but the German minefields did their job, holding up the supporting armour from 7 RTR whilst they were cleared by the flails. Your infantry had to move on with the barrage, meaning that they were unsupported when they finally reached the German positions. Little progress was made until the armour caught up. After a bloody and protracted fight, the 2 Glasgow Highlanders eventually seized the ruins of Cheux although pockets of resistance, snipers and rubble meant that it was barely passable. The 9 Cameronians then moved on le Haut du Bosq but stubborn resistance by the *Hitlerjüngund* and strong artillery support from the Rauray spur meant that the south half of the village remained in German hands. Eventually, 7 Seaforths were able to attack the high ground south of Cheux, "ring contour 100", but here also, resistance was too strong to overcome. Although resistance remained in le Haut du Bosq, Cheux and ring contour 100, you felt relieved that your men had delivered what had been asked of them in their first fight against the notorious *Hitlerjüngund*.

In the afternoon, the Cromwells of the Northants Yeomanry (11 Armoured Division) attempted an unsupported advance south towards the River Odon but were brought to a halt by German Tigers and 88's in the open ground north of the railway. Later in the afternoon, 227 Brigade was able to move south and start to renew the advance, although 10 Highland Light Infantry were left behind to help clear resistance in Cheux. As the day ended, 2 Gordons assaulted Colleville, but despite support from C squadron 9 RTR, they could not break into the village.

The battle continued fiercely the following day. Overnight, the Germans had fallen back from ring contour 100. You had definitely "broken the crust". 227 Brigade continued to push south. 2 Argyll & Sutherland Highlanders renewed the assault on Colleville and at the end of the morning, resistance finally gave way. At last, nearly 24 hours behind schedule, they had the springboard to launch the attacks on the River Odon. 43 (Wessex) Division started to relieve your brigade during the morning allowing you, once Colleville had fallen, to move south of the railway. In the afternoon, the 2 Argyll & Sutherland Highlanders forged south, with open flanks, and finally seized the prize of an intact bridge across the River Odon, at Tourmauville. Vehicles and troops struggled south along the choked roads all day – as well as your brigade, the whole of 11 Armoured Division was on the move. Your brigade established itself in the area around Colleville and Tourville. Late in the evening, 9 Cameronians, with 7 RTR attacked west towards Grainville but in the failing light, progress was poor and you called a halt to the attack.

All through the night, 11 Armoured Division has been passing south. In the confusion, one company from the 3 Monmouthshire took a wrong turning and found itself in Mouden. 7 RTR have withdrawn to rest and refit, replaced by the fresher 9 RTR. Your task is now to consolidate and widen the "Scottish Corridor". Intelligence reports and aerial reconnaissance indicate that German armour formations are assembling both to your east and to your west. Your soldiers are now starting their third day in battle – a day that will prove pivotal in the Battle of Normandy.

Mission

There are pockets of German resistance everywhere. Your positions lack depth and if you are to stand any chance of holding off counter-attacks, you must clear some of these villages and fields. You should then prepare for defence and, whatever comes at you, hold the corridor open. The quicker that you can seize ground, the longer that you will have to prepare your positions.

At your disposal, for infantry, you have all three battalions of your 46 Infantry Brigade, a company of Field Engineers and the lost company from 3 Monmouthshires (11 Armoured Division). 227 Brigade has become badly strung out with forces both north and south of you. If things become desperate, they may be able to move some forces to your assistance. You have a company of Vickers & heavy mortars from the Middlesex Regiment and a mixed anti-tank battery to supplement your infantry's 6-pdrs. Some additional SP anti-tank guns may be available from Corps if the situation is getting too hot. As for armour, the Churchill's of 9 RTR are at your disposal. 7 RTR has been withdrawn for refitting but could be recalled if needed. One squadron of County of London Yeomanry's Shermans (4th Armoured Brigade) are also on standby. The weather has cleared today after 2 days of mist and rain – your FAC's are confident of some Typhoon air support. Most important of all, once again, 181 Field Regiment, RA, will be giving you their full support. Overall you have a powerful force. You are in enclosed, easily defensible countryside. You should not, and must not, allow the Germans to break through.

Deployment & Reinforcements

Phase 1 – British Mopping Up. (15 turns, representing 06:30 – 10:00 approx)

- British player moves first
- Deploy any forces from the initial force anywhere within the corridor indicated in red
- C Company, 3 Monmouthshire should deploy around Mouen
- Any portion of the initial force that is not deployed at the start of the scenario can enter, at any time, on the north board edge (within the corridor lines)

Phase 2 – German Counter-attack (36 turns, representing 12:00 – 19:30 approx)

- German player moves first
- Deploy the remainder of the initial force
- Some units are allowed to deploy in basic improved position:
 - Units within the corridor
 - Units in, or within 10" of, a village that was controlled by the end of turn 8 of phase 1
- All vehicles may deploy hull down

Reinforcements

- If the scenario has an umpire, then allow them to decide on the reinforcements schedule
- **10 Highland Light Infantry & 3 County of London Yeomanry**
 - This force from 227 Infantry Brigade and 4 Armoured Brigade has been involved in mopping up around ring Contour 100 and is awaiting relief by 43 Division
 - It should be deployed **NORTH** of the railway and may only fire / move if attacked.
 - Starting at turn 6, roll a d10 at the beginning of each British turn. On a roll of 10, the force may start to move **SOUTH** of the railway
- **7 Royal Tank Regiment**
 - This tank battalion has taken a lot of punishment on day 1 and 2 of Epsom. It is refitting south of Cheux and C squadron has been withdrawn altogether
 - Starting at turn 12, roll a d10 at the beginning of each British turn. On a roll of 10, the battalion enters on any road on the north board edge
- **2 Gordon Highlanders**
 - This battalion from 227 Brigade has spent the day in reserve around the Tourmauville Bridge.
 - The two companies should be deployed **NORTH** of the Odon but within 10" of the bridge. They may only fire / move if attacked.
 - Starting at turn 12, roll a d10 at the beginning of each British turn. On a roll of 10, the companies may move away from the bridge area

Notes & Special Rules

• **Off board Artillery**

British off-board artillery originates from the north board edge

All off-board and on-board elements may fire up to 2 smoke missions

Requests from the Artillery Commander at Brigade HQ have -1 modifier (it's called pulling rank!)

There are some powerful artillery assets available and care needs to be taken to ensure realistic use. The optional "Cry wolf modifier" should be used (see artillery tutorial). UNCLE fire plans **MUST** always target at least 3 armoured vehicles and the umpire's decision is final!

- **190 Field Regiment** provided the main fire support for 46 Brigade

Battery fire plan – *organic FS* if request from FOO, *direct FS* if request from OP tank or other unit.

Regimental fire plan (MIKE) – direct FS

Divisional fire plan (UNCLE) – general FS

Usually the regiment will be firing as separate batteries. If one FOO requests a MIKE, place all the other battery templates as well and roll for the MIKE first. If successful, then remove the other templates. If unsuccessful, roll for call-for-fire with the other templates as normal.

- **131 Field Regiment** is supporting 227 Brigade and its FOO's should remain with 227 Brigade units.
- FOO's: Replacement of FOO casualties applies (see Artillery Tutorial, "British Artillery Options"). If you are unfortunate enough to lose both FOO's from a battery at the same time, only one replacement may be rolled for at any time. The second replacement may be rolled for once the first has arrived.

• **Initial Company Strengths**

- To reflect casualties from the previous 2 day's fighting, most rifle companies have lost 1-2 infantry stands
- For manoeuvre rolls, the strength of companies is the strength **at the start of the scenario**
- These weakened companies may not claim "+1 no casualties" modifier on manoeuvre rolls

• **278th Field Company, RE**

Field engineers are not assault pioneers and the "normal infantry" card should be used. They are eligible to perform all appropriate engineer actions (see optional rules)

• **Organisation of British Infantry Battalion ME's**

- Obviously, the four Rifle Companies are each treated as one ME.
- Carrier Platoons from Support Companies are treated as a separate ME.
- The rest of Support Company (Engineer, Mortar and ATG platoons) are part of Battalion HQ ME
- Any HQ unit may be attached to another ME *as long as this takes place before the start of the scenario*.
- Brigade units may be attached to any other ME *as long as this takes place before the start of the scenario*
- The three battalions in 46 Brigade should each have attached a Vickers platoon and one of the Brigade AT platoons.

• **"Drop that Church Tower"**

Church towers made obvious artillery observation posts and were frequently targeted by the enemy. Any IDF template that covers a tower structure should have a chance of bringing that tower down.

- Roll one d10 and add the "T,G,sV" IDF rating (with concentration and thickening modifiers if applicable)
- Modify by -1 for each of the BUS aim points **not** under the IDF template
- If the result is **greater than 10** then the tower loses a level and becomes a 1T structure and a ½" strip of rubble is placed (randomly) into the adjacent street. The street is then treated as a defile.

• **Definition of Armour**

For Manoeuvre Check purposes, a Bren Carrier only counts as armour if it has an embarked MG and an OP tank only counts as armour if the FOO is embarked.

British Orbat – Detail

Initial Force (all experienced)

Brigade HQ, 46th Infantry Brigade

x1 Brigadier
x1 Artillery Commander (Sherman OP tank)
x3 Infantry (1 with PIAT)
x2 FAC (see Typhoons)
x2 Bofors AA Gun and x2 Quad tractors
x2 Scout Cars, x2 Bren Carriers, x2 HT's

278th Field Company, RE

x1 Commander
x12 Field Engineers
x6 15cwts, x1 Humber LRC

91st AT Regiment (attached from VIII Corps)

x1 Crusader OP
x6 M10's

Troop from 141st Regt RAC (The Buffs)

x2 Crocodiles

9th Battalion, The Cameronians

HQ Company

x1 Commander
x1 White scout car
x2 FOO's
x2 OP carriers
x2 Pioneer
x2 Jeeps
x3 3-in mortar
x3 carriers
x3 6-pdr antitank gun plus carriers

Carrier Platoon

x1 Commander
x2 Infantry with PIAT
x2 Bren LMG
x2 2-in mortar
x7 carriers

2nd Battalion, Glasgow Highlanders

HQ Company

x1 Commander
x1 White scout car
x2 FOO's
x2 OP carriers
x2 Pioneer
x2 Jeeps
x3 3-in mortar
x3 carriers
x3 6-pdr antitank gun plus carriers

Carrier Platoon

x1 Commander
x2 Infantry with PIAT
x2 Bren LMG
x2 2-in mortar
x7 carriers

161st AT Battery, RA

x2 M10's **
x4 17 pdr and x2 Quad tractors**

81st Squadron, 6th Assault Regiment, RE

x9 AVRE
x2 Crabs

B Company, 1st Middx

x1 Commander
x2 4.2-in mortars plus carriers
x1 FOO plus carrier
x6 Vickers MMG plus MG carriers **

190 Field Regiment, Royal Artillery

3 batteries 25-pdr Field Artillery (-1,0)
x6 FOO's plus carriers **

** Attach to infantry battalions at start of scenario

A Company

x1 Commander
x7 Infantry (1 with PIAT)
x1 2-in mortar

B Company

x1 Commander
x7 Infantry (1 with PIAT)
x1 2-in mortar

C Company

x1 Commander
x7 Infantry (1 with PIAT)
x1 2-in mortar

D Company

x1 Commander
x7 Infantry (1 with PIAT)
x1 2-in mortar

A Company

x1 Commander
x7 Infantry (1 with PIAT)
x1 2-in mortar

B Company

x1 Commander
x7 Infantry (1 with PIAT)
x1 2-in mortar

C Company

x1 Commander
x7 Infantry (1 with PIAT)
x1 2-in mortar

D Company

x1 Commander
x7 Infantry (1 with PIAT)
x1 2-in mortar

7th Battalion, The Seaforth Highlanders

HQ Company

x1 Commander
x1 White scout car
x2 FOO's
x2 OP carriers
x2 Pioneer
x2 Jeeps
x3 3-in mortar
x3 carriers
x3 6-pdr antitank gun plus carriers

Carrier Platoon

x1 Commander
x2 Infantry with PIAT
x2 Bren LMG
x2 2-in mortar
x7 carriers

C Company, 3rd Battalion, The Monmouthshire Regiment (159 Brigade, 11 Armoured Division)

x1 Commander
x9 Infantry (1 with PIAT)
x1 6-pdr antitank gun plus carrier

9th Battalion, Royal Tank Regiment (31 Tank Brigade)

HQ Squadron

x2 Churchill VI 75mm
x2 Churchill OP tank
x3 Crusader AA 20mm tank

Recce Squadron

x4 Stuart / Honey

A Squadron

x1 Churchill VI 75mm Command
x3 Churchill VI 75mm
x2 Churchill IV 6-pdr
x1 Churchill V CS 95mm

Reinforcements

10th Battalion, Highlander Light Infantry (227 Brigade)

HQ Company

x1 Commander
x1 White scout car
x2 FOO's (131 Field Regiment)
x2 OP carriers
x2 Pioneer
x2 Jeeps
x2 Vickers MMG plus MG carriers
x3 3-in mortar
x3 carriers
x3 6-pdr antitank gun plus carriers

Carrier Platoon

x1 Commander
x2 Infantry with PIAT
x2 Bren LMG
x2 2-in mortar
x7 carriers

A Company

x1 Commander
x7 Infantry (1 with PIAT)
x1 2-in mortar

B Company

x1 Commander
x7 Infantry (1 with PIAT)
x1 2-in mortar

C Company

x1 Commander
x7 Infantry (1 with PIAT)
x1 2-in mortar

D Company

x1 Commander
x7 Infantry (1 with PIAT)
x1 2-in mortar

Recce Troop, 3rd County of London Yeomanry (4 Armoured Brigade)

x4 Stuart / Honey

B Squadron

x1 Churchill VI 75mm Command
x3 Churchill VI 75mm
x2 Churchill IV 6-pdr
x1 Churchill V CS 95mm

C Squadron

x1 Churchill VI 75mm Command
x2 Churchill VI 75mm
x1 Churchill IV 6-pdr
x1 Churchill V CS 95mm

A Company

x1 Commander
x9 Infantry (1 with PIAT)
x1 2-in mortar

B Company

x1 Commander
x9 Infantry (1 with PIAT)
x1 2-in mortar

C Company

x1 Commander
x9 Infantry (1 with PIAT)
x1 2-in mortar

D Company

x1 Commander
x9 Infantry (1 with PIAT)
x1 2-in mortar

Elements 2nd Battalion, The Gordon Highlanders (227 Brigade)

A Company

x1 Commander
x9 Infantry (1 with PIAT)
x1 2-in mortar
x1 FOO (**131 Field Regiment**)
x1 OP carrier

B Company

x1 Commander
x9 Infantry (1 with PIAT)
x1 2-in mortar

A Squadron, 3rd Count of London Yeomanry (4 Armoured Brigade)

x1 Sherman V (command)
x6 Sherman V
x2 Sherman Firefly

Elements 7th Battalion, Royal Tank Regiment (31 Tank Brigade)

A Squadron

x1 Churchill VI 75mm Command
x2 Churchill VI 75mm
x1 Churchill IV 6-pdr
x1 Churchill V CS 95mm

B Squadron

x1 Churchill VI 75mm Command
x2 Churchill VI 75mm
x1 Churchill IV 6-pdr
x1 Churchill V CS 95mm

German Player Briefing

“Our gun was facing to the northwest. Suddenly, we took a hit. The fire came from the left. Our turret was stuck, we could no longer turn it. We received permission from the Kompanie commander to withdraw to a hollow to repair the damage. As we drove back, we came under more fire. I could see the explosion of shells ahead of us through my periscope. We later found that we had also been hit in the rear. Fortunately, the shells had ricocheted off.”

Werner Korthaus, 4 Kompanie, Panzer Regiment 22, KG Frey.

Situation

SS Obergruppenführer Josef “Sepp” Dietrich, I SS Panzer Korps, 05:30 June 28th 1944, Evrecy,

Damn them. Damn the British, damn the Americans, damn the Canadians. Damn their never-ending artillery, damn their awesome naval guns, damn their ever-present Jabos. Damn them all. If for just one day you could use what they have at their disposal..... You have struggled to assemble your I SS-Panzer Korps for the counter-offensive – to strike past Bayeux, where the British and American army boundary runs. Two fresh SS-Panzer divisions were closing in on the battlefield – 1SS (*Leibstandarte Adolf Hitler*) from Belgium, refitting there after transfer from the Russian front, 2SS (*Das Reich*) from the south of France. And as your preparations near fruition, once again your plans were thrown into disarray. For weeks, Panzer Meyer's 12SS (*Hitlerjüngend*) have held the line between Caen and Bayeux. Four days ago the pressure started to build with strong attacks from St Pierre towards Rauray. You ordered Meyer to move his tanks to this sector and then, 48 hours ago, just east of this sector, your front-line disappeared under an onslaught of artillery, tanks and infantry. Intelligence have identified at least four enemy divisions fighting against the Pioneer Battalion and one Panzergrenadier Battalion from 12SS. They have conducted an amazing fighting withdrawal, and even now Panzer-grenadiers trickle back to our lines. But you cannot hide from the fact that you have been knocked off balance. British forces have penetrated 6-7 km deep into our positions west of Caen. Late yesterday, they managed to seize a bridge across the Odon and are now poised to move in Hill 112 – described by Guderain as the “key to Normandy”.

But what an opportunity! The enemy must be unaware of the presence of *LAH* and *Das Reich*. With another two SS-Panzer Divisions (*Hohenstaufen* & *Fruntsberg*) due to arrive in the next few days, finally we have a chance to punish their arrogance. Train shortages, fuel restrictions and Jabos have slowed the arrival of the panzers and artillery. You do, however, have the large part of four Panzergrenadier regiments at your disposal. On the left, around Brettevillette and Rauray, Panzergrenadiers from *Das Reich* have been assembling under the command of SS-Standartenführer Weidinger – working in co-operation with III/26 Panzergrenadier Battalion from *Hitlerjüngend* and units from *Panzer Lehr*. On the east flank of the salient, Panzergrenadiers from *LAH*, under the command of Obersturmbannführer Frey, have been attached to Panzer Meyer's *Hitlerjüngend* command. The other Panzer divisions will have to provide the armour and the artillery support. Just a few more hours are needed to complete the preparations. You have asked Meyer's tired men to hold back the flood north of the River Odon for as long as possible – the thinner the neck that has stuck itself into the noose, the easier it will be to throttle it.

Obersturmbannführer Frey has two battalions of Panzergrenadiers from his SS-Panzergrenadier Regiment 1. His armour is drawn from Panzer IV's of 21 Panzer Division, Panthers from *Hitlerjüngend*, Tigers from Heavy SS-Panzer Battalion 101 and some Marders from *LAH*. Artillery is a problem. Meyer has promised some support from 12SS artillery but they remain disorganised after the last 2 days of fighting. Werfer-Brigade 7 remains attached to your I SS-Panzer Korps and although their attention will be focussed on slowing the advance on Hill 112, Ostuf. Frey should receive some support from Werfer-Regiment 83.

You have given Standartenführer Weidinger two tasks. One part of his Kampfgruppe will attack north from Brettevillette to retake Rauray – keeping control of the high ground to the west of the salient. The other part of his Kampfgruppe will attack due east across the base of the salient to link up with Kampfgruppe Frey. This force will be based on a battalion of Panzergrenadiers reinforced with the Regiment's Reconnaissance, Flak, Pioneer and Infantry Gun companies. Armour is a problem. *Das Reich*'s Panzers are still a long way from the front; Wunsche's Panzers from *Hitlerjüngend* have been moved south to try and hold a line around Hill 112. However you have finally managed to secure a company of Panthers from 2 Panzer Division. At least the artillery is not so much of an issue on this flank. The SP battalion from *Hitlerjüngend*'s SS-Artillery Regiment 12 has been in action around Rauray for the last four days and the Battalion command post overlooks the entire battlefield.

Preparations are nearing completion. Meyer, Frey and Weidinger all know what you expect from them. This is our best opportunity yet to inflict a defeat on the invaders.

Mission

The *Hitlerjüngend* forces that remain around the corridor must sell their lives dearly. A few more hours are needed to get the assault Kampfgruppen into position. Anything that can be done to weaken the enemy will help to make the counterattack more successful.

Once our preparations are complete, the floodgates will open. Strike hard. Be bold. Hit them hard, then hit them harder. The crust must give away allowing our forces to sweep across the salient and isolate the forces that have been foolish enough to cross the River Odon. Once we have achieved that, *Hohenstaufen* and *Fruntsberg* can annihilate the cut-off forces.

More elements of *LAH* should arrive in Verson during the morning so there may be some limited reinforcements available for Kampfgruppe Frey. This is the opportunity that we have been waiting for – do not fail.

Deployment & Reinforcements

Phase 1 – British Mopping Up. (15 turns, representing 06:30 – 10:00 approx)

- British player moves first
- *Hitlerjüngend* remnants start in basic IP/ hull down and are hidden
- They must deploy outside the corridor and north of the River Odon
- Note that the ammunition restrictions for the artillery applies to firing in phases 1 and 2 combined

Phase 2 – German Counter-attack (36 turns, representing 12:00 – 19:30 approx)

- German player moves first

Reinforcements

- If the scenario has an umpire, then allow them to decide on the reinforcements schedule
- Otherwise, for **each one** of the three reinforcement ME's, starting on turn 6 of phase 2, roll a d10 at the beginning of each German player turn. On a roll of 10, that ME may enter on the main road, east board edge.

Notes & Special Rules

• **Off board Artillery**

All artillery may fire 2 smoke missions (including on-board)

○ KG Weidinger

If the Wespe's and Hummel's are on-board "for show", they do not get an extra +1 for discipline rating

Fire originates from the west board edge (The Rauray spur) and is direct FS

The artillery is limited to 18 turns of firing in phases 1 and 2 combined

The artillery commander on the Rauray spur may act as spotter and gains a –1 call-for-fire modifier

Battalion concentrations must be against valid targets (see cry-wolf modifier in artillery tutorial)

If the battalion splits into battery fire, it may not recombine to fire battery concentrations

○ KG Frey

If the sFH's and Werfers are on-board "for show" and they do not get an extra +1 for discipline rating

The artillery support for KG Frey was disappointing and is therefore treated as general FS

• **Initial Force – Company Strengths**

To reflect casualties from the first two days of *Operation Epsom*, all the "remnants" are under strength

For manoeuvre rolls, the strength of ME's is their strength at the **start of the scenario**.

These weakened companies may not claim "+1 no casualties" on manoeuvre rolls

• **German Attachments**

FOO's – you have one FOO per battery and these should be attached at the start of phase 2

Panzershreks – normally 1 would be attached to each Company, 2 to the Pioneer Company

German Orbat – Detail

Initial Force (all veteran) - Remnants from 12SS Panzer Division

Remnants Pioneer Bataillon, 12 SS-Panzer Division

x1 Commander
x3 Pioneer
x1 LMG

HQ & Support Elements SS-PzGren Regt 26

x1 Commander
x8 Infantry
x1 Panzershrek
x3 LMG

Remnants 5 Komp, I. Bataillon, SS-PzGren Regt 26

x1 Commander
x4 Infantry
x2 LMG
x1 HMG

Remnants 6 Komp, I. Bataillon, SS-PzGren Regt 26

x1 Commander
x4 Infantry
x2 LMG
x1 HMG

Remnants 7 Komp, I. Bataillon, SS-PzGren Regt 26

x1 Commander
x4 Infantry
x2 LMG
x1 HMG

Remnants 8 Komp (HW), I. Btn, SS-PzGren Regt 26

x2 Pak 40
x2 medium prime movers
x1 Light Infantry Gun
x1 20mm Flak
x1 light prime mover
x2 80mm mortar

Panzer Zug, 8 Komp., SS-Panzer Regiment 12

x2 Panzer IV

AC Zug, 1 Komp., SS-Panzer Aufklarungsabteilung 12

x2 SdKfz 223 (use SdKfz 222)
x2 SdKfz 232 (use SdKfz 234/1)

Kampfgruppe Weidinger (all veteran)

Regiment / Kampfgruppe HQ

x1 Commander
x1 Kubelwagen
x1 Artillery CO
x3 FOO's **
x3 Transports – PzBeob's, 250's etc

1 Komp, I. Panzer-Regiment 3 (2 Panzer-Division)

x9 Panther

HQ I. Btn SS-PzGren Regt 4

x1 Commander
x1 Kubelwagen
x2 120mm mortar
x2 Light truck
x5 Panzershrek **

1 Komp, I. Bataillon, SS-PzGren Regt 4

x1 Commander
x6 Infantry (3 with P'faust)
x3 LMG
x2 HMG
x1 80mm mortar

2 Komp, I. Bataillon, SS-PzGren Regt 4

x1 Commander
x6 Infantry (3 with P'faust)
x3 LMG
x2 HMG
x1 80mm mortar

3 Komp, I. Bataillon, SS-PzGren Regt 4

x1 Commander
x6 Infantry (3 with P'faust)
x3 LMG
x2 HMG
x1 80mm mortar

4 (HW) Komp, I. Bataillon, SS-PzGren Regt 4**

x1 80mm mortar
x2 Light IG
x1 Heavy IG
x3 Pak40
x6 Prime mover

13 (IG) Komp, SS-PzGren Regt 4**

x1 FOO with transport
x3 Grille

14 (Flak) Komp, SS-PzGren Regt 4**

x4 SP 20mm Flak
x2 towed 20mm Flak
x2 Prime mover

15 (Aufkl.) Komp, SS-PzGren Regt 4

x1 Commander
x6 Infantry
x3 LMG
x10 m/cycle combo, Schwimmwagen etc
x1 Pak 40
x1 Prime mover

16 (Pioneer) Komp, SS-PzGren Regt 4

x1 Commander
x6 Pioneer
x3 Pioneer or LMG
x1 SdKfz 251/3
x1 SdKfz 251/9
x2 SdKfz 251/16
x6 SdKfz 251/7

Direct FS - I. Bataillon, SS-Panzerartillerieregiment 12

x3 Wespe SP 105mm FH
x3 Wespe SP 105mm FH
x3 Hummel SP 150mm sFH

Kampfgruppe Frey (Veteran except for Elite SS armour)

Regiment / Kampfgruppe HQ

- x1 Commander
 - x1 Kubelwagen
- x2 FOO's **
 - x2 Transports – PzBeob's, 250's etc

HQ I. Btn SS-PzGren Regt 1

- x1 Commander
 - x1 Kubelwagen
- x2 120mm mortar
 - x2 Light truck
- x3 Panzershrek **

HQ II. Btn SS-PzGren Regt 1

- x1 Commander
 - x1 Kubelwagen
- x2 120mm mortar
 - x2 Light truck
- x3 Panzershrek **

1 Komp, I. Bataillon, SS-PzGren Regt 1

- x1 Commander
- x6 Infantry (3 with P'faust)
- x3 LMG
- x2 HMG
- x1 80mm mortar

5 Komp, II. Bataillon, SS-PzGren Regt 1

- x1 Commander
- x6 Infantry (3 with P'faust)
- x3 LMG
- x2 HMG
- x1 80mm mortar

2 Komp, I. Bataillon, SS-PzGren Regt 1

- x1 Commander
- x6 Infantry (3 with P'faust)
- x3 LMG
- x2 HMG
- x1 80mm mortar

6 Komp, II. Bataillon, SS-PzGren Regt 1

- x1 Commander
- x6 Infantry (3 with P'faust)
- x3 LMG
- x2 HMG
- x1 80mm mortar

3 Komp, I. Bataillon, SS-PzGren Regt 1

- x1 Commander
- x6 Infantry (3 with P'faust)
- x3 LMG
- x2 HMG
- x1 80mm mortar

7 Komp, II. Bataillon, SS-PzGren Regt 1

- x1 Commander
- x6 Infantry (3 with P'faust)
- x3 LMG
- x2 HMG
- x1 80mm mortar

4 (HW) Komp, I. Bataillon, SS-PzGren Regt 1**

- x3 80mm mortar
- x2 Light IG
- x1 Heavy IG
- x1 Pak40
 - x7 Prime movers / trucks

8 (HW) Komp, II. Bataillon, SS-PzGren Regt 1**

- x2 80mm mortar
- x2 Light IG
- x1 Pak40
 - x4 Prime movers / trucks

3 Komp, Panzer Regt. 22 (21 Panzer Division)

- x2 Panzer IV

4 Komp, Panzer Regt. 22 (21 Panzer Division)

- x3 Panzer IV

1 Komp, SS-Panzer Regt 12 (12SS Hitlerjügend) (Elite)

- x2 Panther

2 Komp, Heavy SS-Panzer Battalion 101 (Elite)

- x2 Tiger

General FS – 7 Battery, III Abteilung SS-Panzerartillerieregiment 12

- x2 150mm sFH

General FS – 1 Battery, SS-Werfer Abteilung 12

- x2 150mm Nebelwerfer

Reinforcements

18 (Pz-jaeger) Komp, I. Bataillon, SS-PzGren Regt 1

- x7 Marder III

15 (Aufkl.) Komp, I. Bataillon, SS-PzGren Regt 1

- x1 Commander
- x6 Infantry (3 with P'faust)
- x3 LMG
- x10 transport – M/c, Schwimmwagen

16 (Pioneer) Komp, I. Bataillon, SS-PzGren Regt 1

- x1 Commander
- x6 Pioneer
- x3 LMG or Pioneer
 - x1 SdKfz 251/3
 - x1 SdKfz 251/9
 - x6 SdKfz 251/7

** Units should be attached to other ME's at start of scenario

Recommended Optional Rules

- Not all vehicles burn
- Grazing fire (must be dug-in MG's *not* vehicle-mounted)
- Sneak manoeuvre action
- Bocage hedgerows (see Engineering Rules)
- Engineer / improved position rules
- British artillery – replacement of FOO casualties, cry wolf modifier
- Multi-level BUS (including allowing more than 1 small stand, eg FOO, per BUS)
- Carrying capacity for all vehicles may be increased by 1 (not tank riders)

Victory Conditions

Victory points are awarded in three ways:

1. Control of villages

8 VP's awarded at the end of the game for each of the eight named villages that you control

2. Control of roads & corridor

A road is controlled at the end of the game if there is no enemy unit with a clear LOS within 5" of the road
 The Kampfgruppe have "met" if, at the end of the scenario, they have an undisordered commander from each KG within 5" of each other anywhere in the **original corridor**
 Each road and the meeting of the KG earn 30 VP's

3. Enemy casualties inflicted (simplified)

British force totals about 40 ME's
 German force total about 30 ME's

Victory Points Table	
1VP	Each enemy manoeuvre element with 25% casualties OR one knocked out armoured vehicle / gun.
2VP	Each enemy manoeuvre element with 50% casualties OR two knocked out armoured vehicle / guns.
3VP	Each enemy manoeuvre element with 75% casualties or greater OR three knocked out armoured vehicles or guns.

	British	German
Total Victory	Keep both north-south roads open and Earn double VP's of German	Open east-west road and have KG meet and Earn double VP's of British
Major Victory	Keep at least one north-south road open and Earn double VP's of German	Open east-west road or have KG meet and Earn double VP's of British
Minor Victory	Keep at least one north-south road open and Earn more VP's than German	Open east-west road or have KG meet and Earn more VP's than British

All other results are "**indecisive outcome**" – a draw!

Observations from “Bovington 2006”

This was a great “big game” that we all enjoyed. We found that they fighting split into 4-5 separate battles around the table and therefore, it will work best with about 8-10 gamers. It **must** have an umpire. To play through will probably need 3 days of gaming – we only had 2 days and did not play to conclusion

- **Three days with experienced players**
Have a go with the scenario as above

- **Two days and / or inexperienced players**
 - Remove all reinforcements
 - Phase 2 – allow any German infantry on foot to begin the phase up to 36” on the board, as long as they are not placed spotted, in the LOS and within 10” of British forces.
 - The umpire must force the pace

- **One day only**
 - Very hard work! Play phase 2 only
 - Rebalance the forces by removing 2/3 of the *Hitlerjugend* forces and British forces to match in the ratio of two to one (favouring the German)! Remove 6 British tanks.
 - Extend the corridor to include all of Grainville, Mondrainville and Le Valtru.
 - Allow any German infantry on foot to begin the phase up to 24” on the board, as long as they are not placed spotted and in the LOS of British forces.
 - The umpire must force the pace

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