

# TAKING TAILLEVILLE



**HOB**

**BtB 1**

*Beyond the Beachhead*

## Battlefield Orientation:



**Tactical Objective:** The Canadians win at game end if there are no Good Order German MMC on/between hexrows P-BB.

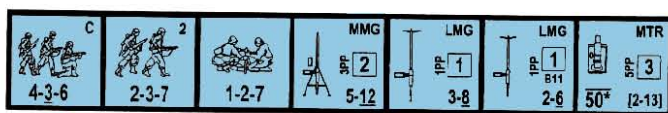
SCENARIO	VARIABLES
EC/Wind	Moderate, No Wind at Start.
Kindling	NA

## Historical Special Rules:

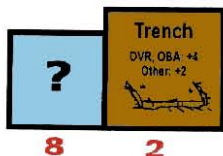
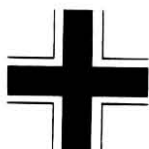
- Place overlays as follows: HOB V-1 on board III, X14 on oS8-R8.
- Prior to setup, the Defender makes 6 Direction/Distance DR (C1.31) from oU6 with the extent of error halved. Place stone rubble in each hex but do not roll for spreading rubble. If a previously rubble hex is selected, do not re-roll. Rubble cannot be placed in building hexes oR7 or oS8. If oR7 or oS8 is selected, re-roll to select a different hex.
- Building R7 is the Chateau; any German MMC in a Chateau Location is Fanatic (A10.7).
- The Germans may secretly designate  $\leq 2$  tunnels (B8.6) and  $\leq 3$  Fortified Locations (B23.9). Tunnel exchange is NA.
- Germans use the French LMG counter(s) provided in Pegasus Bridge. Captured use penalties do not apply.

## GERMANS Set Up First [ELR: 2] [SAN: 4] {115}

Elements of the Battalion II, Regiment 736, Division 716:  
Set up on/south-southeast of the hexgrain Q1-BB6-BB10.



(HSR 5)

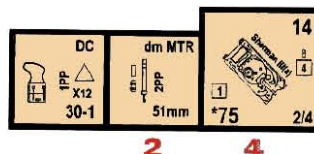
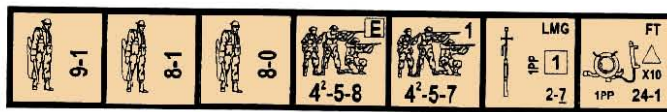


**TURN**



## CANADIANS Move First [ELR: 3] [SAN: 3] {160}

Company C, North Shore Rgt, 8 Inf Bde and C/10<sup>th</sup> Armoured Rgt, 2<sup>nd</sup> Armoured Bde, 3<sup>rd</sup> Canadian ID: Enter on/after turn 1 on/between Y1-G1-GG10.



## Balance:

**CANADIAN:** Delete HSR 3.

**GERMAN:** Replace OoB given 6+1 SMC with a 8-1 SMC.

## Historical Perspective: Tailleville, France, 6 June 1944:

Canadian forces seized their objectives at Juno Beach after several hours of fighting. At 1030 the North Shore Regiment was ordered to attack toward another D-Day objective, Tailleville. The regiment, along with several support units, began maneuvering south. Supporting tanks began their movement after they had discarded their waterproofing equipment. Elements of the force were held up by German mortar and machinegun fire. Company C, supported by C Squadron/10<sup>th</sup> Armoured Regiment (Fort Garry Horse), began the attack at 1800 against the village. The defenders were comprised of a weak company and elements of the battalion headquarters.

The village was partially surrounded by a high wall. To begin the attack, two platoons went through a gap in the wall and struck the western end of the village. Light mortars were set up in positions by the wall and provided fire support. Infantry and tanks entered the village, and just after they opened fire at the enemy positions, about 50 Germans surrendered. Much of the village had been rubble and most of the German force fought on from a series of tunnels and fortifications. The remaining Germans put up stiff resistance and did not give up easily. The Canadians had to take the German positions one by one. Only after flamethrowers were employed did the Canadians finally clear out the defenders. The last prisoners were finally taken from the Chateau just before 2300.



# MERELY HANGING ON



**HOB**

BtB 2

*Beyond the Beachhead*

## Battlefield Orientation:



**Tactical Objective:** The Germans win at game end by accumulating  $\geq 6$  Victory Points. VPs are awarded for the control of stone buildings. Each building has a VP that is equal to its number of ground level locations.

SCENARIO	VARIABLES
EC/Wind	Moderate, No Wind at Start.
Kindling	NA

## Historical Special Rules:

1. U.S. 6-6-7/3-4-7s are considered to have an underlined morale.
2. The Germans receive one module of 100+mm OBA (HE only).

## Balance:

**AMERICAN:** Add a 9-1 Armor Leader to the US reinforcements.

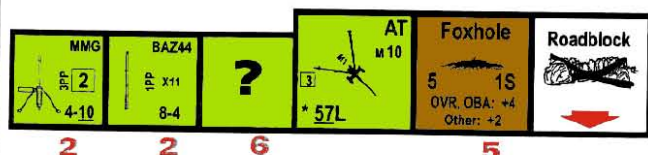
**GERMAN:** Replace one OoB given 7-0 SMC with a 9-1 SMC.

**AMERICANS Set Up First [ELR: 5] [SAN: 4] {147}**

**Elements of the 505<sup>th</sup> Parachute Infantry Regiment, 82<sup>nd</sup> Airborne Division:** Set up on/south of hexrow F.

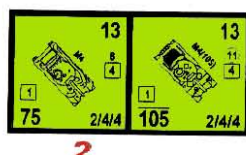


5 5



2 2 6 5

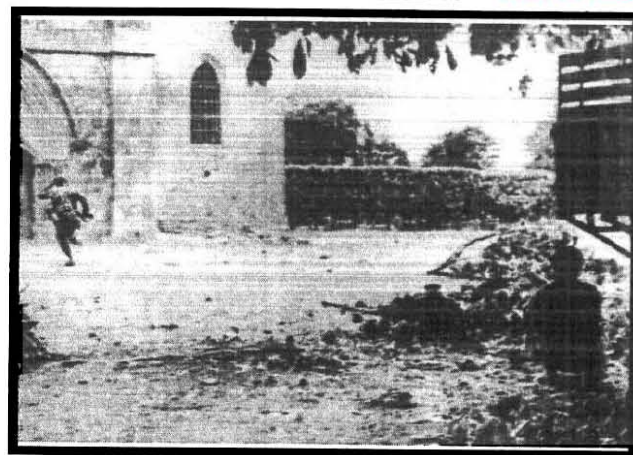
**Elements of Company B, 746<sup>th</sup> Tank Battalion:** Enter turn 4 along the south edge:



2

**TURN**

1<sup>+</sup>  
2  
3  
4  
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6  
7  
8

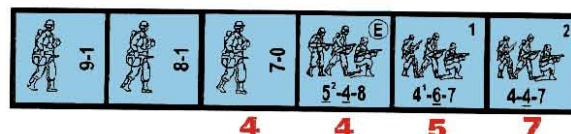


**Historical Perspective.** St. Mère Eglise, France, 7 June 1944: General von Schlieben was determined to stop the invasion in his sector, and to do so had to retake St. Mère Eglise, currently held by elements of the U.S. 82<sup>nd</sup> Airborne Division. The 1058<sup>th</sup> Regiment of the 91<sup>st</sup> Airlanding Division was committed on 6 June to retake the village, and moved south from the Beachhead area. The grenadiers had to fight against scattered defenders through the hedgerows and were only able to gain Neuville, several kilometers north of St. Mère Eglise. They would continue the attack the following morning, and were reinforced by several artillery units, Army Sturm Battalion 7, and Panzerjaeger Battalion 709.

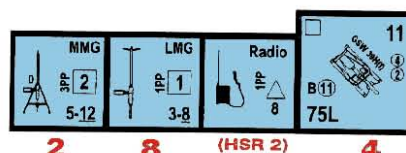
On the morning of 7 June the 1058<sup>th</sup> Regiment attacked on the east side of the main highway, and the 7<sup>th</sup> Sturm down the west side supported by several of the tank destroyers. The attack by the 1058<sup>th</sup> never gathered any momentum. The 7<sup>th</sup> Sturm made significantly better progress. They fought their way to the outskirts of St. Mère Eglise, then ground their way into the village. The paratroopers, reporting the attack as tanks, caused much concern in the command and they feared the village would be lost. The VII Corps Commander ordered a Task Force from the 746<sup>th</sup> Tank Battalion to immediately move and support the defenders. The force consisted of Company B, the assault gun platoon, and some headquarters' tanks. As they moved through the village they received artillery and antitank fire. Lt Payne's tank was in the lead and took out the first tank destroyer. The bocage limited tank maneuverability and it became a fight between lead vehicles. The LT scored another kill and allowed another tank to pass into the lead. During this time, other elements of the task force found a different route north and cut the Germans off. The attack faltered and the Germans began to withdraw. The paratroopers had hung on and St. Mère Eglise was now firmly in American control.

**GERMANS Move First [ELR: 2] [SAN: 3] {151}**

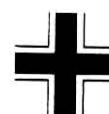
**Elements of the Grenadier Regiment 1058, Army Sturm Battalion 7 and Panzerjaeger Battalion 709:** Enter turn 1 or later on the north edge.



4 4 5 7



2 8 (HSR 2) 4





# KRAUT CORNER



**HOB**

**BtB 3**

*Beyond the Beachhead*

## Battlefield Orientation:



Only hexrows A-Q are playable.



**Tactical Objective:** The Germans win at Game end if they have  $\geq 6$  VP of Good Order Units remaining.

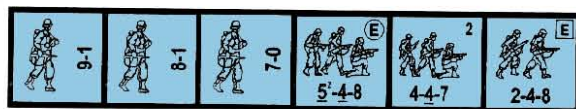
SCENARIO	VARIABLES
EC/Wind	Moderate, No Wind at Start.
Orchards	Are considered woods for rout/rally purposes.
Kindling	NA

## Historical Special Rules:

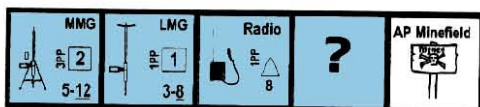
- The Germans setup per A12.12 as if the Americans are entering from offboard.
- The Germans receive one module of 80+mm Battalion Mortar OBA (HE and smoke). It has one Pre-registered hex (C1.73). Barrage (E12) is NA. The Observer may set up using HIP.
- Prior to the start of play, but after German setup, the U.S. player may secretly designate an Infantry flanking force. This force cannot exceed four squad equivalents, one SMC, and 2 PP of SW. It may enter along any board edge (pre-recorded, along with force composition) in any turn starting on turn 3, but all elements of the force must enter along the same board edge on the same turn.
- The U.S. receives one module of 60+mm Battalion Mortar OBA with Plentiful Ammunition (HE only). There is no access draw for this module as it is automatically black except when an extra draw is required (the draw pile is always 10B and 3R).

**GERMANS Set Up First [ELR: 4] [SAN: 4] {NA}**

**Elements of the Battalion III, Fallschirmjaeger Regiment 9, Fallschirmjaeger Division 3:** Set up on/between hexrows H-Q per HSR 1.



4 2 3



2 4 (HSR 2) 6 32 factors



4

**TURN AMERICAN Move First [ELR: 4] [SAN: 3] {149}**

**E Company, 2<sup>nd</sup> Battalion, 38<sup>th</sup> Regiment, 2<sup>nd</sup> Infantry Division and elements of 741<sup>st</sup> Tank Battalion:** Setup on/north of hexrow C and/or enter per HSR 3.



2 12 3



2 2 (HSR 4)



## Balance:

**AMERICAN:** Change required VP to  $\geq 7$ .

**GERMAN:** Change required VP to  $\geq 5$ .

## Historical Perspective.

**North of Cloville, France, 11 July 1944:** American forces had made little progress trying to breakout from the beachhead and capture St. Lo, even though much fighting had occurred. As part of the drive to capture St. Lo, German strongpoints and key terrain would have to be seized before 29<sup>th</sup> Infantry Division could make their assault. This task fell to the 2<sup>nd</sup> Infantry Division, and they would have to face the German 2<sup>nd</sup> Parachute Corps, which had been putting up very stiff resistance.

While other elements of the division attacked toward Hill 192, elements of the 38<sup>th</sup> Regiment attacked on the axis to Cloville. Just north of this village was a German strongpoint that had been a significant factor in holding up the Americans on their attack to St. Lo. Because of the resistance, this area was nicknamed "Kraut Corner". By this time the position was held by less than a company. E Company attacked into the corner, and initially met substantial firepower, as well as registered mortar fire. One platoon was able to find its way and flanked the position. Soon the company MGs, mortars, and tank MGs massed fire on the defenders, and the flanking company placed fire from the defenders' rear. This caused the defense to begin to crumble. They did not go down easy, however, and the last three defenders were only finished when a dozer tank overran their position. Cloville could now be attacked.



# FIRESTORM IN ST. MANVIEU



# HOB

BtB 4

Beyond the Beachhead

## Battlefield Orientation:



Only hexrows E-GG are in play.

**Tactical Objective:** The Germans win at game end by controlling  $\geq 6$  stone buildings.

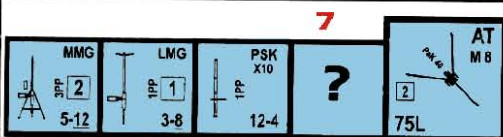
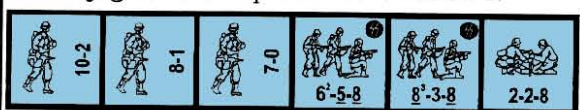
SCENARIO	VARIABLES
EC/Wind	Overcast and Wet, No Wind at Start.
Kindling	NA

## Historical Special Rules:

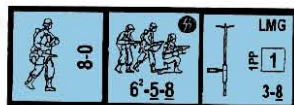
1. Place overlay HoB V-1 on board HOB IV. (*Bocage does not exist along hexrows D & E hexsides.*) Place Stone Rubble in the following hexes: R4, V6, V7, W7. Do not roll for falling rubble. Place Shellholes in the following hexes: Q5, Q6, R5, V5, W6.
2. The Germans may Fortify (B23.9)  $\leq 3$  building locations [Tunnel Exchange (B8.6) is NA]. They may also use HIP for one MMC and any SW/SMC that sets up with it.
3. The British receive a 150+mm Creeping Barrage. Prior to all setup they must select a Pre-Registered hex that can only be used for the Creeping Barrage.
4. The British receive one module of 80+mm OBA (HE and smoke).
5. The Germans receive one module of 80+mm Battalion Mortar OBA (HE and smoke; Harassing Fire is NA) directed by an offboard observer at level 4 secretly recorded during setup on a south edge.

GERMANS Set Up First [ELR: 5] [SAN: 4] {NA}

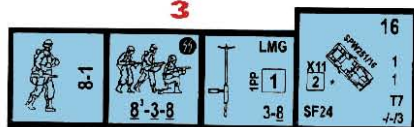
Elements of the Battalion 1, SS Panzergrenadier Regiment 26, and SS Panzer Pioneer Battalion 12, Panzer Division 12 "Hitlerjugend": Set up on/south of hexrow P.



Enter turn 3 or later along the south edge:



Enter turn 4 or later along the south edge:



TURN



## Balance:

**BRITISH:** Germans must control  $\geq 7$  stone buildings.

**GERMAN:** Germans must control  $\geq 5$  stone buildings.

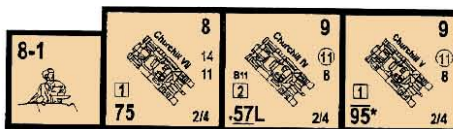
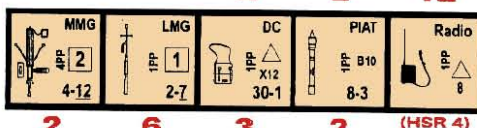
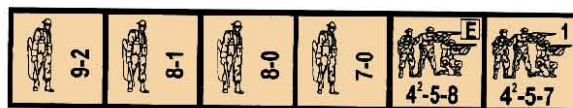
## Historical Perspective: St. Manvieu, France, 26 June 1944:

The British had begun Operation Epsom with the final objective of isolating and eventually taking Caen. VIII Corps was to carry out Phase II of the operation, making the main thrust and isolating Caen. The 15<sup>th</sup> Scottish Division's, under VIII Corps, objectives were to capture the villages of Cheux and St. Manvieu. The 44<sup>th</sup> Brigade was reinforced by Churchill tanks of the 9<sup>th</sup> Royal Tank Regiment, 31<sup>st</sup> Tank Brigade. The area was defended by elements of the 26<sup>th</sup> SS Panzergrenadier Regiment and 12<sup>th</sup> SS Panzer Pioneer Battalion.

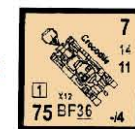
The 44<sup>th</sup> Brigade attacked across sodden ground and under overcast skies. The attack started at approximately 0830, following a massive barrage that moved 90 meters every three minutes. Some of the Infantry commented in a shocked manner about moving into that firestorm. The SS Panzergrenadiers and Pioneers defended the village fanatically. The thunder of artillery echoed throughout the battlefield. Three Crocodiles were moved forward to support the attack. The battle raged house to house all day, with the Germans making two counterattacks in the village. Eventually all three Crocs were destroyed, and the Scots suffered well over 100 infantry casualties. The attackers held St. Manvieu by late afternoon even though suffering heavy casualties, but the SS men still held two strongpoints near the village. More tough battles lay ahead.

BRITISH Move First [ELR: 3] [SAN: 3] {236}

Reinforced Elements of the 44<sup>th</sup> Lowland Brigade, 15<sup>th</sup> Scottish Division: Enter turn 1 or later on the north edge.



Enter turn 2 along the north edge:





# MARTINVILLE RIDGE

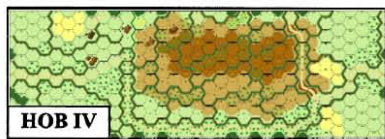


**HOB**

**BtB 5**

*Beyond the Beachhead*

**Battlefield Orientation:**



**Tactical Objective:** The Germans win at game end by having  $\geq 11$  VP, calculated as *Exit VP* (A26.23), of Good Order German infantry (non-crew) units on any level 2 hill hexes.

**Balance:**

**AMERICAN:** Change required VP to  $\geq 13$ .

**GERMAN:** Change required VP to  $\geq 9$ .

SCENARIO	VARIABLES
EC/Wind	Moderate, No Wind at Start.
Kindling	NA
Orchards	Are considered woods for rout/ rally purposes.

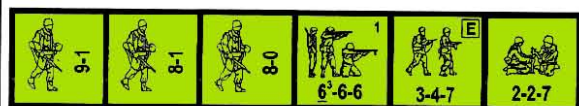
## Historical Special Rules:

- Place overlays as follows: HOB H-1 on board IV.
- Light Bocage is in effect. (BtB 3).
- Boresighting is NA.
- The German Player may place a Bombardment per KGPUSRG Note b [EXC: Blast Radius is only 3 hexes]; note the Pre-Registered hex before setup.



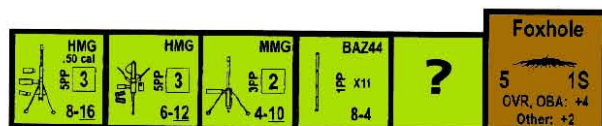
**AMERICANS Set Up First [ELR: 3] [SAN: 2] {106}**

**Elements of 1<sup>st</sup> Battalion, 116<sup>th</sup> Regiment, 29<sup>th</sup> Infantry Division:** Set up on any hill hexes.



8

2



2

4

12

**TURN**  
1<sup>+</sup>  
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3  
4  
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6

**GERMANS Move First [ELR: 3] [SAN: 2] {115}**

**Reinforced elements of Fallschirmjaeger Regiment Division**

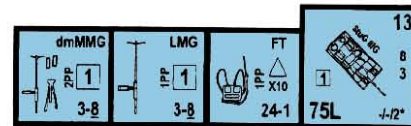
3. Enter turn I or later along the south edge and/or west edge on/between A5-S10.



5

5

3



2

4

2

3



# MEN AGAINST TANKS



**HOB**

**BtB 6**

*Beyond the Beachhead*

## Battlefield Orientation:

Only hexes V-GG are playable



**Tactical Objective:** The U.S. wins at game end by accumulating  $\geq 8$  VP. VP = 2 points each for control of hexes Y2, Y3; 4 points for control of Y6; 2 points for each PzIV destroyed (there is a total of 12 possible VP).

SCENARIO	VARIABLES
EC/Wind	Moderate, No Wind at Start.
Kindling	NA

## Historical Special Rules:

- Both tanks are Dug-In AFV (D9.54).



## Balance:

**AMERICAN:** Add a 1-4-9 Hero to the American OoB.

**GERMAN:** Add an 8-1 Armor Leader to the German OoB.

**Historical Perspective.** Near St. Lo-Periers Highway, France, 25 July 1944: The 3<sup>rd</sup> Battalion, 8<sup>th</sup> Infantry Regiment was one of the assault forces for the launching of Operation Cobra. Initially they met little resistance and quickly made gains of several kilometers. Nearing the St. Lo-Periers Highway, they began to hit pockets of tough resistance that were unaffected by the massive carpet bombing. However, the armor support was unable to keep up with the infantry due to the thick bocage and bomb craters on the roads. The German defenses in the area were a mixed batch of remnants from the 14<sup>th</sup> Fallschirmjaeger Regiment, Panzer Lehr Division, as well as several other units now fighting under the flag of the 5<sup>th</sup> Fallschirmjaeger Division.

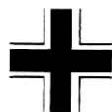
K Company, maneuvering on the flank, hit a strongpoint near a sunken road that contained 2 dug-in tanks about 400 meters south of the highway. Supporting armor was nowhere to be found. The battalion commander, LTC. Strickland, did not want to wait for the armor and gave commands for the attack. He also rejected the support of Tank Destroyers, as they would have to maneuver to point blank range to get a shot. He sent his men in against the tanks. He knew he was risking heavy casualties, but also knew that he needed to maintain the tempo of the attack. Companies K and I attacked using a double envelopment, and the infantry hunted the tanks with bazookas. The enemy tanks were soon destroyed, but the position did not fall. Only after much fighting and the late arrival of some Shermans did the position finally collapse. This was the last major obstacle in 3<sup>rd</sup> Battalion's path.

**GERMANS Set Up First [ELR: 2] [SAN: 4] {NA} TURN AMERICAN Move First [ELR: 3] [SAN: 3] {159}**

Elements of the Fallschirmjaeger Division 5: Set up on Board IV.



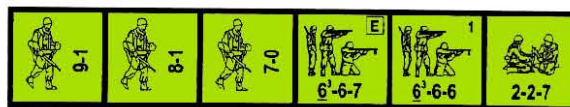
2 7 2



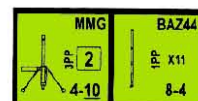
4 3 3 2 (HSR 1)

1  
2  
3  
4  
5

Elements of the Companies K and I, 3-8 Regiment, 4<sup>th</sup> Infantry Division: Enter turn 1 or later on the west/north/east edges on/between AA1-GG1-GG10-AA10.



2 2 10 2



3 4





# BLOOD ON HILL 192

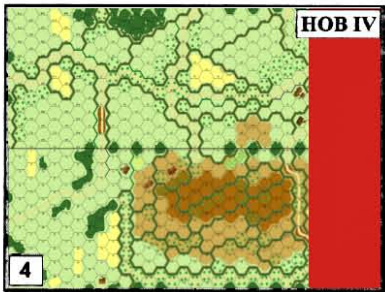


HOB

BtB 7(a)

Beyond the Beachhead

Battlefield  
Orientation:



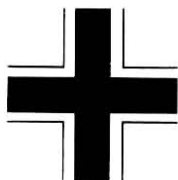
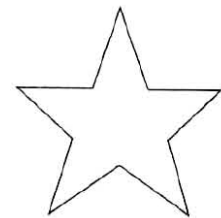
Only hexrows H-GG on board HOB IV and A-Z on board 4 are playable.

**Tactical Objective:** The Americans win at game end by having  $\geq 42$  VP, calculated as exit VP, of Good Order tanks and infantry (*prisoners/captured equipment bonus is NA*) in Level 2 or higher board 4 hill locations at game end. (*Immobilized tanks are worth 2 less CVP than normal*).

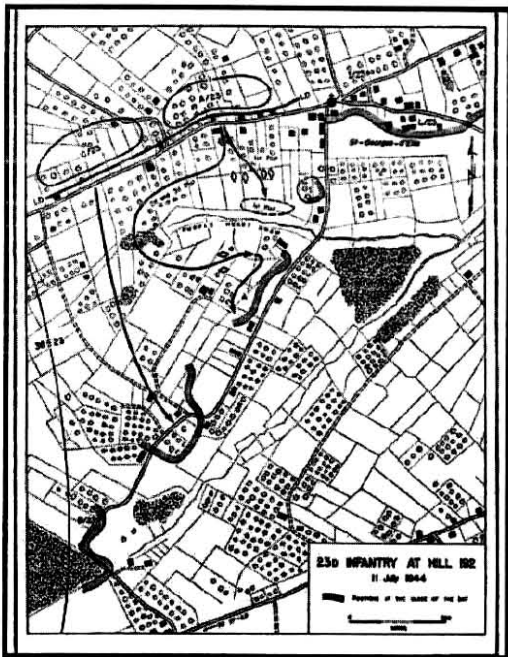
SCENARIO	VARIABLES
EC/Wind	Moderate, No Wind at Start.
Kindling	NA

## Historical Special Rules:

1. Wind Force will not change for the duration of the scenario [EXC: Gusts (B25.651)]. Place overlay as follows: HOB H-1 on board 4. Light Bocage is in effect (See BtB Inside Cover).
2. The Germans set up as if the U.S. is entering from offboard (A12.12). The Germans may secretly designate  $\leq 2$  tunnels (B8.6), and secretly record (HIP)  $\leq 5$  Breaches (B9.541) in Bocage hexsides. Once the movement benefit of a Breach is used, place a Breach counter on that hexside. Breach counters are also placed on board if either hex formed by the breached hexside is successfully searched.
3. After all setup the U.S. must record a pre-registered hex which may only be used by a 150+mm module (HE only). At the start of the first Prep Fire Phase, place an AR and then FFE:1 for this Pre-registered hex. The module cannot be accurate, but the extent of error is halved; FRU. The module is not correctable, but is otherwise resolved normally until the FFE:C is removed, whereupon access is permanently lost.
4. U.S. 7-4-7s and their half-squads are Assault Engineers (H1.22) and Sappers (B28.8). German non-conscript MMCs have assault fire.
5. The US receives one module of 80+mm Battalion Mortar OBA (HE and WP) directed by the radio. The US receives one module of 100+mm OBA (HE and SMOKE) directed by an Offboard Observer secretly recorded during setup on a north edge hex at level 2. The US 60\* Mortars may not be exchanged for an OBA module.



TURN



## Balance:

**AMERICAN:** Change VP Requirement to  $\geq 37$ .

**GERMAN:** Change VP Requirement to  $\geq 47$ .

## Historical Perspective: East of Cloville, France,

**11 July 1944.** Hill 192 was a dominating terrain feature on the approach to St. Lo, giving the Germans excellent observation of the countryside as well as V Corps rear areas. The 2<sup>nd</sup> Infantry Division had tried to take it between 12<sup>th</sup> and 16<sup>th</sup> of June, but suffered over 1200 casualties in the failed attempts. Between 16 June and 11 July, intensive training was conducted on tank-infantry-engineer coordination in order to overcome the hedgerows. The Germans created an elaborate defense that consisted of mutually supporting strongpoints with tunnels. The defending paratroopers were a mixed bag of elements of Fallschirmjaeger Division 3, as units combined together due to heavy losses in the bocage fighting.

The 38<sup>th</sup> Regiment, also supported by the 2<sup>nd</sup> Combat Engineer Battalion and 81<sup>st</sup> Chemical Mortar Battalion, would make the attack on Hill 192. The assault was into the heaviest defenses on the hill, and was made primarily by companies A and C. Even though the assault followed directed behind a massive artillery barrage, six tanks were knocked out early in the fight by antitank and Panzerfaust fire. When the two infantry companies were stalled on the hill, Company B was also committed to the attack. The Germans, not wanting to relinquish control of the hill, committed Assault Gun Brigade 12, the 3<sup>rd</sup> Parachute Division's Reconnaissance Company, and the 3<sup>rd</sup> Parachute Engineer Battalion to stop the attack. The 3<sup>rd</sup> Parachute Division suffered horrendous losses, and although the attackers did not fully gain their objectives, the Germans were forced to surrender control of the hill to the Americans.



# BLOOD ON HILL 192

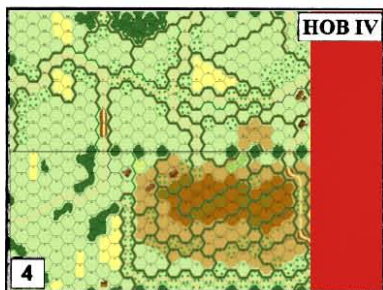


**HOB**

BtB 7 (b)

*Beyond the Beachhead*

**Battlefield Orientation:**

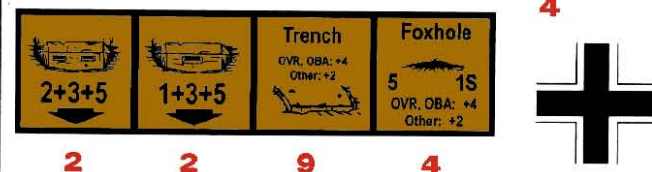
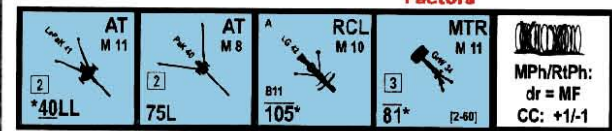
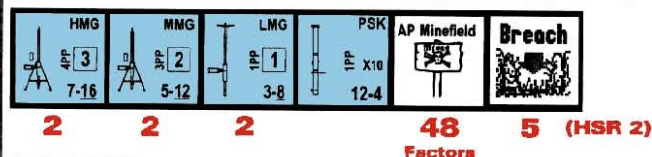
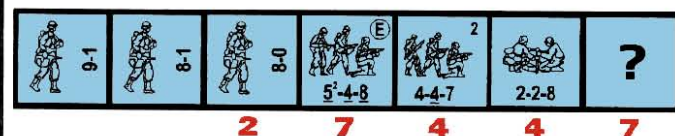


Only hexrows H-GG on board HOB IV and A-Z on board 4 are playable.

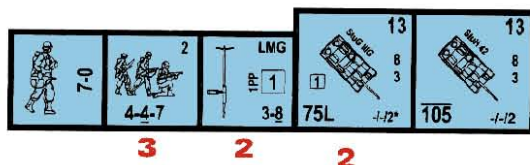
**Tactical Objective:** The Americans win at game end by having  $\geq 42$  VP, calculated as exit VP, of Good Order tanks and infantry (prisoners/captured equipment bonus is NA) in Level 2 or higher board 4 hill locations at game end. (Immobilized tanks are worth 2 less CVP than normal).

**GERMANS Set Up First** [ELR: 3] [SAN: 3] {151}

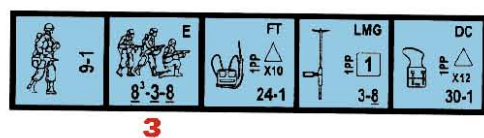
**Elements of the Fallschirmjaeger Division 3:** Set up on board 4 and/or board IV in hexes numbered  $\leq 3$ . See HSR 2



**Elements of Fallschirmjaeger Assault Gun Brigade 12 and Fallschirmjaeger Recon Company 3:** Enter turn 3 or later along the south edge:

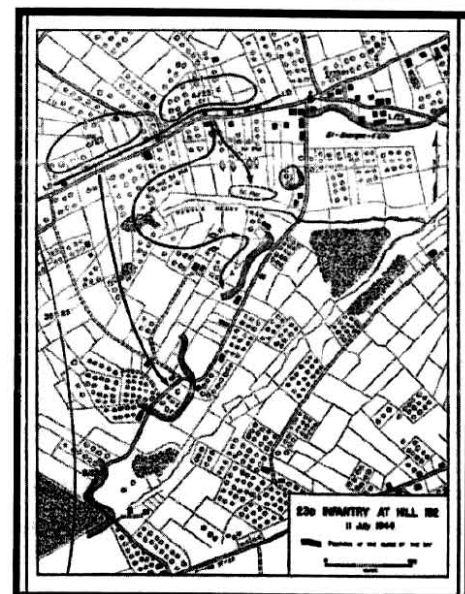


**Elements of Fallschirmjaeger Pioneer Battalion 3:** Enter turn 4 or later along the south edge:



**TURN**

1  
2  
3  
4  
5  
6  
7  
8



**Balance:**

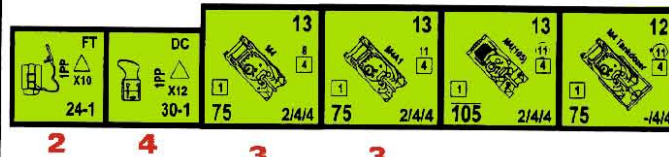
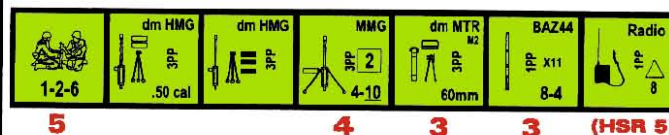
**AMERICAN:** Change VP requirement to  $\geq 37$ .

**GERMAN:** Change VP requirement to  $\geq 47$ .

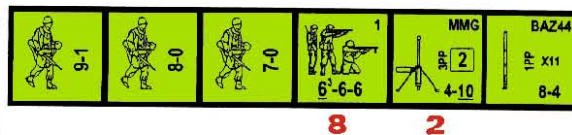
SCENARIO	VARIABLES
EC/Wind	Moderate, No Wind at Start.
Kindling	NA

**AMERICANS Move First** [ELR: 4] [SAN: 3] {252}

**Elements of Companies A and C/1<sup>st</sup> Battalion, 38<sup>th</sup> Regiment, and Company A/741<sup>st</sup> Tank Battalion, 2<sup>nd</sup> Infantry Division:** Set up north of the board IV H5-GG5 road.



**Elements of Company B:** Enter along north edge on turn 4:





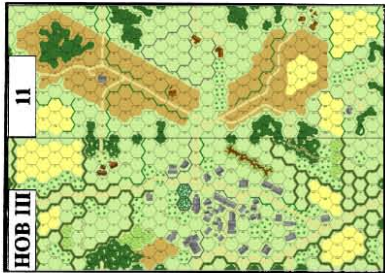
# STEEL INFERNO



HOB

BtB 8 (a) *Beyond the Beachhead*

Battlefield  
Orientation:

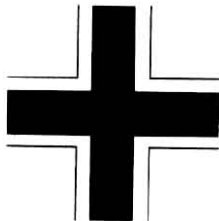


**Tactical Objective:** The British win at game end by controlling  $\geq 8$  board HoB III Stone Buildings.

SCENARIO	VARIABLES
EC/Wind	Moist, No Wind at Start.
Kindling	NA
Weather	Mist, during game turns 1-3, then Overcast.
Terrain	All board 11 hedges are Bocage.

## Historical Special Rules:

1. The British Player may place a Bombardment per KGP US RG Note b [EXC: Blast Radius is only 3 hexes]; note the Pre-Registered hex before setup.
2. The Germans may fortify (B23.9)  $\leq 3$  ground level building locations (Tunnel Exchange is NA).
3. The German player may place  $\leq 3$  stone rubble counters on board HOB III (Falling Rubble is NA).
4. The Germans may set up as if the British are entering from off-board [EXC: Boresighting is NA].
5. The Germans receive one module of 100+mm OBA (HE and Smoke).
6. The British receive one module of 80+mm OBA (HE and Smoke).
7. The Germans may use HIP for  $\leq$  one squad equivalent and any SMC/SW stacked with them.



## Balance:

**BRITISH:** Delete the LMG and a 6-5-8 from German Reinforcements.

**GERMAN:** Replace an OoB given 7-0 SMC with a 9-2 SMC.

## Historical Perspective. Fontenay le-Pesnel, France,

**25 June 1944:** The main objective of Operation Martlet was to seize the high ground to the west of Caen. The 49<sup>th</sup> Division's objective was to seize the village of Fontenay and the surrounding terrain. Elements of the division benefited from a tremendous amount of artillery support, but lacked air support due to a morning mist and overcast conditions. Fontenay was held by the 3<sup>rd</sup> Battalion, 26<sup>th</sup> SS Panzergrenadier Regiment, which was reinforced with pioneers, guns, and PzIVs of the 8<sup>th</sup> Company, 2<sup>nd</sup> Battalion, 12<sup>th</sup> SS Panzer Regiment. The Division maintained a reserve, Kampfgruppe Munche, which was composed of 1<sup>st</sup> Battalion, 12<sup>th</sup> SS Panzer Regiment, the Reconnaissance Battalion, and elements of 3<sup>rd</sup> Battalion, 26<sup>th</sup> SS Panzergrenadier Regiment.

The initial attack was made by the 11<sup>th</sup> Royal Scottish Fusiliers. Artillery fire pounded the battlefield inflicting many casualties. The fighting started on the crest north of village, where a Panzer IV was eliminated. The bloody fighting entered the village streets. Panzergrenadiers held their fire, then used Panzerfausts to knock out tanks. Panzers engaged the British armor, and coils of thick, black smoke from destroyed tanks added to the artillery fire and smoke encompassing the battlefield, turning it into a steel inferno. With a British attack all along the sector, Kampfgruppe Munche was committed to action. Elements of Company 2 reached Fontenay and entered the fight. The 11<sup>th</sup> Scotts could not take the village, and the 7<sup>th</sup> Duke of Wellington Regiment, supported by tanks and tank Destroyers, was committed. The battle raged until around 2230. They also could not take the village, with the Germans holding fortified buildings on the east end. The battle was very bloody for both sides, and the Germans withdrew during the night to improve their overall defensive line. Left destroyed in the village were six PzIVs, two PzVs, 68 dead SS. Both sides suffered over 200 casualties during the action.

TURN



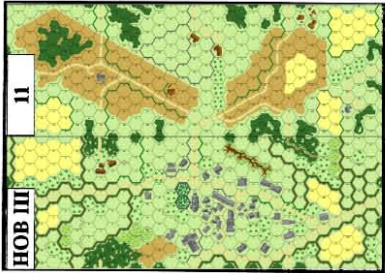


STEEL INFERNO



BtB 8 (b) *Beyond the Beachhead*

Battlefield Orientation:

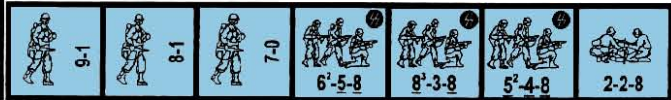


**Tactical Objective:** The British win at game end by controlling  $\geq 8$  board HoB III Stone Buildings.

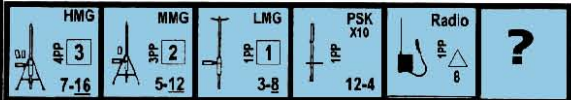
SCENARIO	VARIABLES
EC/Wind	Moist, No Wind at Start.
Kindling	NA
Weather	Mist, during game turns 1-3, then Overcast.
Terrain	All board 11 hedges are Bocage.

GERMANS Set Up First [ELR: 5] [SAN: 4] {169}

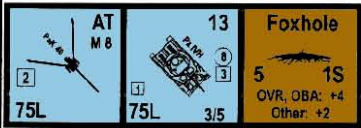
Elements of Battalion III, Panzergrenadier Regiment 26 and Company 8/Battalion II, Panzer Regiment 12, SS Pz Div 12: Set up on board HoB III and/or board 11 in hexes numbered  $\geq 6$ .



2 6 2 3

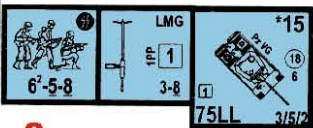


2 3 (HSR 5) 8



3 4

Elements of KG Munche, SS Pz Div 12: enter turn 6 along the south edge:

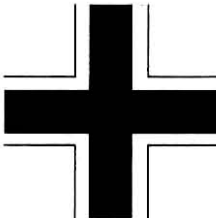


2 3

Balance:

**BRITISH:** Delete the LMG and a 6-5-8 from German Reinforcements.

**GERMAN:** Replace an OoB given 7-0 SMC with a 9-2 SMC.

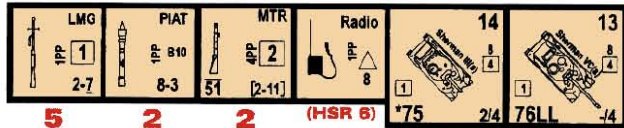


BRITISH Move First [ELR: 3] [SAN: 3] {132}

Reinforced Elements of the 147<sup>th</sup> Brigade, 49<sup>th</sup> Division: Set up on board 11 in hexes numbered  $\leq 4$ .

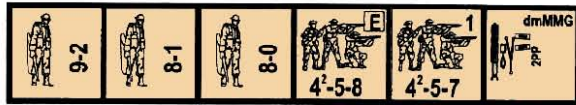


2 11 2 2

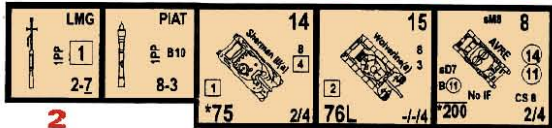


5 2 2 (HSR 6) 3

Enter on/after turn 1 along the north edge:



5 6 2



2 2 2

