

OPERATION EPSOM - JUNE 29TH 1944

Gordon Highlanders Attack on Colleville

BRITISH BRIEFING

THE GAME

This game represents the attack of the Gordon Highlanders of the 15th Scottish Division attack on Colleville and the counter-attack by elements of the 12 SS Panzer Division.

The game to last 12 moves. British move first.

BRITISH ORDERS

To take and hold Colleville.

BRITISH DEPLOYMENT

Enter table on move one between points B1 and B2.

VICTORY CONDITIONS

British to win: Hold Colleville after 12 moves.

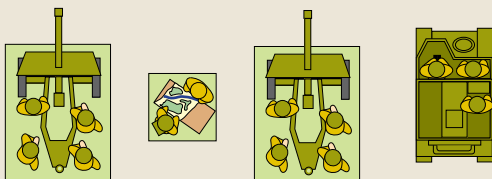
TERRAIN

- Railway line is a linear obstacle
- All woods are open
- All buildings are intact
- No high point for observation

Off Table Artillery

Battery

2 x 25 pdr field gun, Bren carrier observation post (on table)



Battalion / Gordon Highlanders

HQ

CO + 6 figures, PIAT, 2" mortar

Carrier Platoon

3 figures, PIAT, Bren carrier



A Company

8 figures



B Company

8 figures



C Company

8 figures



D Company

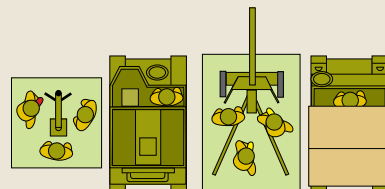
8 figures



Support Company

6 figures, 3" mortar, Bren carrier

6 pdr anti-tank gun, Loyd prime mover

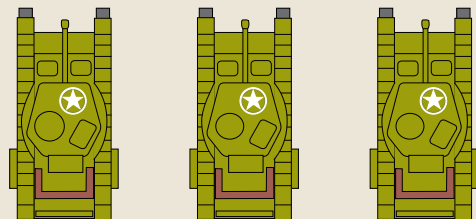


Morale: CO + 50 figures (Regular)

Test at 26 figures

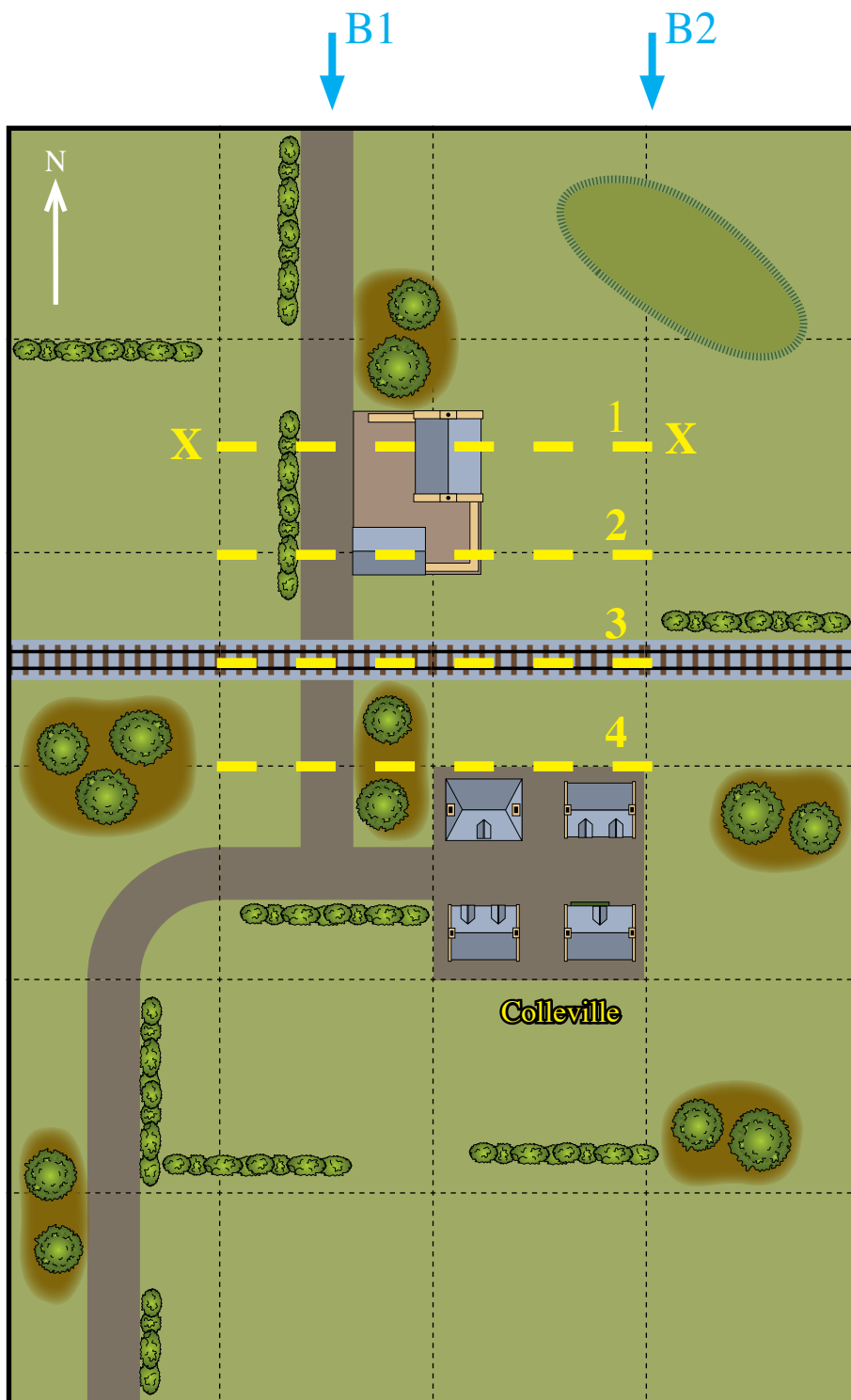
Squadron / 9th Royal Tank Regiment

Churchill (75mm) CO, 2 x Churchill (75mm)



Morale: CO AFV + 2 AFVs (Regular)

BRITISH MAP



Rolling Barrage (Completed before the first British move)

- 4 moves of 2 grids width. 1 battery of 2 x 25 pdrs per grid.
- Barrage starts at the line 'X - X' and advances 6" each move.
- Positions marked at 1, 2, 3 & 4.

OPERATION EPSOM - JULY 26TH 1944

Gordon Highlanders Attack on Colleville

GERMAN BRIEFING

THE GAME

This game represents the attack of the Gordon Highlanders of the 15th Scottish Division on Colleville and the counter-attack by elements of the 12 SS Division.

The game to last 12 moves. British move first.

GERMAN ORDERS

You are to hold Colleville at all costs.

GERMAN DEPLOYMENT

- 15th Recce Co / 25th SS and Werfer detachment OP in or within 12 inches of Colleville **G1**.
- Werfer detachment on table south of railway.
- Troops deployed at the start of the game may be dug in.
- Reinforcement entry points are **G2** and **G3**.

VICTORY CONDITIONS

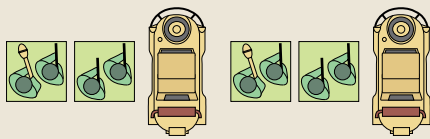
German to win: Prevent the capture of Colleville.

TERRAIN

- Railway line is a linear obstacle.
- All woods are open.
- All buildings are intact.
- No high point for observation.

15th Company / 25th SS Panzer Grenadier Regt

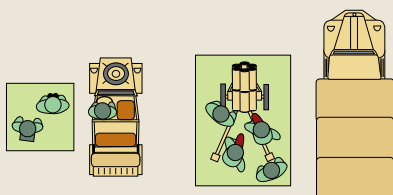
8 figures, 2 x Panzerfaust, 2 x Schwimmwagen



Morale: Add to 12th SS Reconnaissance Battalion

12th SS Werfer Battalion

Nebelwerfer multi-barrel rocket launcher, truck tow
2 figure OP team, Kubelwagen

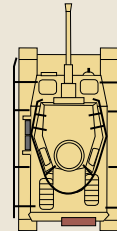


Morale: N/A

Reinforcement A enters at G2

Platoon / 12th SS Panzer Regiment

Panzer IV (75mm)

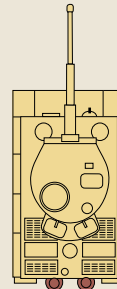


Morale: Independent AFV (Elite)

Reinforcement B enters at G3

Platoon / 101st SS Heavy Tank Battalion

Tiger I (88mm)



Morale: Independent AFV (Elite)

Reinforcement C enters at G3

Elements of 12th SS Reconnaissance Battalion

HQ

Sdkfz 232 (20mm)
AC (CO)

Heavy Platoon

Sdkfz 251/9 (75mm)
half-track

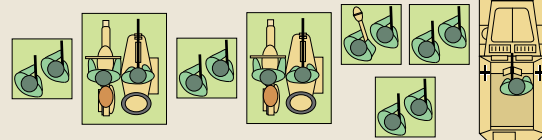
AC Platoon

Sdkfz 250/9 (20mm)
half-track



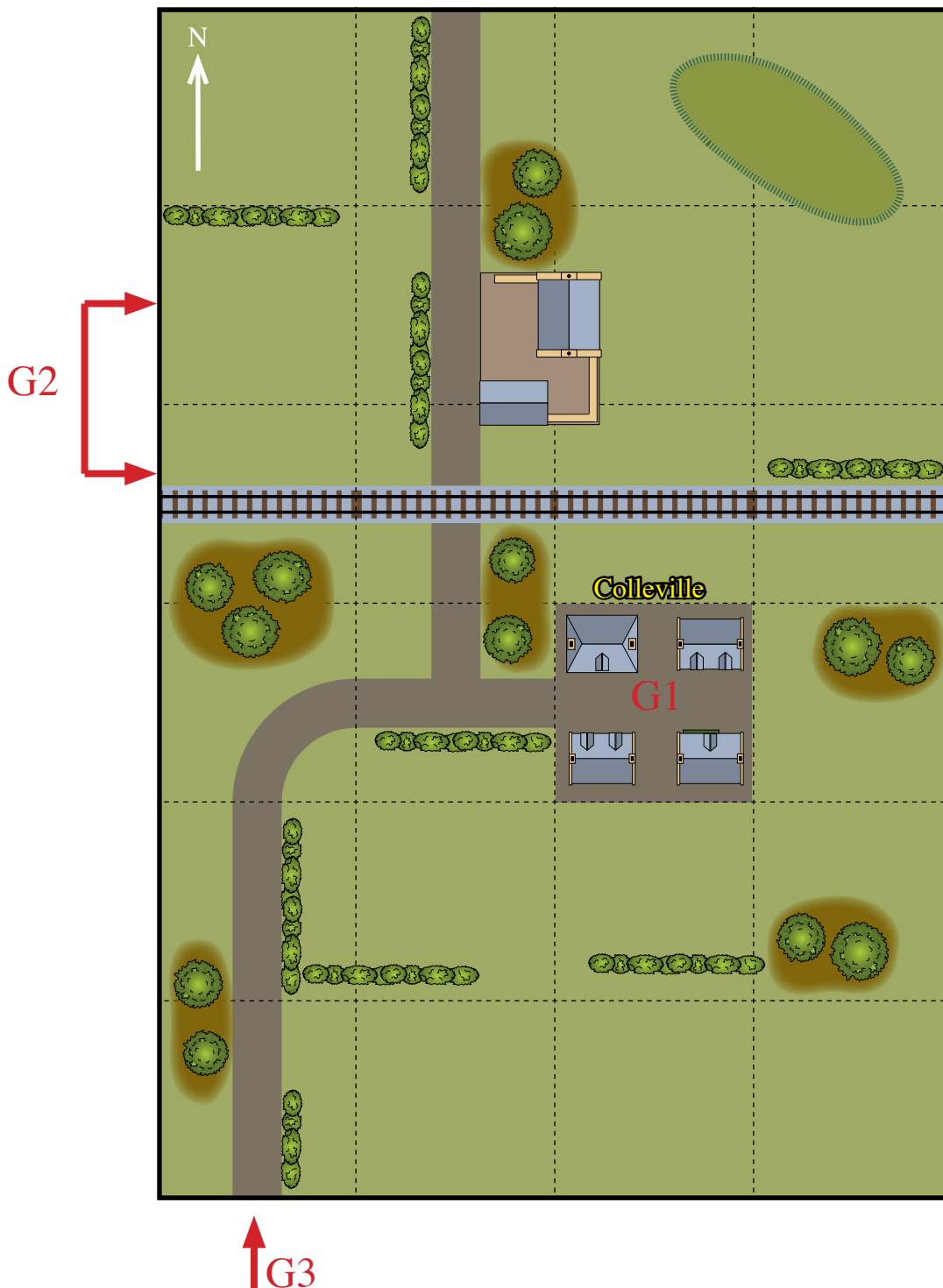
Motorcycle Company

10 figures, Panzerfaust, Sdkfz 250/1 half-track (VMG),
2 x Motorcycle combo (VMG)



Morale: CO + 27 figures including 3 independent AFVs (Elite)

GERMAN MAP



German Reinforcements

One reinforcement arrives on turn 4, 5 & 6. The order of arrival is determined by a d6 roll:

- On turn 4 - 1 or 2 = A arrives, 3 or 4 = B arrives and 5 or 6 = C arrives.
- On turn 5 - 1, 2 or 3 = one of the remaining reinforcement arrives, 4, 5 or 6 = the other one.
- On turn 6 the last reinforcement arrives.