

The Bloody Battle for Tilly-sur-Seulles: The Pompadours' Revenge

The 2nd Essex Regiment's Final Assault on Tilly-sur-Seulles
18th/19th June 1944

A Scenario for 'Battlefront: WWII'
By R Mark Davies



"As we came near the crossroads, there was an explosion near the front of our AVRE. I immediately sprayed MG rounds at some bushes, where we thought they had fired at us. At the same time a German tank, possibly a Panther, came out of the road across our front. Captain Davies told us to fire a Dustbin [290mm Petard round] at it, only 50 yards away. I traversed our turret slightly to the right, took aim and fired at its turret ring. The round hit a telegraph pole about three feet from the enemy tank. When the smoke and dust cleared the tank had stopped and did not move again. We agreed that the blast had put it out of action." – Sapper Sydney Blaskett, No.1 Troop, 81 Assault Squadron, Royal Engineers.

"When we eventually got into Tilly it was devastated. The civilians were living in trenches dug in their gardens. We didn't realise then that it had taken so many operations to take this town." - Sergeant Charles Benford, Carrier Platoon, 'S' Company, 2nd Battalion, The Essex Regiment

Historical Background to the Battle of Tilly-sur-Seulles

On D-Day, 6th June 1944, the British XXX Corps, spearheaded by 50th (Northumbrian) Infantry Division, 56th Independent Infantry Brigade and 8th Armoured Brigade, stormed ashore on 'Gold' Beach, just to the northeast of the ancient Norman city of Bayeux.

Having got ashore relatively safely and having almost reached its D-Day objectives, XXX Corps objective was now to drive south for a further 13 miles, to seize its D+1 objective: the high ground and road hub of Villers-Bocage. The famed 7th Armoured Division, the 'Desert Rats', had begun landing on 'Gold' Beach late on D-Day, and would provide the armoured 'punch' for the drive to Villers-Bocage.

However, having shaken off their lethargy of 6th June, the panzers were on the move; 12. SS-Panzer-Division 'Hitlerjüngend' had moved into positions along the N13 highway, west of Caen, during the night of 6/7th June. The Panzer-Lehr-Division was also on the march and was aiming to arrive on the left of the 12th SS on 8th June. The 12th SS, Panzer-Lehr and 21. Panzer-Division (which was already fighting north of Caen) . The three divisions were brought under the command of 1. SS-Panzer-Korps, with the intention of launching a corps-sized assault north to crush the British & Canadian landings. However, the plan very quickly started to unravel: 12th SS had encountered the 3rd Canadian Division advancing in force to cut the N13 Caen-Bayeux highway. The SS had beaten back the first Canadian advance, but had themselves been beaten off when they attempted to resume their attack toward the beaches. As more Canadian brigades came south, the 12th SS had been forced to switch from an offensive to a defensive posture along the line of the N13.

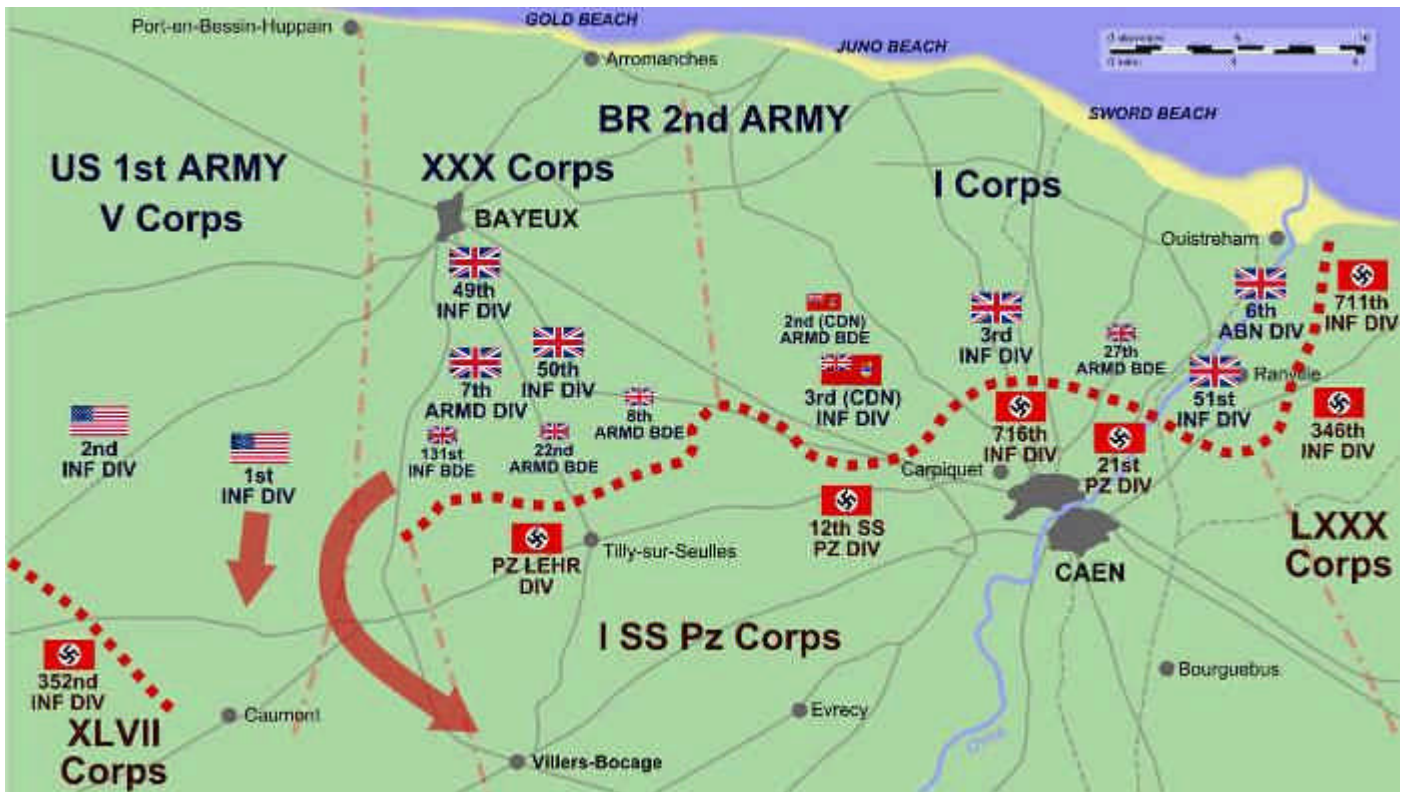
Panzer-Lehr was now ordered to mount a single-division attack down the Villers-Bocage to Bayeux axis, thereby outflanking the British and Canadian formations that had so far been detected along the N13.

On the morning of 9th June, despite considerable harassment by Allied fighter-bombers during their march, a sizeable battlegroup from *Panzer-Lehr* was finally in position at Juaye-Mondaye, only a few kilometres south of Bayeux and ready to strike at the city. However, other elements of the division had been engaged between Tilly-sur-Seulles and Fontenay-le-Pesnel by the forward elements of 50th (Northumbrian) Division and 8th Armoured Brigade, who had side-stepped the 12th SS Recce Battalion at Audrieu to take the high ground at Point 103 and the village of St Pierre. The attack on Bayeux was soon called off and the division's offensive efforts were re-directed to defending Tilly-sur-Seulles, while re-taking St Pierre and Point 103. The attack on Bayeux had in any case, run into 56th Independent Infantry Brigade and 22nd Armoured Brigade (7th Armoured Division), which was marching through Bayeux with the intention of driving through Tilly-sur-Seulles and driving on to Villers-Bocage.

By the morning of 10th June, 22nd Armoured Brigade had gathered its entire strength south of Bayeux and, preceded by heavy artillery bombardment on all likely German positions between Bayeux and Tilly-sur-Seulles, began its drive south. However, the desert veterans found the going tough in such close terrain as Panthers, Pzkw IVs and panzerfausts took a constant toll on the British tanks. As the terrain became even thicker further south, the advance slowly ground to a halt as the armoured brigade's single Motor Battalion was insufficient to clear the hedgerows, orchards, farms and villages along the brigade's route south. More infantry were clearly needed, though the division's own infantry element, 131 (Queen's) Brigade, were still not available. However, 56th Independent Brigade (known as the 'Sphinx Brigade' due to all three regiments of the brigade having the Napoleonic 'Egypt' battle honour and associated Sphinx device on their cap-badges) was nearby and Brigadier Cotton soon found his brigade placed under the command of 7th Armoured Division.

The reinforced 7th Armoured Division soon resumed its advance to Tilly-sur-Seulles on 11th June; the 2nd Gloucesters advanced down the main axis, toward Bucéels, with the tanks of 4th County of London Yeomanry (4 CLY). The 2nd Essex meanwhile, with the 5th Royal Tank Regiment (5 RTR) hooked right through Bernières-Bocage, with the intention of cutting the Tilly-Lingèvres road. 2nd South Wales Borderers (2 SWB) remained in reserve with 1 RTR at the Jerusalem crossroads. The spearhead battlegroups skirmished their way southwards throughout the morning, steadily pushing back the outpost lines of the *Panzer-Lehr* battlegroups until the main defence lines started to crystallise just north of Tilly-sur-Seulles and Lingèvres. However, the Desert Rats' armour and indeed, most of the supporting elements, were unable to keep up with the infantry in the thick *Bocage* country and the attacks failed. 2nd Essex in particular, was cut to pieces while advancing unsupported against enemy armour. At the end of the battle of 'Essex Wood' the 2nd Essex had suffered over 200 casualties, including the Commanding Officer and two company commanders, while A, B & D Companies had been reduced to a single composite company.

The fresh 131st (Queen's) Brigade from 7th Armoured Division also had a crack at Tilly-sur-Seulles on the 12th but had no more success than 56th Brigade. 69th Brigade meanwhile was finally forced out of St Pierre by *Panzer-Lehr*. All attempts to take Tilly-sur-Seulles frontally had been blunted. However, an opportunity had now arisen: the US 1st Infantry Division, operating to the west of Bayeux and faced only with the shattered remnants of 352. *Infanterie-Division*, had been able to push the enemy all the way back to Caumont. As a consequence, a huge gap had now opened up between *I. SS-Panzer-Korps* and *XLVII. Korps* on their left. *Panzer-Lehr's* left flank was now left hanging in the air.



7th Armoured Division's Drive to Villers-Bocage – 12th/13th June 1944

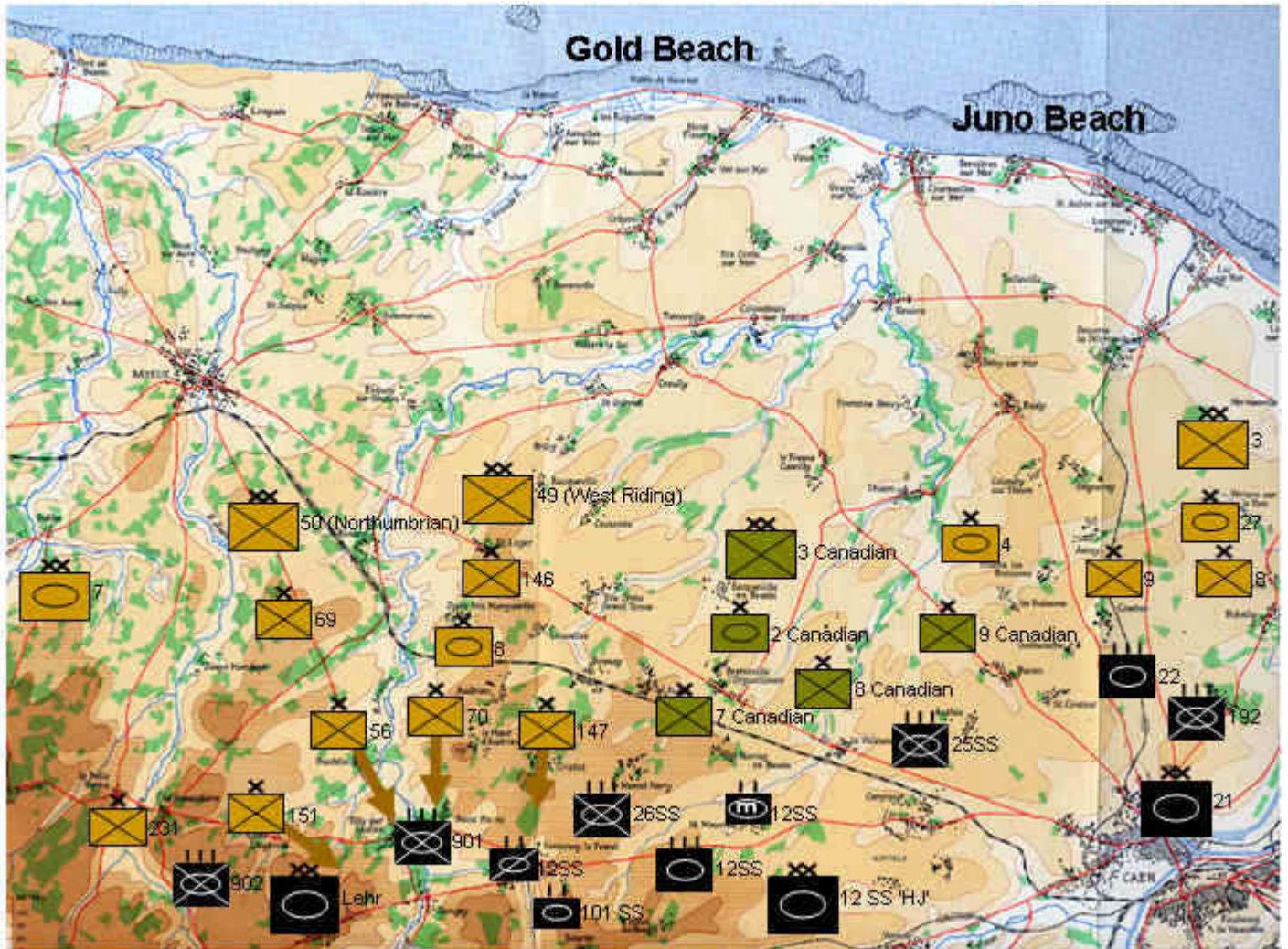
Montgomery was quick to seize the initiative. 7th Armoured Division was quickly withdrawn from the Tilly-sur-Seulles front on 12th June. The Desert Rats were then sent in a long right hook, circumventing *I. SS-Panzer-Korps'* extreme left-flank, in an attempt to reach Villers-Bocage and the high ground at Point 213.

7th Armoured Division succeeded in reaching Villers-Bocage without incident on the 13th. However, upon pushing through the town and up to Point 213, on the Caen road, they had the misfortune to run straight into the newly-arrived Tiger I heavy tanks of *Schwere-SS-Panzer-Abteilung 101* and a certain *SS-Obersturmführer* Michael Wittmann. Within a few minutes, 4 CLY had lost its 'A' Squadron, RHQ and the supporting 'A' Company of 1 Rifle Brigade. The leading elements of the division then became embroiled in a rapidly-escalating battle within the town as more Tigers, as well as tanks from *Panzer-Lehr*, arrived to reinforce Wittmann's tiny force. The last straw came when the approach of the fresh *2. Panzer-Division* from the south was detected. The Desert Rats were forced to disengage and withdraw the way they had come. 22nd Armoured Brigade was forced to fight one last defensive battle against *2. Panzer-Division* on the 14th before safety was reached.

In the meantime, operations against Tilly-sur-Seulles continued. A fresh division, the 49th (West Riding) Infantry Division had now arrived in Normandy and had begun taking over the 50th Division's sector at Brouay, Cristot, Audrieu and Point 103. This allowed 50th Division to contract its frontage to the west. 151st Brigade was quickly shifted west of Tilly and succeeded in taking Lingèvres against still resistance on the 14th. 231st Brigade had also managed to turn *Panzer-Lehr's* left flank and was pushing toward Hottot.

Having had nearly a week to recover, 56th Brigade was now back under 50th Division's command and was once again tasked with assaulting Tilly. The battalion selected for the task was 2nd Essex ('The Pompadours'), now partly refilled with replacements, following its mauling at Verrières Wood on the 11th. 2nd Essex would follow in the footsteps of the Glosters and the Queens, attacking straight down the Bayeux Road. However, unlike those earlier attacks, there would be supporting attacks on the flanks: on the right provided by 6th DLI (151st Brigade, 50th Division) and on the left provided by 10th DLI (70th Brigade, 49th Division). In addition, armoured engineer

support would this time be provided by 79th Armoured Division to breach the hedgerows and smash the fortified houses.



The Situation in the Caen-Bayeux Sector, 18th June 1944

Scenario Overview

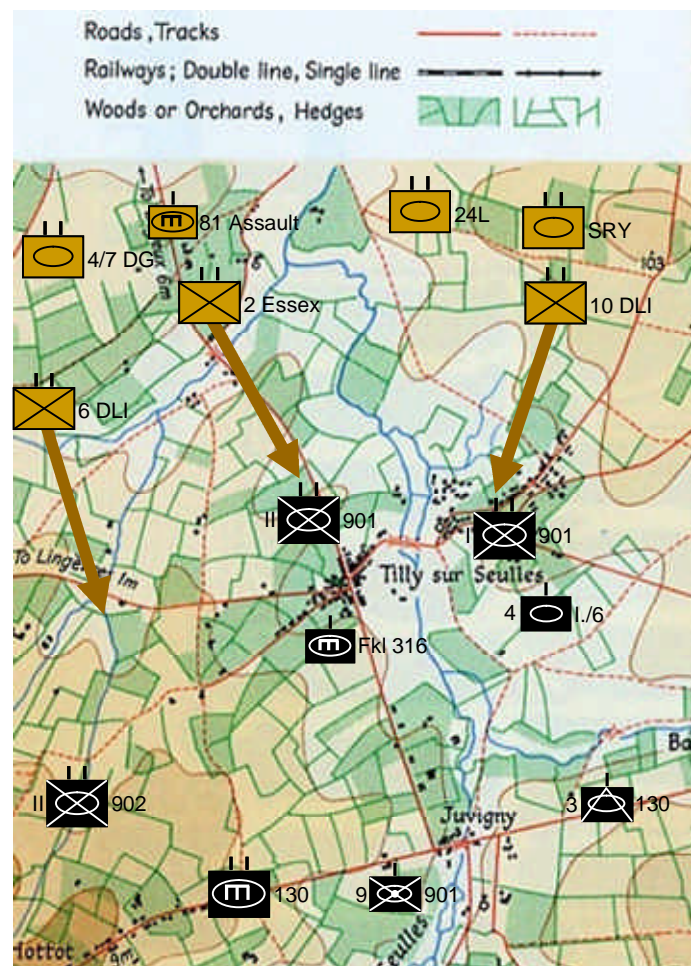
This scenario is a Medium-sized, two-part scenario, covering the final assault by the 2nd Essex ('The Pompadours') against Tilly-sur-Seulles on 18/19th June. The first part of the scenario covers the initial attack against the village during the morning of the 18th, while the second part covers the renewed assault in the afternoon of the 18th. The final reduction of resistance in the village on the 19th can also be played as a third game if it is necessary.

The 2nd Gloucesters' attack of the 11th June can be found in the scenario 'Sphinx Rampant':

<http://fireandfury.com/scenarios/tillysphinx.pdf>

Proff Pender's excellent scenario 'A Hard Day's Fighting' covers the capture of Lingèvres on 14th June:

<http://fireandfury.com/scenarios/lingevres.pdf>



Briefing for Major G G Elliott, Acting Officer Commanding 2nd Battalion, The Essex Regiment, 56th (Independent) Infantry Brigade

Situation, Sunday 18th June 1944

You have been in acting command of the regiment for a week now, since 'Bloody Sunday' and the Battle of Verrières Wood (which people are now calling Essex Wood), when the CO, Lieutenant Colonel Higson, was wounded.

In that awful battle the battalion was forced to attack over open ground while the supporting tanks and heavy weapons were still struggling through dense *Bocage* to reach the start-line. With little in the way of support, the battalion was first pinned down and was then attacked by tanks and pioneers with flame-throwing halftracks. The battalion suffered over 200 casualties at Essex Wood, including two company commanders as well as the CO.

While Pat Barras' C Company got away relatively unscathed, A, B & D Companies were reduced to a single composite company under Major Holme. Over the last week the battalion has received a draft of replacements and A, B & D Companies have been reformed. However, there has been precious little time to absorb and train these new men.

Nevertheless, the battalion has been ordered into action once again. 56 Brigade is again mounting a direct attack on the village, down the Bayeux road, and 2nd Essex is the spearhead. On this occasion there is tank support from 8th Armoured Brigade, as well as heavy assault engineering support from 79th Armoured Division. There will also be simultaneous attacks on the flanks – 10 DLI (70 Brigade, 49 Division) is attacking St Pierre, while 6 DLI (151 Brigade, 50 Division) is attacking on your immediate right.

You managed to establish a bridgehead over the Pont-Esprit stream yesterday evening without too much fuss and today you are ready to assault the village.

Mission

You are to assault Tilly-sur-Seulles, with the intention of denying the vital crossroads and Seulles bridges to the enemy.

Execution

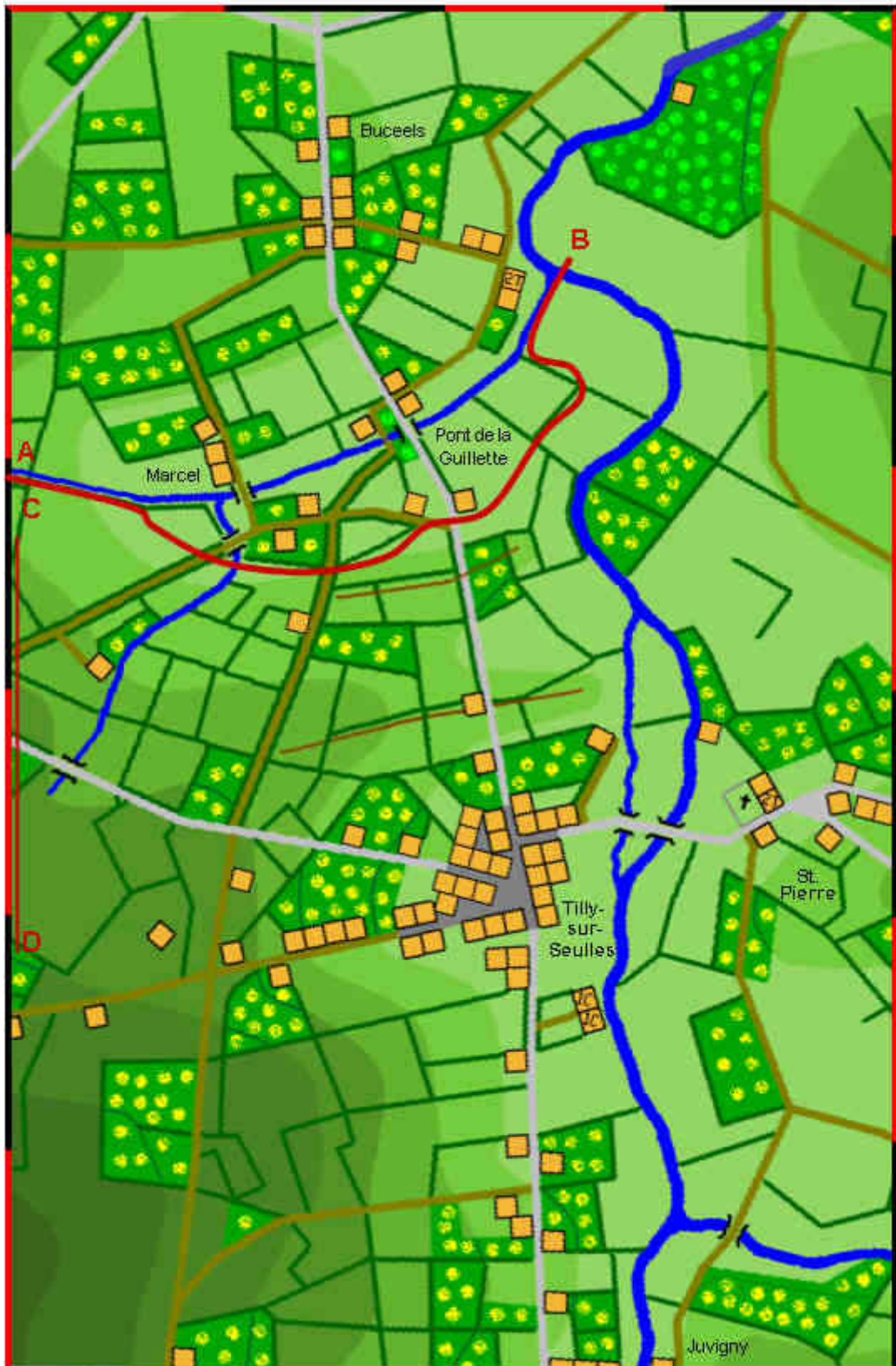
General Outline

- Having established a establish a bridgehead over the Pont-Esprit stream at Pont de La Guillette, you will directly attack the enemy positions at Tilly-sur-Seulles without delay.
- 6 DLI will hook right to outflank the town from the west.
- 10 DLI, will assault St Pierre, across the River Seulles on your left, in order to prevent enemy reinforcement of Tilly from that direction.

Deployment

- All elements of the 2nd Essex battlegroup start the game deployed north of the line A-B.
- No.2 Troop from 'A' Squadron, 4/7 DGs is deployed with 2nd Essex on-table at the start. Note that one of these tanks may be a Firefly at the player's discretion. Additional elements from 4/7 DGs will arrive later as reinforcements.

- A single D7 armoured bulldozer from 79th Armoured Division is attached to HQ 2nd Essex at the start of the scenario. The purpose of this vehicle is to create breaches in hedgerows for the tanks and the vehicles of the battalion Support Company to pass through. When attempting to create a breach, roll on the Bog-Down table, but with an additional -2 modifier. If the roll succeeds, the hedge is breached.
- Additional elements from 81 Assault Squadron RE will arrive later.



Fire Support

- The preparatory barrage must be plotted on map before any German units or hidden unit markers are placed on the table.
- The preparatory barrage fires for the first three turns.
- The barrage comprises two of the division's three Field Regiment (6x Batteries, each with 4x 25pdr Field Guns: Large Template with -1 vV & +0 vTGsV), a single Medium Regiment (2x Batteries, each with 4x 5.5-inch Guns: Large Template with +1 vV & +2 vTGsV) and a single Heavy Battery of 2x Guns: +2 vV & +3 v TGsV).
- The artillery may be concentrated and may thicken each other's fire up to a maximum of +3 vV & +4 vTGsV.
- The 25pdrs and 5.5s may not be split into fire missions smaller than Troop-sized (i.e. two templates, which may be concentrated).
- The Heavy Battery may not be split.
- From the Allied Turn 4, the Field Battery from 86th Field Regiment will be available in Direct Support. The two FOs may either call for their own Troop (half-battery) or for the whole battery. The entire regiment is available in General Support for 'Mike' Targets. Note that a FO may not call for fire if the other FO is attempting to call for a battery or 'Mike' target.
- No smoke is available in the initial barrage, but the attached Field Battery may fire smoke afterwards. The battery has up to three rounds of smoke available (note that a single troop may for example, therefore fire six rounds of smoke if the other troop fires none).

Air Support

- The weather has turned absolutely diabolical and all tactical air support is grounded until the weather improves (historical note: this was the start of the Great Storm that destroyed the Mulberry Harbour at Omaha Beach and severely damaged the Arromanches Mulberry).

Engineering: Clearing Minefields with Engineers or Assault Pioneers:

- Engineers/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. However, Veteran and Elite troops may apply a +1 modifier.
- Engineers/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.
- Engineers and 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.

Friendly Forces

- Your order of battle is detailed at Annex A below.
- All elements of the 2nd Essex are rated as 'Trained', except for 'C' Company, which is rated as 'Experienced'. 4/7 DGs, 86 Field Regiment, 102 Anti-Tank Regiment and 6 DLI are also rated as 'Experienced'. 79th Armoured Division are rated as 'Veteran'.
- Your flanks are secured by 151st Brigade on your right and by 70th Brigade on your left, beyond the Seulles.

Enemy Forces

- Your opposition have been identified as the 2nd Battalion, 901st Panzer-Grenadier-Regiment, Panzer-Lehr Division. Although originally very well-equipped and supported, this battalion has been defending Tilly for more than a week now and is known to be low in strength and equipment.

Game Sequence

- The British have the first turn.
- The first part of the game lasts 12 turns or until one side concedes.

Victory Conditions

- Very simply, victory is awarded to the side which has the only un-disordered unit within 10 inches of Tilly-sur-Seulles crossroads at the end of Turn 12. If the British fail to achieve victory by the end of the German Turn 12, proceed to Part 2 of the scenario.
- If no British units are able to be engaged by direct fire weapons, the British player may opt to break contact and proceed directly to Part 2.

Scenario Part 2: The Renewed Assault

The initial assault on the morning of the 18th was beaten off by the dug-in Panzer-Grenadiers, due in no small part to the fact that insufficient armour had once again been provided to support the 2nd Essex. The Pompadours broke contact and waited for the armour (particularly the AVREs of 81 Assault Squadron) to move up and the Royal Artillery to prepare their barrage.

- All British and German units must redeploy within their deployment areas, regardless of how far they have advanced.
- German units may deploy once again as Hidden Unit markers, but this time may not deploy Dummy Unit markers.
- No minefields, entrenchments, road-blocks, barbed wire or booby-traps may be redeployed and newly-occupied buildings may not be fortified.
- All MEs take their strength at the end of Part 1 as the starting strength for Part 2. However, no ME that fought in Part 1 may claim the 'No Losses' Manoeuvre modifier, even if they survived unscathed. This is to reflect the fatigue of fighting all day.
- The British are reinforced by No.1 Troop, 81 Assault Squadron RE, plus 'A' & 'B' Squadrons, 4/7th Dragoon Guards. If any tanks survive from Part 1, they are now added to 'A' Squadron, 4/7 DGs.
- The British player must plot another preparatory barrage before the German player deploys (as per Part 1), though this time with the advantage of being able to target entrenchments and fortified buildings spotted in Part 1.
- Torrential rain will result in a -1 Spotting modifier throughout Part 2 of this scenario.

Game Sequence for Part 2

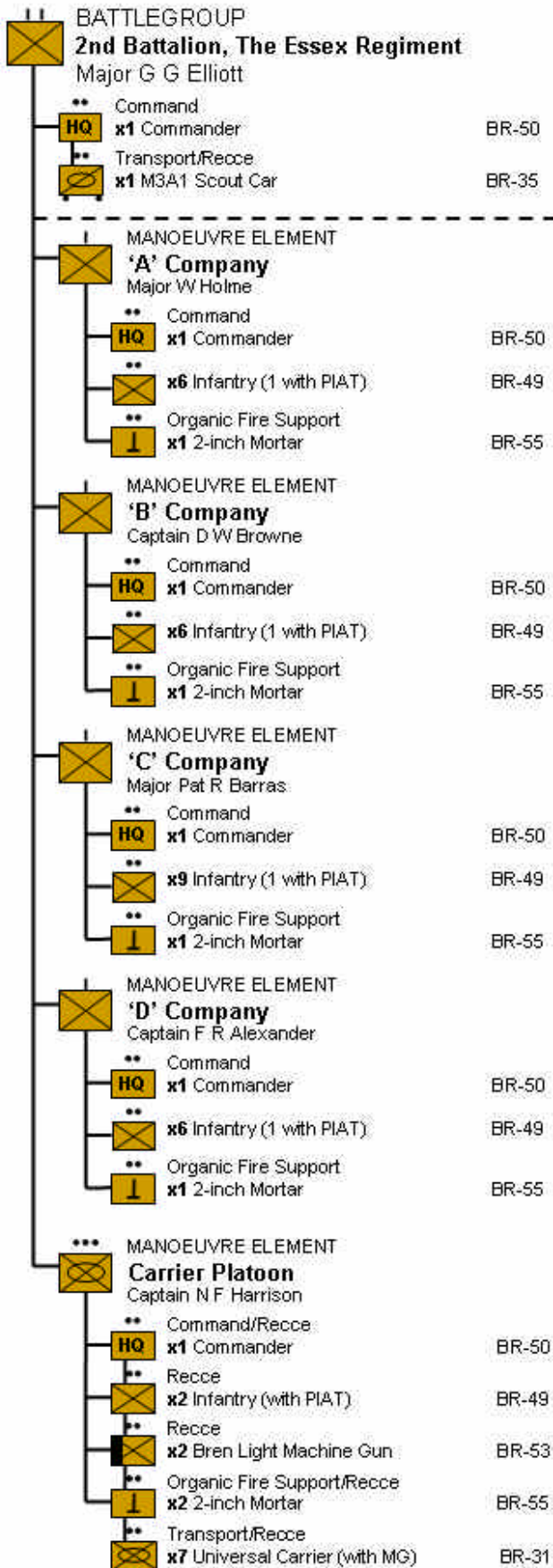
- The British have the first turn.
- The first part of the game lasts 20 turns or until one side concedes.

Additional Reinforcements for Part 2

- From Turn 11, roll a D10 at the start of each British turn. On a roll of 1, 'A' Company, 6 DLI plus a troop of M10 tank destroyers will arrive on the western table edge between Points C & D. The die number required to get these reinforcements will increase by 1 in each turn (i.e. on Turn 12 a 1 or 2 is required, on Turn 13 a 1, 2 or 3 is required, and so on).

Victory Conditions for Part 2

- Very simply, victory is awarded to the side which has the only un-disordered unit within 10 inches of Tilly-sur-Seulles crossroads at the end of Turn 20.

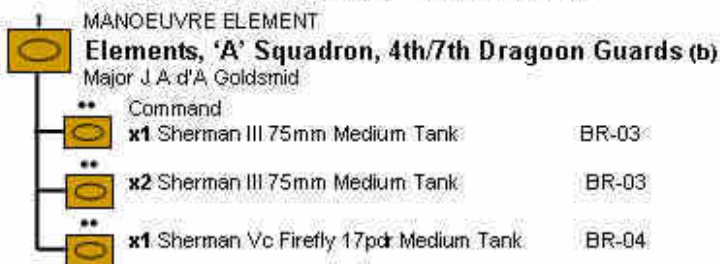


British Reinforcements

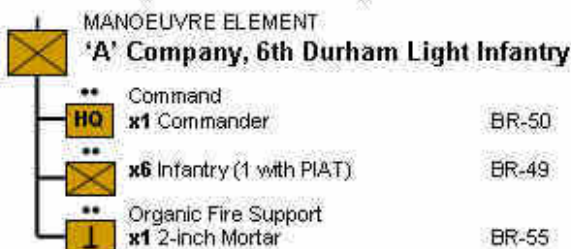
79th ARMoured DIVISION ATTACHMENT



8th ARMoured BRIGADE ATTACHMENTS



50th (NORTHUMBRIAN) DIVISION REINFORCEMENTS



(a) The commander of 81 Assault Squadron, Major Thompstone, is also mentioned in the account, so it may be possible that more than just one troop of AVREs was involved.

(b) These further two troops from 'A' Sqn 4/7 DGs were transferred from 6 DLI to strengthen 2nd Essex for the renewed attack in the late afternoon of 18th June. This Manoeuvre Element will therefore take command of any surviving tanks from No.2 Troop.

Briefing for Oberstleutnant Schöne, Officer Commanding II. Bataillon, Panzer-Grenadier-Lehr-Regiment 901

Situation, Sunday 18th June 1944

Your battalion has now been holding Tilly-sur-Seulles for a week. You have finally managed to unify your entire force in the village, but the two companies who held the village against the first British attacks have suffered horribly; Mahr's 7. Kompanie was reduced to the strength of a platoon on the 11th and is now a company in name only.

Following that terrible battle on the 11th, the British made another half-hearted attempt to take the village on the 12th, but were again beaten off by your men. Since then the Tommies have made no more direct attempts to take Tilly, but the your positions have been shelled sporadically and the crossroads has been bombed on a number of occasions. The village has been reduced to rubble, yet still the French civilians remain, living where they can.

While no more direct attempts have been made on Tilly, the British have not been idle: on the 13th they drove a whole division around I. Panzer-Korps' left flank and briefly succeeded in taking Villers-Bocage. However, this assault was blunted by the newly-arrived SS Tigers, before 2. Panzer-Division finally stabilised the situation. However, the British succeeded in taking Lingèvres on the 14th and have been making repeated attempts to re-take St Pierre on your right, though our II. Bataillon is holding firm there.

Things are now warming up again in your sector. The British successfully established a bridgehead south of the Pont-Esprit stream yesterday evening and seem determined to make another frontal assault on your positions today. General Bayerlein has once again ordered you directly to hold firm.

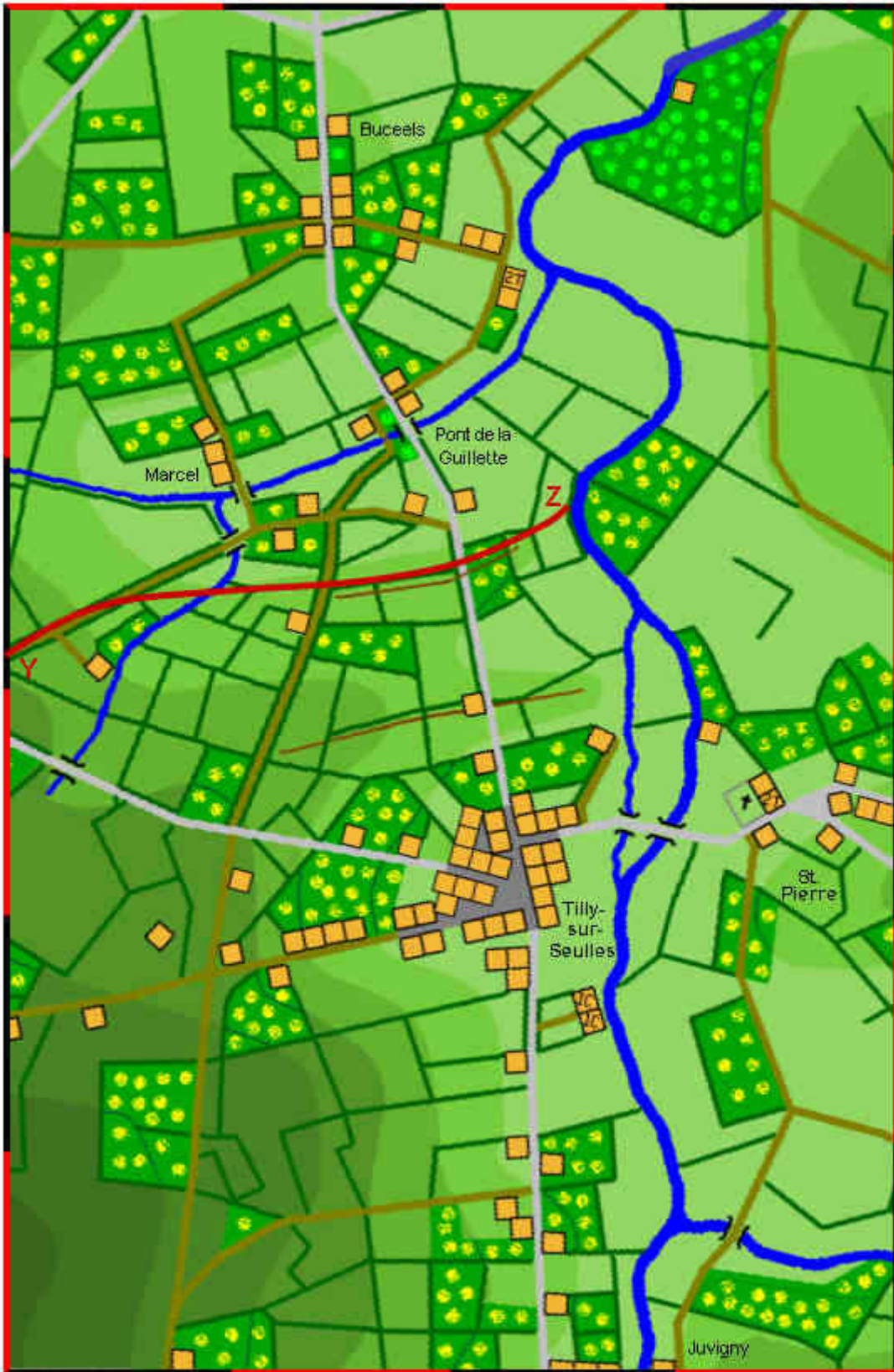
Mission

You are to hold the line at Tilly-sur-Seulles, with the intention of keeping the vital crossroads and Seulles bridges open.

Execution

General Outline

- The retention of Tilly-sur-Seulles is essential to the divisional plan, as the loss of the crossroads and bridges would effectively cut the division in half.
- As discussed, your battalion is sorely under-strength and you only have a handful of StuGs and flak guns with which to defend the village and crossroads.
- The crossroads and village itself is an absolute magnet for Allied artillery and aircraft. It was bombed for the first time on 7th June and the Allies have periodically pounded the place every day since. You have therefore ordered the bulk of your forces to dig in north of the village, where they should hopefully avoid the worst of the speculative bombardment and should be able to mount numerous ambushes in the dense hedgerows and orchards there. Should the Allies break into the town, General Bayerlein has promised to mount a counter-attack, but he has precious little left to send.



Deployment

- Your forces may be deployed as hidden unit markers, anywhere south of line Y-Z, as shown on the map. Historically, the main defence line was in the small valley to the north of the village.
- You may also deploy 15 dummy unit markers.

- All Troops and Guns may be dug into foxholes and weapon pits and may have connecting trenches within company positions. Alternatively Troops (but not guns) may be dug into BUAs.
- All SP guns may be deployed in hull-down positions.
- Note that the SP guns of 9. (sIG) Kompanie are deployed on table.
- You may deploy 24 inches of barbed wire and 12 inches of mixed minefields, plus 12 inches of dummy minefields.
- 1 inch-worth of minefield may be used to booby-trap a BUA. Troops entering a booby-trapped BUA must test as if they were crossing a minefield.

Fire Support

- The regiment's 9. (sIG) Kompanie is available in Direct Support and an associated FO has been attached to your battlegroup.
- 5. Batterie, II./Panzer-Artillerie-Lehr-Regiment 130 is available in Direct Support and an associated FO has been attached to your battlegroup.
- A FO from 4. Batterie, II./Panzer-Artillerie-Lehr-Regiment 130 is positioned in the church tower at St Pierre. Although he is attached to I./901, he has good lines of sight across Tilly and down the Seulles valley. He may therefore call for his battery as General Fire Support, in support of your kampfguppe. Note that this FO is not under your command and you may not therefore move him. He always classes as being under command for Manoeuvre purposes. If he is KOd, the church tower will also be assumed to be destroyed.
- No fire missions larger than individual batteries are available and batteries may not thicken the concentrations of other batteries.

Air Support

- The Allies have near-complete air supremacy and have been attacking *Panzer-Lehr* persistently for days now. Unbelievably, on the sole occasion that the useless *Luftwaffe* made an appearance over the battlefield, they bombed our own troops in Fontenay-le-Pesnel! However, the weather today is extremely poor and is deteriorating, with high winds and heavy rain. It is highly unlikely that you will see any aircraft today.

Friendly Forces

- Your troops are detailed in the order of battle at Annex A below.
- Your forces are mainly classed as 'Experienced'. However, Panzers, StuGs, Panzerjägers and Pioneers are classed as 'Veteran'.
- Your left flank is thinly screened by Panzer-Grenadier-Lehr-Regiment 902. However, they are presently hard-pressed and are being driven steadily back to Hottot, leaving your left flank increasingly exposed.
- Your right flank is screened by the river Seulles and the regiment's I. Bataillon, who are fighting in St Pierre, plus some tanks of I./Panzer-Lehr-Regiment 130.

- Note that due to the lack of serviceable tanks, the StuG III G radio-control vehicles of the Panzer-Kompanie (Funklenk) 316 have been co-opted to provide you with armour support.

Enemy Forces

- The enemy is attacking in approximately brigade strength, with large numbers of tanks and considerable amounts of artillery and air support. However, approximately half of this force is presently being directed toward 902 on your left.
- Reports are coming in from Regiment, indicating that I. Bataillon is also coming under renewed enemy pressure in St Pierre.

Game Sequence

- The British have the first turn.
- The first part of the game lasts 12 turns or until one side concedes.

Victory Conditions

- Very simply, victory is awarded to the side which has the only un-disordered unit within 10 inches of Tilly-sur-Seulles crossroads at the end of Turn 12. If the British fail to achieve victory by the end of the German Turn 12, proceed to Part 2 of the scenario.
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- The first part of the game lasts 20 turns or until one side concedes.

Additional Reinforcements for Part 2

- From Turn 12, roll a D10 at the start of each German turn. On a roll of 1, Major Markowski's *Kampfgruppe* will abandon its defence of St Pierre and will launch a counter-attack from St Pierre and into Tilly-sur-Seulles. The die number required to get these reinforcements will increase by 1 in each turn (i.e. on Turn 13 a 1 or 2 is required, on Turn 14 a 1, 2 or 3 is required, and so on).
- Note that once Markowski's battlegroup appears on table, 4. Batterie becomes Direct Fire Support and the FO must be directly attached to Markowski's HQ or one of his MEs.

Victory Conditions for Part 2

- Very simply, victory is awarded to the side which has the only un-disordered unit within 10 inches of Tilly-sur-Seulles crossroads at the end of Turn 20.

BATTLEGROUP

Kampfgruppe, II. Bataillon, Panzer-Grenadier-Lehr-Regiment 901

Oberstleutnant Schöne



- Command
- HQ** x1 Commander GE-46
- Transport
- x1 Sdkfz 251/3 Command Halftrack use GE-21

MANOEUVRE ELEMENTS

MANOEUVRE ELEMENT

5. Kompanie

Hauptmann Phillips

- Command
- HQ** x1 Commander GE-46
- Transport
- x1 Sdkfz 251/10 37mm Halftrack GE-22
- x4 Infantry (2 with panzerfaust) GE-44
- x2 MG-42 Light Machine Gun GE-49
- x1 MG-42 Heavy Machine Gun GE-50
- x1 Panzerschreck Team GE-51
- Transport
- x4 Sdkfz 251/1 Halftrack GE-21
- Organic Fire Support
- x1 8cm sGrW 34 Mortar GE-52
- Transport
- x1 Sdkfz 251/2 8cm Mortar Halftrack GE-23
- Organic Fire Support
- x1 Sdkfz 251/9 7.5cm Halftrack GE-24

MANOEUVRE ELEMENT

6. Kompanie

- Command
- HQ** x1 Commander GE-46
- Transport
- x1 Sdkfz 251/10 37mm Halftrack GE-22
- x6 Infantry (3 with panzerfaust) GE-44
- x3 MG-42 Light Machine Gun GE-49
- x2 MG-42 Heavy Machine Gun GE-50
- x1 Panzerschreck Team GE-51
- Transport
- x6 Sdkfz 251/1 Halftrack GE-21
- Organic Fire Support
- x1 8cm sGrW 34 Mortar GE-52
- Transport
- x1 Sdkfz 251/2 8cm Mortar Halftrack GE-23
- Organic Fire Support
- x1 Sdkfz 251/9 7.5cm Halftrack GE-24

MANOEUVRE ELEMENT

7. Kompanie

Oberleutnant Mahr

- Command
- HQ** x1 Commander GE-46
- x2 Infantry (2 with panzerfaust) GE-44
- x1 MG-42 Light Machine Gun GE-49
- x1 MG-42 Heavy Machine Gun GE-50
- x1 Panzerschreck Team GE-51
- Transport
- x3 Sdkfz 251/1 Halftrack GE-21
- Organic Fire Support
- x1 8cm sGrW 34 Mortar GE-52
- Transport
- x1 Sdkfz 251/2 8cm Mortar Halftrack GE-23

MANOEUVRE ELEMENT

8. (Schwere) Kompanie (n)

- Command
- HQ** x1 Commander GE-46
- Transport
- x1 Sdkfz 251/1 Halftrack GE-21
- Organic Fire Support
- x3 Sdkfz 251/9 7.5cm Halftrack GE-24
- x1 7.5cm PaK 40 Anti-Tank Gun GE-41
- Transport
- x1 Sdkfz 251/1 Halftrack GE-21
- Organic Fire Support
- x2 12cm sGrW 42 Mortar GE-P40
- Transport
- x2 Sdkfz 251/1 Halftrack GE-21

ATTACHED MANOEUVRE ELEMENTS

MANOEUVRE/DIRECT FIRE SUPPORT ELEMENT

9. (slG) Kompanie

Panzer-Grenadier-Lehr-Regiment 901 (a)

Hauptmann Henecke

- Command/Direct Fire Support
- x1 15cm Gw 38(t) Grille GE-15
- Direct Fire Support
- x1 15cm Gw 38(t) Grille GE-15
- On-Table Attachment/Recce
- x1 Forward Observer GE-48
- Transport
- x1 Sdkfz 251/4 Halftrack use GE-21



(a) The Grille SP guns of 9. Kompanie must be deployed on-table. The company's forward observer must be attached to Schöne's HQ or one of the Manoeuvre Elements.

(b) Panzer-Kompanie (Funklenk) 316 (often abbreviated to 'Fkl 316') was a specialist unit operating Sdkfz 301 radio-controlled demolition vehicles. The radio control vehicles assigned to the company comprised nine StuG III G and three Tiger I. There were also five trial Tiger II control vehicles, but these stayed in a railway yard and played no part in the Normandy campaign. In the event, the Sdkfz 301s do not seem to have played much of a role and the company was used as a conventional Panzer/StuG company. However, while the combat use of the company's StuGs is recorded, the Tiger Is remain an enigma and it is not clear if/when they saw action. Indeed, there is some evidence to suggest that they were recalled before the unit departed for Normandy, so may not even have reached France. However, until concrete evidence appears, there is always the possibility that they might have been present. An interesting scenario option therefore, might be to add a single Tiger I model to this unit.

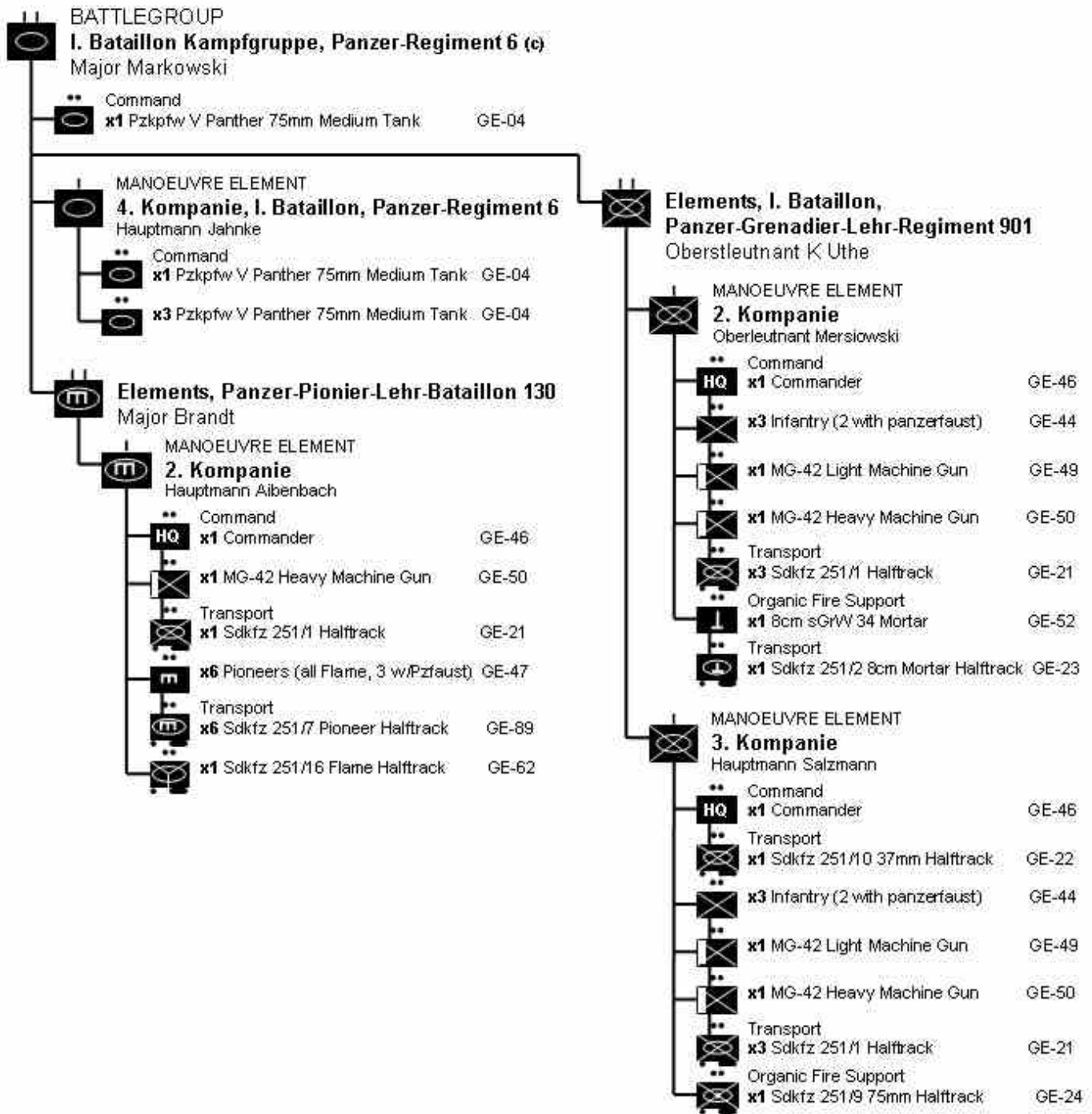
(c) I. Bataillon of Panzer-Regiment 6 had been drafted in to Panzer Lehr Division to fill the vacant Panther battalion slot in Panzer-Regiment 130. Consequently this unit is also referred to in many sources as I. Bataillon, Panzer-Lehr-Regiment 130.

(d) 4. Batterie's Forward Observer is deployed in St Pierre church tower, supporting I.901, and may not be moved voluntarily by the German player. He will always count as being under command for Manoeuvre purposes. If this FO is knocked out by artillery or tank fire, the church tower will be destroyed along with the FO. Note that this FO may only call for his battery as General Fire Support; this is to simulate the fact that his guns will often be busy engaging targets east of the Seullès.

(e) 5. Batterie's FO must be attached to Schöne's HQ element or one of his MEs. This FO may call for his guns as Direct Fire Support. This battery may not be used to thicken other fire missions and vice versa. The regiment cannot spare any additional batteries for General Fire Support, so the German player is limited to firing purely battery fire missions.

(f) Schöne's 8. (Schwere) Kompanie may be split (all or in part) as individual unit attachments to other MEs.

German Reinforcements



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	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
River Seulles	Nil	Nil	Breach & Bog	Impassable	Impassable
Pont-Esprit Stream	Nil	Nil	Breach	Breach & Bog	Breach & Bog
Bocage Hedgerow	Dense Edge	Hard	Breach	Breach & Bog	Breach & Bog
Low Hedgerow	Sparse Edge	Soft	Half Speed	Breach	Breach & Bog
Paved Road	Nil	Nil	Double Speed	Double Speed	Double Speed
Unpaved Road	Nil	Nil	Full Speed	Full Speed	Full Speed

- Note that all hedgerows are considered to be Bocage Hedges unless they border a paved road; in which case they are Low Hedges.
- Note that there are two crest-lines on spurs that cross the main road to the north of Tilly-sur-Seulles.

Optional Rules Used In This Scenario

- **MG Grazing Fire** (see website)
- **British Forward Observer Replacement Rule** (see website)

Scenario-Balancing Options

Favouring the British

- Increase troop quality of all the Essex companies to 'Experienced'.
- Allow the AVRE Troop to be included in Part 1.
- Add a second troop of AVREs in Part 2, plus an AVRE carrying the squadron commander, Major Thompstone.

Favouring the Germans

- Add **x1** Tiger 1E to Panzer-Kompanie (Fkl) 316. The unit had a platoon of Tiger 1E control vehicles on paper, but precious little information is available regarding their whereabouts during the Normandy Campaign. Some authors provide quite compelling evidence that they remained in Germany, while others have pointed to the presence of a mysterious Tiger in photos of the German retreat and suggest that it was one of Fkl 316's Tigers. I leave it up to the player to decide.
- Allow a proportion of the reinforcements to be on-table at the outset.
- Deploy 12 inches of mixed minefields and a further 12 inches of barbed wire.

Further Scenario Options.

- If desired, the evening attack across the Pont-Esprit stream may also be played out on table:
 - This scenario lasts only six turns, starting with the British turn.
 - The Germans may deploy up to **x20** Troop units as hidden unit markers, north of their deployment line, as far north as the stream. These troops will be dug-in, but not connected by trenches.
 - No Guns or Vehicles may be deployed north of the German deployment line.
 - An additional six inches of mixed minefields may be deployed north of the German deployment line.
 - The German player may choose to deploy some of his dummy units north of the deployment line. However, these dummy units will count toward the 20-unit total.
 - A single British Field Regiment (3x batteries) may one turn's worth of preparatory barrage, followed by one round of smoke.
 - Regardless of the outcome, at the end of Turn 6 the Germans will withdraw to their main defence line during the night. Go to Part 1 of the main scenario, but deduct any losses incurred from the ME starting strengths.