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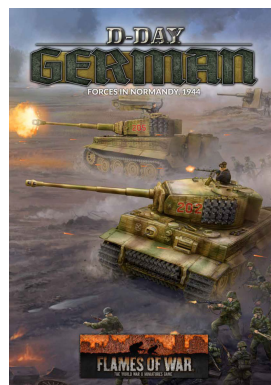
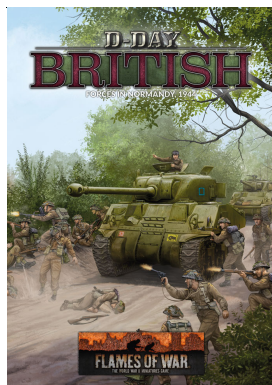
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Operation Epsom...

By Gary Martin

Mission 1: The Scottish Attack

Dawn, 26 June – Operation Epsom begins with the fresh 15th Scottish Division's first action of the war. As VIII Corps is advancing towards the rivers Odon and Odré, the 44th 'Lowland' Brigade must clear the way for the tanks.

The 12. SS-Panzerdivision 'Hitlerjugend' is prepared for the attack and have fortified their positions.

This mission uses the **Ambush** special rule.

Your Orders

26. SS-Panzer Grenadier Regiment

The Allies have been pushing their way inland for 10 days now. You have prepared your defences well with mine fields, barbed wire and MG-42s. They tried to break you down with artillery but you are strong and your devotion to the Fatherland is unwavering. The guns have stopped so the Tommies must be coming. Time to man the guns.

6th Royal Scot Fusiliers

This is it. After months of training you are about to face the Hun for the first time. You have to clear out all the outlying villages between here and the river Odon. Shouldn't be too bad. The artillery has pounded the German lines for some time now, surly nothing could have survived that.

Your Forces

26. SS-Panzer Grenadier Regiment

See the SS Panzer Grenadier Company from **D-Day Waffen-SS** for full details.

Or use a Panzer Grenadier Company from **D-Day: German**.

SS Panzer Grenadier Company HQ
2x MP40 SMG team with Panzerfaust



**SS Panzergrenadier Platoon**

7x MG42 team with Panzerfaust
1x Panzerschreck Anti-tank team

SS Panzergrenadier Platoon

7x MG42 team with Panzerfaust
1x Panzerschreck Anti-tank team

8cm SS Mortar Platoon

4x 8cm mortar

7.5cm SS Tank-hunter Platoon

3x 7.5cm gun

15cm SS Nebelwerfer Battery

3x 15cm Nebelwerfer

6th Royal Scot Fusiliers

See *D-Day: British* and use the 15th Scottish Division Command Card.

Rifle Company HQ

2x Sten SMG team

Rifle Platoon

7x Bren Gun & SMLE rifle team
1x PIAT anti-tank team
1x 2-inch mortar team

Rifle Platoon

7x Bren Gun & SMLE rifle team
1x PIAT anti-tank team
1x 2-inch mortar team

Rifle Platoon

7x Bren Gun & SMLE rifle team
1x PIAT anti-tank team
1x 2-inch mortar team

Rifle Platoon

7x Bren Gun & SMLE rifle team
1x PIAT anti-tank team
1x 2-inch mortar team

**Vickers Machine-gun Platoon**

4x Vickers MMG

Universal Carrier Patrol

3x Universal Carrier (MG)

Crocodile Flame-tank Platoon

3x Crocodile

25 pdr Field Troop

4x 25 pdr gun

25 pdr Field Troop

4x 25 pdr gun

Universal Carrier OP

1x Universal Carrier OP

Preparing for battle

1. Each player can deploy up to 12"/30cm from the table centre line. They run the length of the long table edges.
2. Starting with the Germans both players place an objective in the German deployment zone. Each objective must be at least 16"/40cm from the table centre line and 8"/20cm from the side table edge and each other.
3. The German force deploys their full force except for 2 platoons which are held in ambush.
4. The British now deploy their entire force in their deployment zone.

**Beginning the Battle**

1. The Germans begin the game in Fox Holes and Gound to Ground.
2. The British get first turn.

Winning the Game

The British win the game is they end their turn Holding an Objective. The Germans win if they end their turn on or after the sixth turn with no Attacking British Tank, Infantry or Gun teams withing 8"/20cm of an Objective.

Mission 2: Hill 112

Dawn - 28th of June. The 15th Scottish Division has forced a crossing on the river Odon, now its time for the 11th Armoured Division to strike for Hill 112. 12. SS-Panzerdivision 'Hitlerjugend' were concentrating their forces on the bridgehead and have only lightly defended the hill top. Will the 23rd Hussars beat the 12. SS-Panzerregiment to the summit.

This mission use the **Reserves** special rule.

Your Orders**12. SS-Panzerregiment**

An attack has been mounted on Hill 112 you must move to re-enforce that vital position straight away.

23rd Hussars

At last you have reached the river Odon. Hill 112 must be secured before you advance to the Oudre.

Your Forces**12. SS-Panzerregiment**

See the Panzer IV SS Tank Company in **D-Day: Waffen-SS** for full details.

Alternatively you can use **D-Day: German**

Panzer IV SS Tank Company HQ

2x Panzer IV

Panzer IV SS Tank Platoon

4x Panzer IV

Panzer IV SS Tank Platoon

4x Panzer IV

Armoured SS Panzergrenadier Platoon

7x MG42 team with Panzerfaust
3x Sd Kfz 251 (MG) half-track
1x Sd Kfz 251 (3.7cm)

7.5cm SS Tank-hunter Platoon

3x 7.5cm gun

23rd Hussars

See the British Armoured Squadron Intelligence Briefing from **D-Day: British** for full details.

Defenders**Sherman Armoured Squadron HQ**

2x Sherman

Sherman Armoured Troop

3x Sherman
1x Firefly

Sherman Armoured Troop

3x Sherman
1x Firefly

Sherman Armoured Troop

3x Sherman
1x Firefly

Sherman Armoured Troop

3x Sherman
1x Firefly

Motor Platoon

4x Bren Gun team
1x PIAT anti-tank team
1x 2-inch mortar team

M10 SP Anti-Tank Platoon

4x M10 (17pdr)

Campaign Play

If you are playing this as a follow on to the Mission 1: The Scottish Attack game then the following rules are used:

German Victory – The determined resistance to the initial Allied attacks have allowed you more time to re-enforce your position on Hill 112. You automatically pass your reserve roll in the first turn only.

British Victory – You have pressed hard into the German positions and advanced faster than expected so the enemy has not had time to prepare its position. The German infantry and gun teams will not be in foxholes.



Preparing for battle

1. Each player can deploy up to 12"/30cm from the table centre line. They run the length of the long table edges.
2. Starting with the Germans both players place an objective in the German deployment zone. Each objective must be at least 8"/20cm from the side table edge and each other.
3. The German force deploys the 7.5cm Tank-hunter Platoon and Panzergrenadiers on the table. The Panzer IVs are held in reserve (see Campaign rules).
4. The British Squadron deploys the HQ and 2 Sherman Armoured Platoons on the table.

The other units are held in Reserve to represent the cautious advance of the British tanks.

Beginning the Battle

1. The Germans begin the game in Foxholes and Gone to Ground. If the British won the previous game they lose their Foxholes.
2. The British Get first turn.

Winning the Game

The British win the game if they end their turn Holding an Objective. The Germans win if they end their turn on or after the sixth turn with no Attacking British Tank, Infantry or Gun teams within 8"/20cm of an Objective.

Mission 3: The German Counter attack

18:00 hours - 29 June. After several hard days fighting the German pressure continued to build against the Scottish Corridor. 9. SS-Panzerdivision 'Hohenstaufen' launched attacks against the entire west flank looking for any weaknesses in the British lines.

This mission uses Delayed Reserves, Reserves and Across the Off Table Artillery special rules.

Your Orders

9. SS-Panzerdivision "Hohenstaufen"

Your reconnaissance units have found a weakness in the British lines. The company of Tommys holding the Bellevue estate don't have any armour support and only limited anti-tank guns. You must strike in true blitzkrieg fashion while their position is still weak.

8th Royal Scots

You have been pounded by enemy mortars and guns for days. Short of supplies and with only a few 6pdrs left operational, it's time for you to be pulled from the line. Reinforcements are on the way from 6 RSF, 44 RTR and 91st Anti-tank brigade. All you need to do is hold the line until they arrive.

Your Forces

9. SS-Panzerdivision "Hohenstaufen"

Armoured SS Panzergrenadier Company from **D-Day: Waffen-SS** for full details.

Alternatively use **D-Day: German**.

Armoured SS Panzergrenadier Company HQ

2x MP40 SMH team with Panzerfaust
1x Sd Kfz 251 (MG) half-track

Armoured SS Panzergrenadier Platoon

7x MG42 team with Panzerfaust
3x Sd Kfz 251 (MG) half-track
1x Sd Kfz 251 (3.7cm)

Armoured SS Panzergrenadier Platoon

7x MG42 team with Panzerfaust
3x Sd Kfz 251 (MG) half-track
1x Sd Kfz 251 (3.7cm)

Armoured 8cm SS Mortar Platoon

4x Sd Kfz 251 (8cm)

Armoured SS Flame-Thrower Platoon

2x Sd Kfz 251 (Flame)

Panzer IV SS Tank Platoon



8th Royal Scots

See **D-Day: British** and use the **15th Scottish Division** Command Card. Your company is split into 3 groups, defenders, reserves and Corps support.

Defenders

Rifle Company HQ

2x Sten SMG team

Rifle Platoon

7x Bren Gun & SMLE rifle team
1x PIAT anti-tank team
1x 2-inch mortar team

Rifle Platoon

7x Bren Gun & SMLE rifle team
1x PIAT anti-tank team
1x 2-inch mortar team

Vickers Machine-gun Platoon

4x Vickers MMG

6 pdr Anti-tank Platoon

2x 6 pdr gun

Observers for Corps Artillery

4x Panzer IV



Universal Carrier OP

Reserves**Rifle Platoon**

7x Bren Gun & SMLE rifle team
1x PIAT anti-tank team
1x 2-inch mortar team

Rifle Platoon

7x Bren Gun & SMLE rifle team
1x PIAT anti-tank team
1x 2-inch mortar team

Sherman Armoured Troop

3x Sherman
1x Firefly

M10 SP Anti-Tank Platoon

4x M10 (17pdr)

Corps support**25 pdr Field Troop**

4x 25 pdr gun
Battery uses the **Offboard Artillery** special rule.

Priest Field Troop

4x Priest (105mm)
Battery uses the **Offboard Artillery** special rule.

Offboard Artillery rule

During Deployment Offboard Artillery Units are not placed on the table. They remain off table for the entire game. However, they can fire Artillery Bombardments using on table Spotting teams. Range is measured from their table edge.

Campaign Play

If you are playing this as a follow on to the Mission 2: Hill 112 game then the following rules are used.

German Victory – With your forces well established on Hill 112 you are in a stronger position to drive into the Allied lines. One of your units may make a free Spearhead move before the start of the game.

British Victory – From the summit of Hill 112 your forward observers can better direct the Corps artillery fire and break up the German attacks before they even start. The Panzer IV SS Tank Platoon has been delayed and starts the game in reserve.

Preparing for battle

1. This battle is fought on a long table as per the No Retreat mission.
2. Starting with the British both players place an objective in the British end of the table. Both objectives should be within 18"/45cm of the table centre line and at least 8"/20cm away from the table sides.
3. The British deploy the Defenders group up to 18"/45cm from the table centre line.
4. The German forces are deployed up to 24"/60cm from the table centre line.

Beginning the Battle

1. The British begin the game in Foxholes and Gone to Ground.
2. Make any Spearhead moves if allowed by the Campaign rules
3. The Germans get first turn.

Winning the Game

The German attacker wins if they end their turn Holding an Objective. The Defending British win if they end their turn on or after the sixth turn with not Attacking German Tank, Infantry or Gun teams within 8"/20cm of an Objective.

If the Germans win they have broken into the Scottish Corridor and forced the enemy to fall back.

Otherwise if the British win their perimeter has been secured.

Terrain

Throughout this campaign treat all hedges as **Bocage** (See *D-Day British*). The orchards provide concealment only and do not affect line of sight or movement.

The Farm Buildings at **A** on Mission 3 are surrounded by a wall which counts as Bullet Proof Cover. The wall is only one story high so windows at higher levels can be used to shoot out of. Each team deployed behind it and in Foxholes at the start of the game have made one team width loophole in the wall to shoot through.

For another campaign based around Operation Epsom and Hill 112 see Craig Courtis's Axis Of Attack Campaign based



on the actions of the 43rd Wessex Division.

Hill 112...

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