

SCOTS DIVISIONS

OFFICIAL BRIEFING

INTELLIGENCE BRIEFING FOR RIFLE COMPANIES
OF THE SCOTTISH 15TH AND 51ST DIVISIONS IN NORMANDY



BY WAYNE TURNER AND GARY MARTIN

FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

51st HIGHLAND



51ST HIGHLAND DIVISION IN FRANCE

"We of the Highland Division must not rest till we have freed our kith and kin of the St. Valéry Highland Division and avenged their misfortune to the full." ~ Major-General T. G. Rennie, commander 51st Highland Division.

The 51st Highland Division first made a name for itself as a high quality formation during the First World War. They were formed in 1908 as a Territorial division after the Haldane reforms of the British Army. It was during the First World War that they adopted their "HD" unit symbol that they were to leave so famously painted on the roads of Normandy in 1944.

In 1939 they were once more mobilised for war, now made up of a mix of Regular and Territorial soldiers, they were again sent to France. During the 1940 campaign they fought under French command (10th Army), fighting a number of rear guard actions against the German advance. They were finally cut off and surrounded at Saint-Valéry-en-Caux. However, the 154th Brigade had been detached and withdrawn earlier and only the 152nd and 153rd Brigades were captured when the Division was forced to surrender on 12 June 1940.

The 51st Highland Division was reconstructed in Britain from the surviving 154 Brigade and the 9th (Highland) Division, a second line Territorial copy of the 51st Division. The new division underwent intense training during 1941-42 and in June 1942 was once more sent to the front, this time taking part in the North African campaign.

They gained a reputation for good organisation, morale, fighting prowess and staff work, which was especially appreciated by Montgomery. They fought alongside the Australians and New Zealanders during Operation Lightfoot and were instrumental in clearing minefields during Operation Supercharge. After the Battle of El Alamein they took part in the ragged pursuit of the Afrika Korps across North Africa to Tunisia. In Tunisia they took part in the assault on the Afrika Korps positions at Wadi Akarit. They also took part in the battles for Mareth and Medenine. Next they were part of the 30th Corps during the Sicily invasion, finally returning to Britain after the conquest of the island.

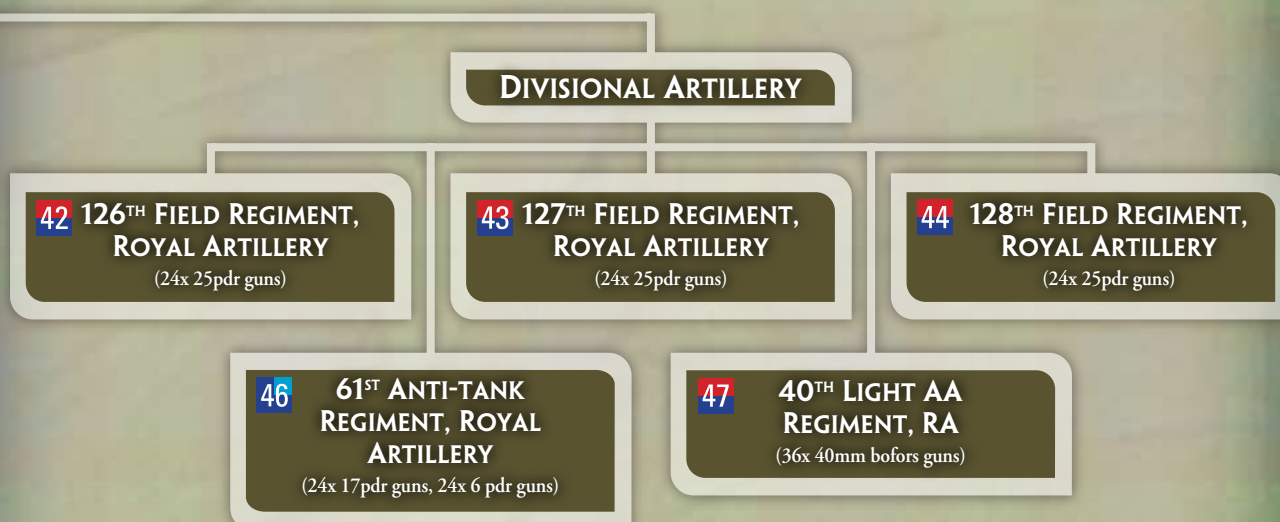
NORMANDY

Once again they underwent intense training in preparation for the invasion of Normandy. There was also a change of command of the Division just before Sicily, Major-General Douglas Neil Wimberley, who had led them through their campaigns in North Africa, was replaced by Major-General C. Bullen-Smith.

The Division began to land in Normandy on 6 June with the 153 Brigade under Lt.-Col. "Chick" Thomson. They landed



DIVISION



after the leading divisions had taken Juno and Sword beaches. Initially Thomson offered the support of his brigade to the 3rd Canadian Division, but their commander assured him that all was under control.

The following morning the 51st Division's commander Maj.-Gen. Bullen-Smith sent a battalion towards the Radar Station at Douvres under Corps orders. The 5th Black Watch, with two Churchill AVRE tanks attached, advanced on the wood to the east of Douvres. Unfortunately the wood was occupied by Canadians, who were mistaken by the Scots for Germans and fired on. The mistake was quickly realised and the Scots pushed beyond the wood towards the Radar Station across some open fields.

The Station was covered by a 7.5 or 8.8cm gun from the village of Douvres. The gun opened fire as the battalion advanced from the wood and took out both of the Royal Engineers' Churchill AVRE tanks. The Scots become pinned down before the open ground and Thomson requested additional troops. Instead the attack was called off and orders were received to bypass the position while the Navy shelled the Radar Station until resistance ceased. However, the Radar Station wasn't eventually taken until it was stormed by commandos.

153 Brigade was next directed towards Pegasus Bridge on the Caen Canal, while the 5th Cameron's (now landed and attached to the 153 Brigade) stayed to cover the Radar Station. 152 Brigade arrived 7 June. 5th Seaforth commander Lt.-Col. Walford took command of the Brigade and they were dispatched on 9 June to cross the Pegasus Bridge and lend support to the 6th Airborne Division. They were supported by 4th Armoured Brigade. 154 Brigade didn't arrive at the beach-head until 10 June (D+4) and were immediately placed in the Corps reserve where they remained until 13 June.

Once across the Orne 153 Brigade became embroiled in heavy fighting for various villages. The 5th Black Watch, under command of the 6th Airborne Division, headed to towards Breville along the road from Ranville. They quickly ran into stiff resistance along the road as German troops opened fire on them from the ditches and adjacent fields. 'A' Company was practically wiped out. Hardest hit was the leading platoon, which lost every man to the initial ambush. The battalion

retreated and took up positions in the Chateau de Breville south of the village. The Germans launched a counterattack on the Chateau. They came at the highlanders frontally, but the Black Watch held their ground and repelled the German attack with heavy casualties.

The 5/7th Gordons pushed towards Touffreville and took it without opposition but had to repel a counterattack by the Germans. The 1st Gordons pushed towards what would later become the 'The Triangle' and were yet to meet heavy resistance.

In the meantime the 152 Brigade (less the 5th Seaforth attached to the 153 Brigade) began operation "Smock" to take the villages of St Honorine la Chardonnerette and Demouville. The 5th Camerons were to take the former and the 2nd Seaforth the latter. The Camerons concentrated around Ranville and attacked on the morning of 13 June. The Germans reacted quickly and dropped a heavy artillery bombardment on the Scots' start line causing the attack to be delayed. They attacked was joined by an Armoured Platoon (4th Armoured Brigade), three of the tank initially heading west before joining the attack and the forth joined them for the final assault. They took positions in and around the village, but continued to be harried by heavily German artillery fire. The Bombardment was followed by a German counterattack supported by Panzers. The Cameron's anti-tank guns were able to give a good account of themselves, Sergeant A. Mackenzie taking out three Panzers from one column alone with his 6 pdr. By 10.00 hours the pressure on the Camerons' positions had become too much and the order was given to withdraw. However, the order did not reach C Company, and they remained in position for some time before the order to withdraw was received. The battalion retreated and reformed on Longueval on the Orne River.

Due to the failure of the attack on St. Honorine forced the 2nd Seaforth Highlanders to call off their attack on Demouville. They instead took up defensive positions on the high ground north of St. Honorine. They were joined by the 5th Seaforth battalion back from the 153 Brigade who were positioned between the other two battalions.

On 22 June the attack by the Camerons on St. Honorine was resumed. This time the Tanks were ready with the Scots at the



assembly point. The attack was launched before dawn and the village was captured by sun-up. Mopping up continued until 10.00 hours, with the Camerons having to fight off several determined counterattacks. They held the village for the rest of the day and were relieved during the night by detachments of the 2nd Seaforth. They were in turn relieved by the 5th battalion of the Seaforth Highlanders.

The division's third brigade (154 Brigade) was placed under the command of the 6th Airborne Division and cross the Orne and took up positions defending the bridges. They fought for and held the Orne bridgehead from Longueval in the south to Sallenelles in the north near the mouth of the Orne. The bridgehead extended east of Herouville to "The Triangle". The Triangle was faced on two sides by German forces, while one flank was left exposed until St. Honorine was taken on 22 June. The men of the 154 Brigade striking east were harried by continual artillery and mortar shelling by a wily and unseen enemy. During this period the whole division's morale plummeted as the continuous bombardments and slow progress took its toll. This was further impacted by the division's role as a reserve for other division, the brigades and battalions often being split from the division to support and relieve various other British and Canadian forces.

It came all to ahead at the village of Colombelles. The village, about a mile east of Caen, was dominated by a large factory with its large chimneys towering into the sky. The factory was an ideal position for German observers, giving them a wide view of the surrounding countryside. The 153 Brigade was tasked with attacking the position at night. They were reinforced with the 7th Black Watch (154 Brigade). The plan called for the 1st Gordons to take the village of Colombelles from Longueval, the 5th Black Watch was to seize the crossroads at the northeast corner of the factory and the 7th Black Watch would pass through the 1st Gordons and take the Factory area. Royal Engineers would then destroy the chimneys then all troops would withdraw. It was estimated the operation would take no more than a day.

The operation was launched on 11 July at 01.00 hours. The 1st Gordons immediately ran into trouble taking the village. Two companies penetrated the western corner of Colombelles, but the other two companies were stalled by heavy artillery, mortar and small arms fire. The 5th Black Watch took the crossroads and took up positions in the houses around the area. By 04.00 hours it was decided to withdraw the two companies in the village and assemble the 1st Gordons for another attempt to take the village at dawn. Unfortunately the Germans detected the Gordons' withdrawal. They put up flares and withdrawing companies of the 1st Gordons suffered severely. The 5th Black Watch were now isolated at the crossroads, their only protection being the few building they occupied as the ground proved too hard to dig-in. They were under direct observation by the still German occupied factory and they came under heavy artillery and mortar bombardment. Their right flank was also exposed to the enemy fire. The highlanders still had the support of the 4th Armoured Brigade's Sherman tanks, but they were about meet some devastating opponents.

At 06.30 three Tiger Ie (503. Schwere Panzerabteilung) and two Panzer IV H tanks (21. Panzerdivision) emerged from the southern end of the factory. Of the eleven Shermans and Firefly tanks supporting the 5th Black Watch ten were destroyed by the German panzers. The 5th Black Watch was forced to withdraw without sufficient anti-tank support. They too took heavy casualties withdrawing. By 09.30 the withdrawal was completed, and the operations to clear the

factory has failed. The operation had taken a heavy toll on 153 Brigade, who withdrew back to Longueval.

The division continued to contribute to the fighting to expand the bridgehead. The 5th Seaforth (152 Brigade) was positioned on the edge of "The Triangle" by 9 July. "The Triangle" was shaped as it was named with the point facing south, it was heavily wooded and the Germans held southern and eastern edges with a mixture of regular troops and auxiliary Osttruppen. With the opening of Operation Goodwood (18 July) the 5th Seaforth were assigned the role of taking "The Triangle". Heavy bombing followed by a heavy artillery barrage cleared the way and the highlanders took the troublesome area aided by Churchill Crocodile flame-throwing tanks. Once taken the 2nd Seaforth and 5th Camerons push through "The Triangle" down the Troarn road. The 5th Camerons grimly held their new positions for ten days under intense artillery fire before being relieved by the 7th Black Watch. The 153 Brigade relieved the whole 152 Brigade shortly afterward.

The 51st Division also contributed to Operation Goodwood by clearing mines for the armoured units of the 1st Corps to advance. After Goodwood the division's reputation had been somewhat tarnished, they had not preformed up to their own high expectations and had meet many set backs during their fighting thus far. Fellow Infantry Divisions without the fine reputation of the highlanders, like the 50th and 3rd Divisions, had performed much better. In particular the 50th Division, who had shared many of the 51st Division's experiences in North Africa and Sicily, had adapted to the challenges of the bocage and close terrain more confidently than their northern brothers. The high command had also noted the highlanders struggles and changes in the command were made.

OPERATION TOTALISE

The 51st Division's new commander was a familiar face, Major-General T. G. Rennie. He had been with the Division in France and been captured, before escaping and returning to Britain to command a battalion then a brigade of the reformed division. He was later appointed commander of the 3rd Division who he had commanded from the D-Day landings until he was wounded. Now mostly recovered, though his arm was still in a sling, he arrived to take the command of the division.

The 51st Highland Division was placed under the command of the 2nd Canadian Corps for Operation Totalise. The Corps had been tasked with breaking out of the Normandy bridgehead towards Falaise along the Caen-Falaise main road. The Corps would advance in a two brigade front, with a Canadian brigade on the right and the 51st Highland Division's 154 Brigade on the left.

For the operation the 33rd Armoured Brigade was attached to the division, which was to be the beginning of a long and fruitful relationship between the two formations. The operation called for the 154 Brigade to drive straight through the German lines and occupy the area around Crammesnil, St. Aignan, and Garcelles-Secqueville. They would be followed by the 152 and 153 Brigades to increase the salient and allow two Armoured Divisions to fan out through their positions and push on to Falaise. The 154 Brigade would advance in two columns with the 7th Argylls and 144th RAC pushing towards Crammesnil followed by the 7th Black Watch and the 148th RAC (to seize Garcelles-Secqueville). To their left the 1st Black Watch and the Northamptonshire Yeomanry were to head for St. Aignan. The terrain was mostly flat, but divided by strips of woodland into fields with standing crops of corn



and wheat. The roads were sunken and lined by embankments and poplar hedges. Small villages surrounded by orchards and hedges regularly broke the terrain.

This operations was seen as chance for the division to redeem itself, to restore its 8th Army reputation and to prove it worth to the high command. Planning and preparations were made with care and key parts of the operation were practiced in mock attacks.

After intense preparations, including rousing messages from Rennie and Montgomery summoning up the memories of past glories, the operation kicked off on 7 August at 02.30 hours under the cover of darkness. The direction of the advance was guided by Bofors gun fire on the flanks and searchlights were reflected off the clouds to provide artificial moonlight. Even green smoke from the artillery was dropped on the objectives, nothing was left to chance.

Each column was lead by four tanks, or flail tanks when mines needed to be cleared. Following behind were the Highlanders mounted in Defrocked Priests nicknamed Kangaroos. These were made by removing the gun from Priest self-propelled artillery vehicles to make them into armoured personnel carriers. These had been developed by the Canadians and were attached to the division for the operation.

The 7th Argylls came under some fire during their advance to the objective, but after some delay at the railway were able to achieve their objectives by 04.00 hours. The 1st Black Watch has some trouble with the sunken roads and embankments, but only came under fire from some self-propelled guns, which knocked out two Kangaroos. Once they hit the debus point, they dismounted, formed up and immediately attacked their objective. The fighting was hard but they eventually took all their objectives and the battalion had dug-in by 06.00 hours.

The 7th Black Watch also came under fire from a concealed German anti-tank gun. They were able to reach their debus point in time despite the delay. They were able to gain their objectives after some heavy fighting, though the sun was rising by the time they had take them. They then had to dig-in during the early morning light and were caught in several mortar barrages.

It wasn't long before the Germans counterattack came, and it was the 1st Black Watch who bore the brunt of the attack. The Germans were supported by artillery and mortar fire and some US Airforce bombers that mistakenly drop bombs in the highlanders' area. The German attack was accompanied by a number of Tiger and Panzer IV tanks. The 1st Black Watch is supported by the Northamptonshire Yeomanry who ably defend their infantry comrades from the German armour. They knockout several Tiger and Panzers IV tanks. This action, and excellent artillery support, brought the German offensive to a halt. This allowed the 1st Polish Armoured Division to pass though the positions to start the second phase of the op-

eration. The Poles ran into stiff oppositions and so returned to take up positions behind the 154 Brigade.

Following the 154 Brigade was the 152 Brigade who's task was to mop up the broken through German front line. This didn't prove as an easy task as first thought, rather they retreating because of the forces behind them many German units stayed to fight. The village of Tilly-la-Campagne prove a hard nut to crack. Initially the 2nd Seaforth was sent to take it, but after encountering stiff resistance they were reinforced with a company from the 5th Seaforth. It wasn't until a unit of tanks arrived from the 154 Brigade to the rear of the village that the defenders were captured and the village taken. The 5th Camerons advanced though wheat fields towards the village of Lorquichon, which they captured with light casualties. They then advanced through a wood to Poussy where they dug-in.

The 153 Brigade provided the last mop-up force of the operation. On 8 August they advanced mounted in Kangaroos to the Garcelles-Secqueville area where the dismounted and attacked Sequeville-la-Campagne. The 1st Gordons successfully took the village capturing 92 prisoners. The 5/7th Gordons attacked through the wood to the west Conteville, while the 5th Black Watch occupied the village of Soliers. By 9 August all the division's objectives had been taken. However the woods around St. Sylvain were still occupied by Germans and the 7th Argylls and 1st Black Watch were ordered to clear the area. They attacked at night after moving through the positions of the 7th Black Watch in the village, where they came under some machine-gun fire before they pushed into the woods. The were hit with several counterattacks which they ably fought off. They came under further pressure when the 1st Polish Armoured Division fail to fan out east and were pushed back by German counterattacks. The situation was finally eased when the 7th Black Watch relieved the 7th Argylls and the 5/7th Gordons were able to clear a ridge to the front left of the woods.

In the following week the advance continued with the 1st Gordons capturing Doux Marais and the chateau at St. Marie-aux-Anglais. To their left fought the 5/7th battalion through the St. Sylvain woods and they then combined with the 5th Black Watch to successfully cross the River Dives. On 14 August the 5th Black Watch attacked La Bû-sur-Rouvres, taking about 200 prisoners. During the fighting they were aided by some Canadian infantry and tanks that had become separated from their own division. They then moved on to Percy then and St. Pierre before crossing the Dives to join the 154 Brigade bridgehead across the river. They moved north to take up positions next to the 1st Gordons at Ecajeul.

On the night of 16-17 August the 1st Gordons attacked the village of St. Maclou catching the defenders completely by surprise taking the village and many prisoners. Because the Germans hadn't evacuated the civilians of St. Maclou this was the Highlanders first encounter since landing in Normandy of a welcoming by the liberated French people.



On 18 August the 5/7th Gordons attacked Grandchamp on the bank of the Vie River. They were joined by the 5th Black Watch for the operation to cross the river and create a bridgehead on the other side. The 5/7th Gordons would cross and allow the destroyed bridge to be repaired which the 5th Black Watch would then cross. The first part of the operation succeeds and a bridgehead is formed. The bridge was repaired under fire to a standard that allowed the 5th Black Watch to cross on foot during the night. They made for the high ground. During their advance their battalion HQ back behind the river was hit by artillery, most of the command and signallers were killed. Despite this the 5th Black Watch continued forward, the first two companies pushing forward with the second two companies following behind and crossing the repaired bridge in trucks. The leading companies fought their way on to a ridge on the horseshoe shape feature that was the objective by first light. The horseshoe's defence is established with the arrival of 1st Gordons on the 5th Black Watch's left. German counterattacks were repulsed during the day.

Lisieux was taken on 33 August by 5/7th Gordons against strong opposition. The fighting was intense with each street, square and house contested by the Germans and much hand-to-hand fighting was seen by the Highlanders. The 5th Black Watch relieved the 5/7th Gordons.

In the meantime the 1st Gordons took the village of La Forge Vallée on 21 August. By 23 August they had entered Lisieux where they were ordered to pass through and take the high ground beyond the town. They then moved to the southeast.

The 152 Brigade advanced on Lisieux from 14 August. The 5th Seaforth met resistance at Favières. After a struggle they took the positions at 21.00 hours on 15 August. They were finally able to continue their advance on to St. Pierre-sur-Dives the following day, which had already been taken by the 5th Camerons. The Brigade moved towards the River Vie. They came under attack by Allied aircraft during their advance. The 5th Seaforth crossed the river at St. Julien-le-Fauçon, and after much fighting against determined German resistance they reached Lisieux on 22 August. The 5th Camerons advanced from St. Pierre-sur-Dives to the crossing at St. Julien-le-Fauçon where they were supported by the East Riding Yeomanry. They crossed the Vie on 20 August and attacked south towards the main Lisieux road. By nightfall

they were digging in around St. Fressard-le-Chère. The next day they moved to St. Pierre-des-Ifs southwest of Lisieux where they stopped until 26 August. The 152 Brigade's third battalion, 2nd Seaforth Highlanders (also known at the 78th), advanced on the 5th Camerons left and by 28 August were positioned on some high ground overlooking Lisieux.

The 154 Brigade advanced from La Bû-sur-Rouvres, one battalion leading on foot with the other two following behind in transport. The 7th Black Watch led up to St. Pierre-sur-Dives and once across the river attacked the high ground at Le Godet supported by the 1st Squadron Northamptonshire Yeomanry. The initial attack in daylight was repelled with the loss of ten tanks. A night attack by the infantry was also fought off. The 7th Black Watch finally succeeded the following morning, though not without high casualties to the Scots. It was now the 7th Argylls turn to lead the advance and they pushed through the 7th Black Watch's positions and continued on. Their objective was the crossroads a mile short of St. Julien. As they approached they came under mortar fire, which burst among the trees causing several casualties. They pushed on and finally reach their objective, but only after having to cross open ground and taking more casualties. They were relieved by the 1st Black Watch whose target was St. Julien itself. They took the village against light resistance and remained there until 21 August when the lead of the advance once more fell to the 7th Black Watch. The 7th Black Watch advanced beyond the La Corne crossroads without casualties.

Some mopping up operations were conducted around Lisieux until 23 August, but the taking of the town brought to an end a long period of continuous fighting by the 51st Highland Division. They had fought for 17 days non-stop against a determined enemy during which the division had taken over 1600 prisoners.

AFTER TOTALISE

The division was still attached to the Canadian Corps during operations to take Le Harve and capture St. Valéry-en-Caux (site of the division's surrender in 1940). They were next involved in the Ardennes offensive in December 1944 to January 1944. They also took part in the Reichwald fighting in January and the Rhine Crossing in March.



51ST HIGHLAND DIVISION SPECIAL RULES



A Rifle Company of the 51st Highland Division follows the British special rules on pages 246 to 248 of the rulebook and has the following additional special rules.

CAUTIOUS NOT STUPID

While 51st Highland Division troops are reluctant that does not mean that they are not brave. They have simply been around the block a few times and they know war is going to continue for a while yet. If the rounds are flying heavy and fast, it may be better to pull back and fight again tomorrow. However, once the rounds stop then it's time to advance again.

A platoon from the 51st Highland Division that did not fail any Saves in the previous enemy Shooting Step, may re-roll any failed attempts to Rally Pinned Down platoons or Remount Bailed Out vehicles.

BAGPIPES

Some think the bagpipes are a terror weapon, designed to break the enemy's morale, but the Scots find them inspiring.

If the 2iC Command team is Destroyed by enemy shooting, the enemy rolls a die to destroy the 2iC Command team using the Warrior Infantry Team Casualties rule on page 106 of the rulebook. Instead of requiring a 4+ to destroy the 2iC Command team, the enemy player needs a roll of 5+ to destroy the team. If the enemy's roll is unsuccessful, the piper's music inspires the surviving team members to keep going and the team is returned to play immediately.

Any hits on the 2iC Command team do not count towards Pinning Down the platoon.



15th Scottish Division



FORMATION AND THE GREAT WAR

The 15th Scottish Division first found life in September 1914 as part of the K2 Army Group and consisted of a wide variety of Scots.

The civilian soldiers were enthusiastic and faced stiff training although they did have some problems adapting to military life. They were ready in July 1915 and saw action throughout the Great War, most notably the Battle of Loos where this young division was awarded 4 Victoria Crosses but suffered 6,435 casualties in 2 days of fighting. The division was disbanded in July 1919.

REFORMING AND TRAINING – “BANISHED TO NORTHUMBERLAND”

In April 1939 it was decided that the territorial army in the UK should be doubled so the 15th was formed as a duplicate of the 52nd (Lowland) Division. Most of the arms and equipment available at the time were being sent to front line units and the Scots suffered from poor resources during their initial training.

The fear of invasion was high after the evacuation of the BEF from Dunkirk, so the division was transferred to the south, where they stood ready to defend the coast.

Over the next few years the division would go through various changes of fortune. Their supply problems would be solved, only for them to be lost again when units were needed for North Africa. For 6 months they became a mixed division, containing armour and infantry but were reformed back to infantry only. During this time they trained in Northumberland where they took part in various exercises and had extensive training in preparation for the impending invasion of Europe.

THE FIRST BATTLE – OPERATION EPSOM

On the 24 June they returned to French soil under the command of Major-General MacMillan, who would lead them in some of the most bitter fighting of Normandy campaign.

Two days after landing the Division saw its first action as VIII Corps launched Operation Epsom, the drive south to the Odon and Orne rivers.

The attack was launched on the 28 June with heavy artillery support and the Scots would lead the way with the 43rd Wessex Division supporting and the 11th Armoured Division followed ready to exploit the river crossings once they were secure.

The German forces had not been idle either. Taking advantage of the poor weather they were able to move reinforcements to the front and were preparing to launch their own counterattack, unfortunately they were just too late and the Allied forces struck first.

With support from the Churchill tanks of the 31st Tank Brigade, they moved off in good order across the corn fields to what seemed to be a poorly defended front line. Panzergrenadiers emerged from underground bunkers which were not touched by the preparatory bombardment and engaged them at close range. The rest of the day was spent pushing through several fortified villages which had to be literally reduced to rubble before they could be taken.

At the end of their first day of battle they had lost almost 200 men but faced and stopped counterattacks from proven German divisions such as the *21. Panzer* and *12. SS-Panzer* divisions.



With the 43rd Wessex Division securing the villages the Scots set off next morning only to face more determined resistance.

By the afternoon the 227th Infantry Brigade had reached the Oden and forced a crossing for the armour and infantry who then advanced to the northern slopes of Hill 112.

The next 2 days were spent trying to expand the Scottish salient and looking for further places to cross the Oden. Lieutenant General O'Connor halted any further moves south until the current position was expanded and secure. Supported with tanks the Scots spent the next two days clearing the roads to the west.

By early evening of they were on the defensive as 9. SS-*Panzerdivision* launched a counterattack against the 44th Lowland Brigade, which was eventually driven off with support from the 4th Armoured Brigade and 91st Anti-tank regiment.

The next attack went in against the 46th Highland Brigade who gave some ground to the panzers but they regained it when the reserves and heavy Churchill tanks of the 31st Tank Brigade and 7th RTR (Royal Tank Regiment) were committed to the battle. South of the Oden another counterattack had hit the 2nd Argylls and greatly reduced the bridgehead, but in the end the Scots held on and the Germans withdrew.

Up until the 2 July the 15th Division set about securing the right hand side of the Scottish corridor in preparation for the expected counterattack. This never came and they were relieved by the 53rd Welsh Division and withdrawn from the front line. In 5 days of fighting they had advanced over five

miles into the enemy lines and then held this ground against units from veteran panzer divisions including the elite 12. SS-*Panzerdivision*. Quite a considerable feat for a fresh division in which most of the men hadn't been in battle before.

ONWARD – 3 RIVERS AND A CLUB ROUTE

For the rest of July they continued to see action in Normandy and expanded the Scottish Corridor before leading the attack out of it. By August they were on the heels of the axis forces as they retreated to the Seine which was crossed on the 28th. In September they were to take their part in Operation Market Garden as part of the formation advancing up the left side of the club route. Fighting there was intense and when the airborne operation failed the allies formed a more defensive line.

1945 opened with the breaching the Siegfried line and the advance into Germany where their River crossing training was put to good use.

The division was to provide the lead elements for both the Rhine and Elbe river crossings and were in fact the only British division to take part in all 3 of the major river crossings of the war.

On the coast of the Baltic the war ended for the 15th Scottish Division. They had suffered 11,772 casualties and over 1,300 men had received honours and awards. They were moved to Germany as part of the occupation forces before being disbanded in April 1946.



15TH SCOTTISH DIVISION SPECIAL RULES



A Rifle Company of the 15th Scottish Division follows the British special rules on pages 246 to 248 of the rulebook and has the following additional special rule.

If the 2iC Command team is Destroyed by enemy shooting, the enemy rolls a die to destroy the 2iC Command team using the Warrior Infantry Team Casualties rule on page 106 of the rulebook. Instead of requiring a 4+ to destroy the 2iC Command team, the enemy player needs a roll of 5+ to destroy

the team. If the enemy's roll is unsuccessful, the piper's music inspires the surviving team members to keep going and the team is returned to play immediately.

Any hits on the 2iC Command team do not count towards Pinning Down the platoon.





RIFLE COMPANY



(INFANTRY COMPANY)

HEADQUARTERS

COMPANY HQ



Rifle Company HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Company HQ must be either from the 51st Highland Division (marked ) or 15th Scottish Division (marked ). All other platoons with variants must be of the same type as your Company HQ. Your company can also be supported by unmarked platoons.

COMBAT PLATOONS

RIFLE PLATOON



Rifle Platoon

RIFLE PLATOON



Rifle Platoon

RIFLE PLATOON



Rifle Platoon

WEAPONS PLATOONS

ARTILLERY



Mortar Platoon

INFANTRY



Pioneer Platoon

ANTI-TANK



Anti-tank Platoon

RECONNAISSANCE



Carrier Platoon

BRIGADE SUPPORT PLATOONS

MACHINE-GUNS



Machine-gun Platoon

MACHINE-GUNS



Machine-gun Platoon

Heavy Mortar Platoon

TRANSPORT




Transport Platoon

DIVISIONAL SUPPORT PLATOONS


ARMoured



Armoured Platoon

 Tank Platoon

Crocodile Tank Platoon

 Breaching Group

ARMoured



Armoured Platoon

 Tank Platoon

Crocodile Tank Platoon

 Breaching Group

ANTI-TANK



Anti-tank Platoon,
Royal Artillery

INFANTRY



Rifle Platoon

RECONNAISSANCE



Recce Platoon

ARTILLERY



Field Battery,
Royal Artillery

ARTILLERY



Field Battery,
Royal Artillery

Medium Battery,
Royal Artillery



Light Anti-aircraft Platoon

AIRCRAFT



Air Support


AIRCRAFT




Air Observation Post



MOTIVATION AND SKILL

 The Highlanders are highly experienced troops having fought in France, Egypt, Libya, Tunisia and Sicily. However, the fighting in Normandy is vastly different. They take a cautious approach to their fighting in the close in terrain of the bocage. A 51st Highland Division Rifle Company is rated **Reluctant Veteran**.

 Though involved in the Battle for France with the BEF in 1940 many of the 15th Scottish Division's veterans were transferred to other division during the fighting in the desert in 1942-1943. However, new replacements have been training hard to take part in the Normandy campaign. A 15th Scottish Division Rifle Company is rated **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



51ST HIGHLAND
DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN





15TH SCOTTISH
DIVISION

HEADQUARTERS

RIFLE COMPANY HQ

HEADQUARTERS

 Company HQ 35 points

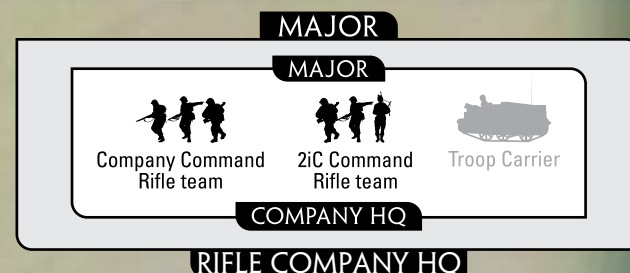
 Company HQ 35 points

OPTIONS

- Add Jeep or Troop Carrier for +5 points.

As the commander of a company of Scots you have at your command a group of fine young laddies that have always been considered among Britain's elite soldiers.

Rifle companies are not glamorous. Their job is unpleasant and deadly, but the riflemen can be counted on to do their



job, and do it well, no matter how much they complain about their lot.


Like their comrades from south of the border the Highlanders can call on all manner of supporting arms, from machine-guns and mortars to artillery and tanks.

COMBAT PLATOONS

RIFLE PLATOON

PLATOON

HQ Section with:

 3 Rifle Squads 140 points

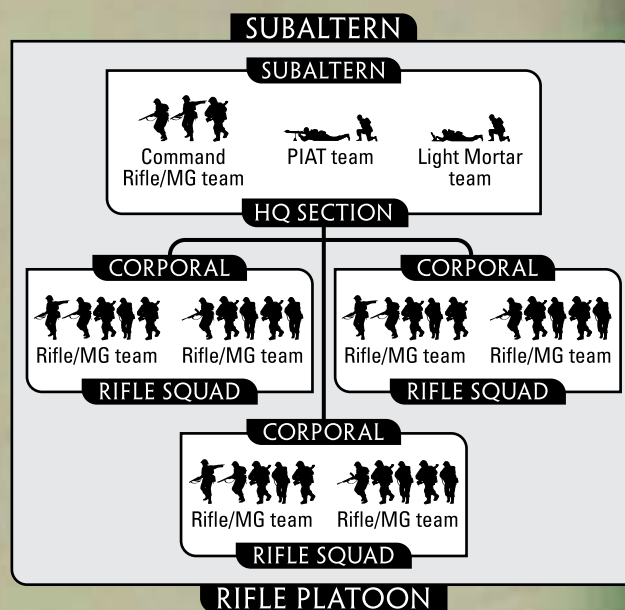
 2 Rifle Squads 110 points

 3 Rifle Squads 140 points

 2 Rifle Squads 110 points

Many Highlanders are veterans of the desert and Sicily and after many successful campaigns now apply their experience to the next great battle against the Germans. However, the fighting in Normandy will be a whole new kettle of fish and the some care must be taken at first.

One new trick is the PIAT anti-tank projector that has replaced the old Boys anti-tank rifle. This gives the highland riflemen a little more anti-tank punch to keep the Bosch Panzers at bay.





WEAPONS PLATOONS

MORTAR PLATOON

PLATOON

HQ Section with:

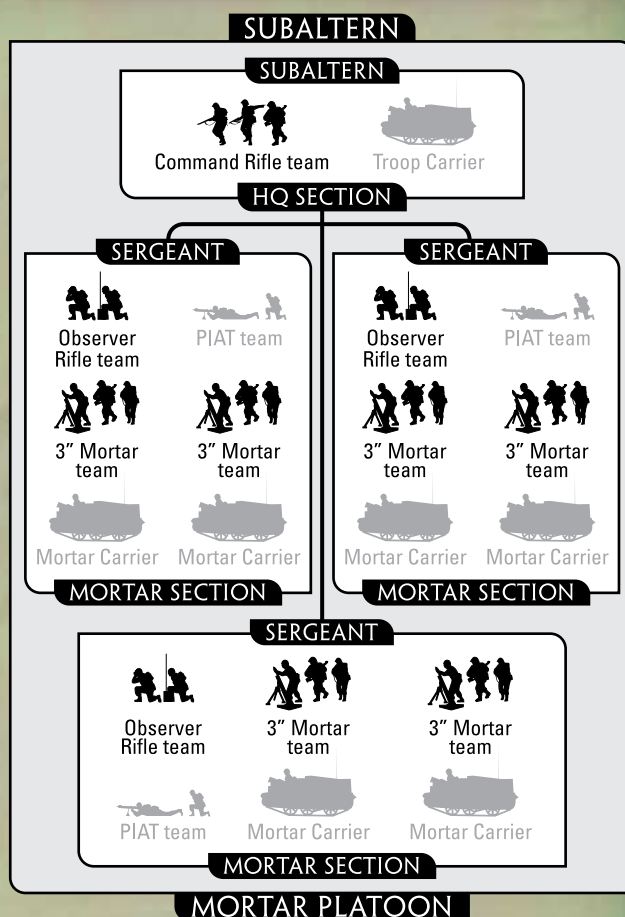
3 Mortar Sections	145 points
 2 Mortar Sections	100 points
1 Mortar Section	50 points

3 Mortar Sections	135 points
 2 Mortar Sections	90 points
1 Mortar Section	45 points

OPTIONS

- Add PIAT teams for +15 points per team.
- Add Troop and Mortar Carriers for +5 points for the platoon.


The new ML 3" Mark II mortar is a big improvement over the old Mark I used in the desert. Its increased range allows it to match the German weapons and cover a greater area. Added to the new mortar carriers, the mortar platoons are set to give the infantry immediate support, wherever and whenever needed.




ANTI-TANK PLATOON

PLATOON

HQ Section with:

3 Anti-tank Sections	155 points
 2 Anti-tank Sections	105 points
1 Anti-tank Section	55 points

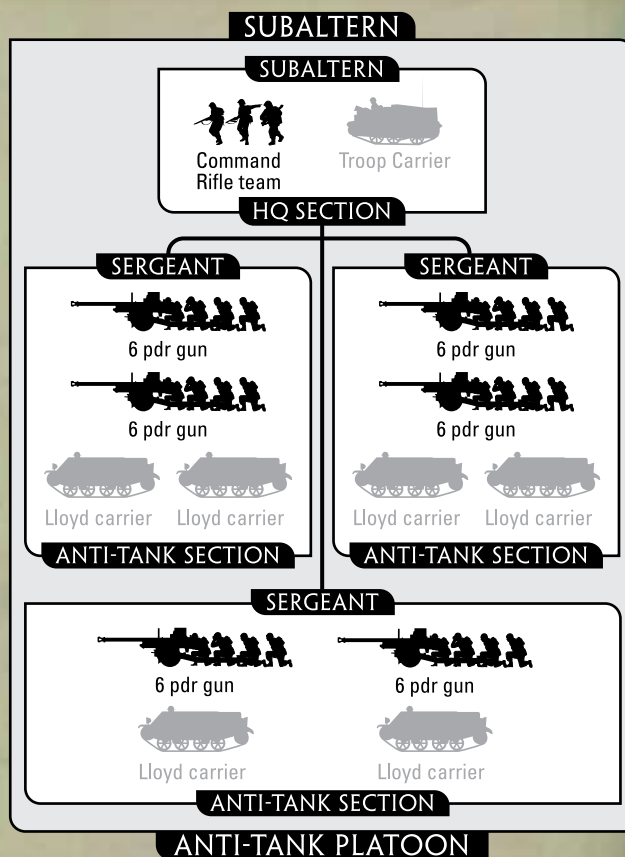
3 Anti-tank Sections	145 points
 2 Anti-tank Sections	105 points
1 Anti-tank Section	50 points

OPTION

- Add Troop and Lloyd Carriers for +5 points for the platoon.

Even in 1944, two years after its first battles in the Desert, the 6 pdr is still a potent anti-tank gun. It can take out most of Jerry's tanks. Only the Tiger and Panther cause it problems, and these fall prey to flank shots anyway.

The anti-tank gunners have the new tracked Lloyd Carrier to tow the gun into battle, giving it a cracking pace cross-country.



CARRIER PLATOON

PLATOON


4 Carrier Patrols	275 points
 3 Carrier Patrols	210 points
 2 Carrier Patrols	140 points

1 Carrier Patrol 75 points

- Replace all the Universal Carriers in up to two Carrier Patrols with Wasp Carriers for +25 points per patrol.

4 Carrier Patrols	265 points
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 3 Carrier Patrols	200 points
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 2 Carrier Patrols	135 points
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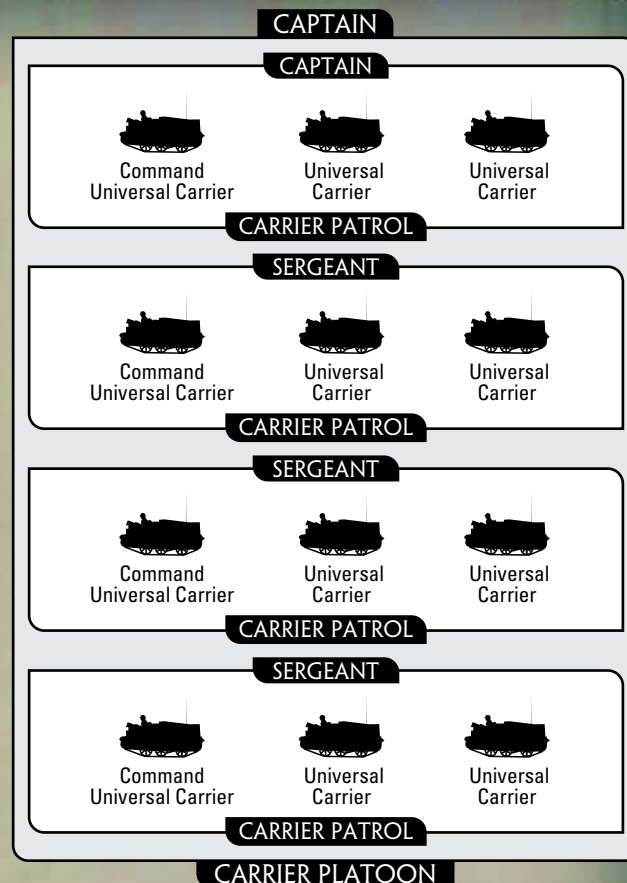
1 Carrier Patrol 70 points

OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or .50 cal MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG with a PIAT anti-tank projector per Carrier Patrol at no cost.

In the close terrain of southern and western Europe the scout patrols are proving vital.

Carrier Patrols operate as separate platoons, each with their own command team.



Carrier Patrols equipped with Universal Carriers are Reconnaissance Platoons.


Carrier Patrols equipped with Wasp Carriers are not Reconnaissance Platoons and may not launch assaults, nor may they Counterattack if assaulted.

PIONEER PLATOON

PLATOON

HQ Section with:

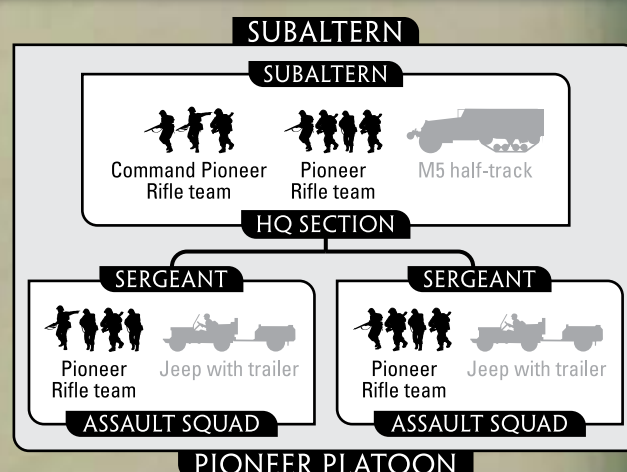
 2 Assault Squads	65 points
 1 Assault Squad	50 points

 2 Assault Squads	60 points
 1 Assault Squad	50 points

OPTION

- Add a M5 half-track and Jeeps with trailers for +5 points for the platoon.

A rifle battalion has its own platoon of pioneers of tradesmen and sappers. The pioneers receive additional training in the specialist areas of field fortifications and obstacles. They have proven their worth time and time again in Normandy and Italy, clearing the way for infantry assaults against the German's defences.



You may replace up to one Pioneer Rifle team with a Flame-thrower team at the start of the game before deployment.







SUPPORT PLATOONS

MACHINE-GUN PLATOON

PLATOON

HQ Section with:

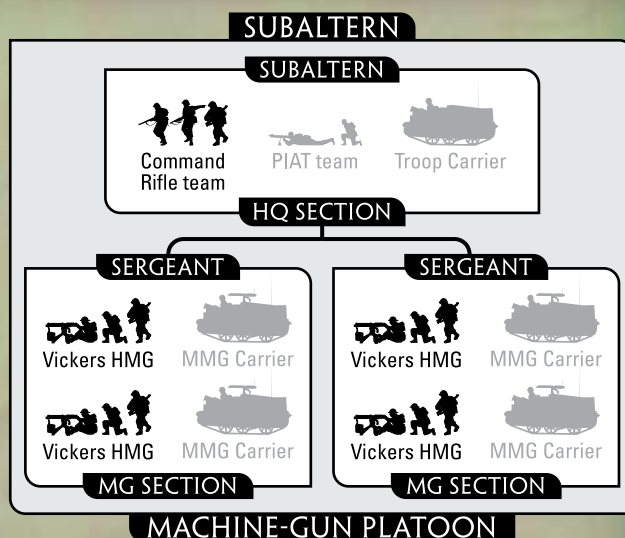
	2 Machine-gun Sections	115 points
	1 Machine-gun Section	60 points

	2 Machine-gun Sections	110 points
	1 Machine-gun Section	55 points

OPTION

- Add PIAT team for +15 points.
- Add Troop and MMG Carriers for +15 points per Machine-gun Section.

Despite being southern nancies the The Middlesex Regiment boys provided excellent service to the Scots.



HEAVY MORTAR PLATOON

PLATOON

HQ Section with:

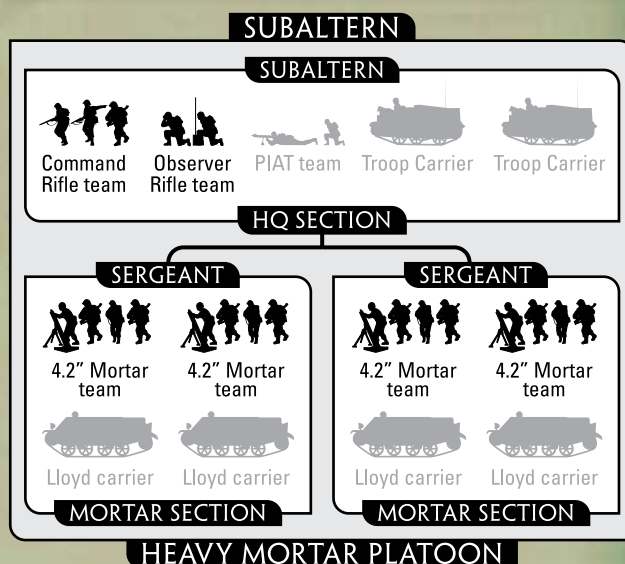
	2 Mortar Sections	125 points
	1 Mortar Section	65 points

	2 Mortar Sections	120 points
	1 Mortar Section	60 points

OPTIONS

- Add PIAT team for +15 points.
- Add Troop and Lloyd Carriers at +5 points for the platoon.





The lads from Middlesex also provide the heavy firepower of the 4.2" mortars. The mortars perform sterling work knocking out machine-gun nests on the flanks of the attack.







TRANSPORT PLATOON

PLATOON

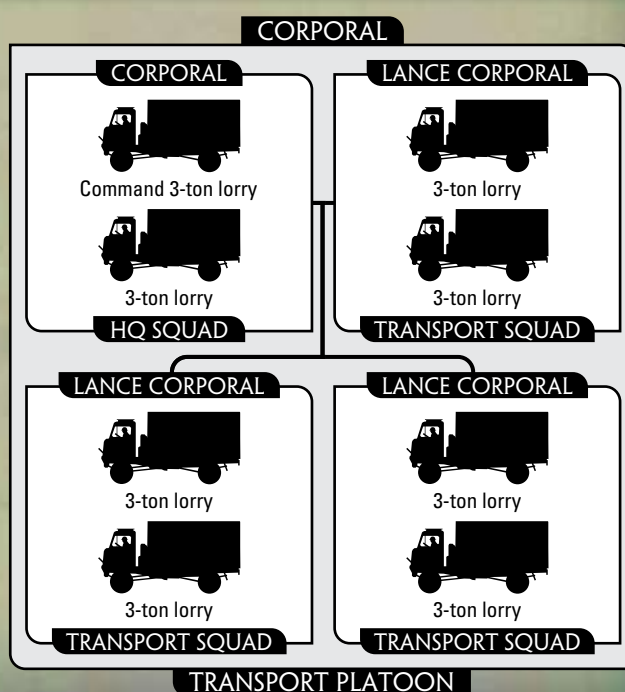
HQ Squad with:

	3 Transport Squads	25 points
	2 Transport Squads	20 points
	1 Transport Squad	15 points
	No Transport Squad	10 points

	3 Transport Squads	25 points
	2 Transport Squads	20 points
	1 Transport Squad	15 points
	No Transport Squad	10 points

The lorries of the Royal Army Service Corps (RASC) are used to move the riflemen forward in mobile operations.

A Transport Platoon follows the rules for Transport Platoons in the rulebook.





DIVISIONAL SUPPORT



MOTIVATION AND SKILL



The Highlanders are highly experienced troops having fought in France, Egypt, Libya, Tunisia and Sicily. However, the fighting in Normandy is vastly different. They take a cautious approach to their fighting in the close-in terrain of the bocage. Support platoons for a 51st Highland Division Rifle Company are rated **Reluctant Veteran** unless noted otherwise.



Though involved in the Battle for France with the BEF in 1941 many of the 15th Scottish Division's veterans were transferred to other division during the fighting in the desert in 1942-1943. However, new replacements have been training hard to take part in the Normandy campaign. Support platoons for a 15th Scottish Division Rifle Company are rated **Confident Trained** unless noted otherwise.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



51ST HIGHLAND
DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



15TH SCOTTISH
DIVISION

ARMoured PLATOON

PLATOON

4th Armoured Brigade Armoured Platoon:

3 Sherman II 260 points

- Add Firefly VC tank for +105 points.

33rd Armoured Brigade Armoured Platoon

3 Sherman I 200 points

- Add Firefly VC tank for +80 points.

OPTION

- Arm any or all Sherman I or II and Firefly VC tanks with a .50 cal AA MG for +5 points per tank.

During the Normandy campaign the 51st Highland Division received support from both the 4th and 33rd Armoured Brigades. During Operation Epsom the 15th Scottish Division received armoured support from the 4th Armoured Brigade.

MOTIVATION AND SKILL

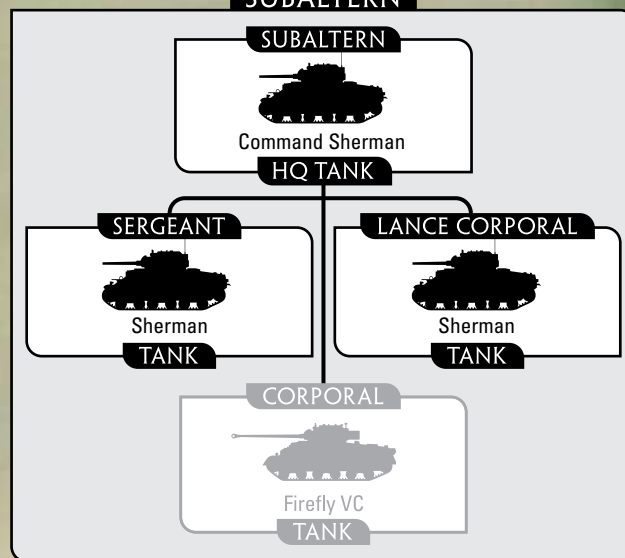
A 4th Armoured Brigade Armoured Platoon is rated **Confident Veteran**.

CONFIDENT	VETERAN
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A 33rd Armoured Brigade Armoured Platoon is rated **Confident Trained**.

CONFIDENT	TRAINED
-----------	---------

SUBALTERN



ARMoured PLATOON

Because they are not part of the 51st Highland Division supporting Armoured Platoons do not use **Cautious, Not Stupid** special rule.

TANK PLATOON

PLATOON



3 Churchill III or IV

215 points

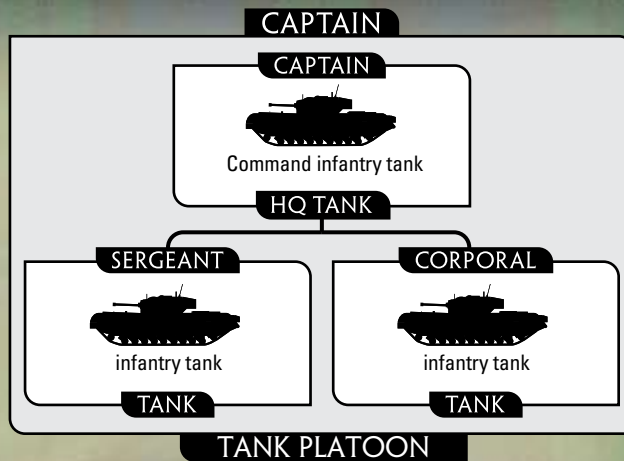
OPTIONS

- Replace any or all tanks with Churchill VI tanks for +15 points per tank.
- Upgrade any or all tanks with applique armour increasing the Front armour rating to 9 for +10 points per tank.
- Replace Command Churchill III or IV tank with a Command Churchill VII tank for +60 points.
- Upgrade Tank Platoon to Guards for +10 points for the platoon.

The Churchill tanks of the 31st Tank Brigade supported the 15th Scottish Division during Operation Epsom facing troops from the 21. Panzer and 12. SS-Panzer divisions in the fighting around Hill 112. Later in during the operation the 46th Highland Brigade had support from additional Churchill tanks from the 7th Royal Tank Regiment.

The 15th Scottish Division was supported by the 6th Guards Tank Brigade's Churchill tanks during the fighting for Caumont on 30 July 1944.

If you upgrade any Tank Platoons to become Guards all Tank Platoons in your force must be upgraded to Guards.



MOTIVATION AND SKILL

*Tank Platoons are rated as **Confident Trained**.*

CONFIDENT

TRAINED

Guards Tank Platoons from the 6th Guards Tank Brigade use the following special rule in addition to other British special rules.

UNFLAPPABLE

When all around them are in a 'flap', the Guards will still be following orders immaculately.

Guard platoons fight to the last and may re-roll any failed Platoon Morale Checks.

CROCODILE TANK PLATOON

PLATOON



3 Churchill Crocodile

400 points

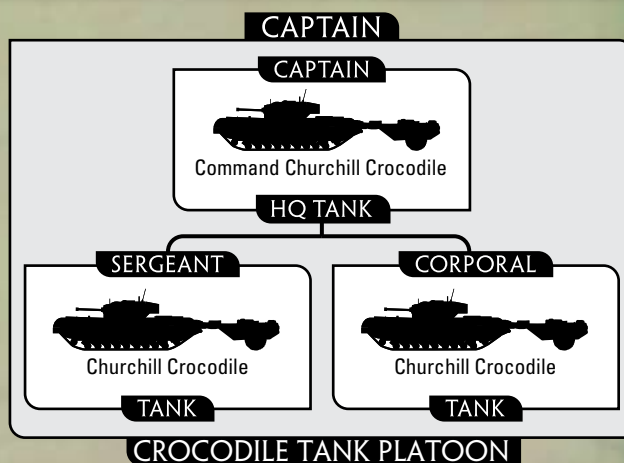
During the 51st Highland Division's operations on the Orne river, on the eastern flank of the Allied beachhead, they were supported by Churchill Crocodile flame-tanks. These provided ideal support for clearing our German prepared positions, bunkers and fortified buildings.

For the capture of Le Havre in September 1944 the 51st Highland Division, along with the 49th West Riding Division, were assigned to take the city and received support from the Crocodile flame-tanks of the 141st Regiment (The Buffs), Royal Armoured Corps.

The 6th Royal Scots Fusiliers were supported by Churchill Crocodile flame-thrower tanks while clearing out some of the villages near the River Oden.

FUEL TRAILER

Churchill Crocodile tanks are not affected by the Fuel Tanks rule like normal tank flame-throwers. In addition, Tank Platoons equipped with Churchill Crocodile tanks may not launch assaults nor may they Counterattack if assaulted.



MOTIVATION AND SKILL

*Crocodile Tank Platoons are rated as **Confident Trained**.*

CONFIDENT

TRAINED

*Because they are not part of the 51st Highland Division supporting Tank Platoons do not use **Cautious, Not Stupid** special rule.*



ANTI-TANK PLATOON, ROYAL ARTILLERY

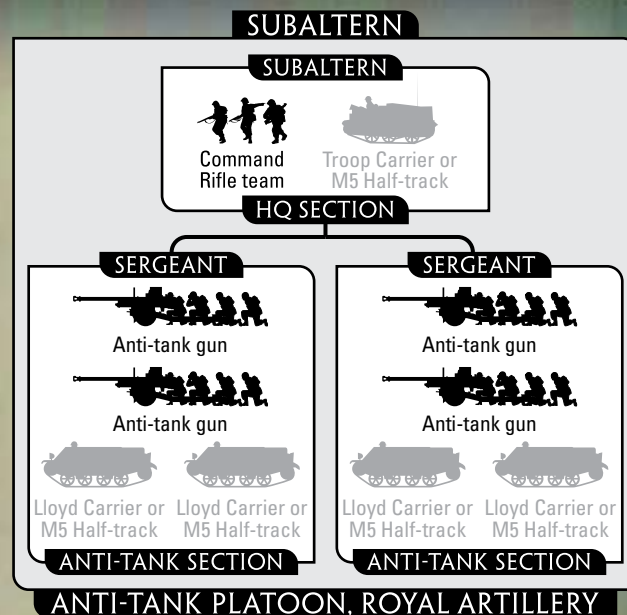
PLATOON

HQ Section with:

4 6 pdr gun	105 points
2 6 pdr gun	55 points
4 17 pdr gun	180 points
2 17 pdr gun	90 points
4 6 pdr gun	105 points
2 6 pdr gun	55 points
4 17 pdr gun	175 points
2 17 pdr gun	85 points

OPTIONS

- Add Troop and Lloyd Carriers to 6 pdr gun platoon for +5 points.
- Add M5 half-tracks to 17 pdr gun platoon for +5 points.



The infantry have their own anti-tank guns, but the Royal Artillery backs them up with more and bigger guns when needed. They have a mix of light, easily hidden 6 pdr guns backed up with heavy 17 pdr guns for the big Jerry tanks.

RECCE PLATOON

PLATOON

Recce Platoon with Daimler I 150 points

- Add Scout Patrols for +75 points per patrol.

Recce Platoon with Humber IV 145 points

- Add Scout Patrols for +70 points per patrol.

OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or 0.5" MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG per Patrol with a Boys anti-tank rifle or PIAT anti-tank projector at no cost.

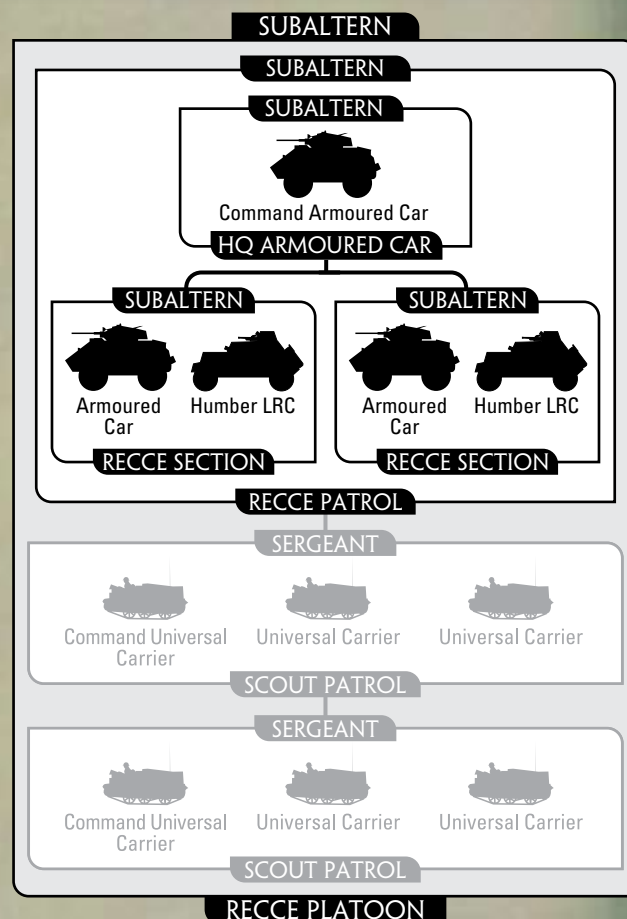
2nd Derbyshire Yeomanry RAC provide recce support to the 51st Highland Division. They lead the way, scouting ahead and locating the enemy's weaknesses and strengths. They were unusual in that they had Daimler I armoured cars rather than Humber IV armoured cars like most other regiments.

The 15th Recce Regiment, RAC supporting the 15th Scottish Division were armed with Humber IV armoured cars.

Both divisions' armoured cars were accompanied by Humber LRCs and recce universal carriers.

RECONNAISSANCE

The Recce Patrol and Scout Patrols of a Recce Platoon are Reconnaissance Platoons.





The Recce Patrol and Scout Patrols operate as separate platoons, each with their own Command team.





LIGHT ANTI-AIRCRAFT PLATOON

PLATOON

HQ Section with:

 **2 Gun Sections** **140 points**
 **1 Gun Section** **75 points**

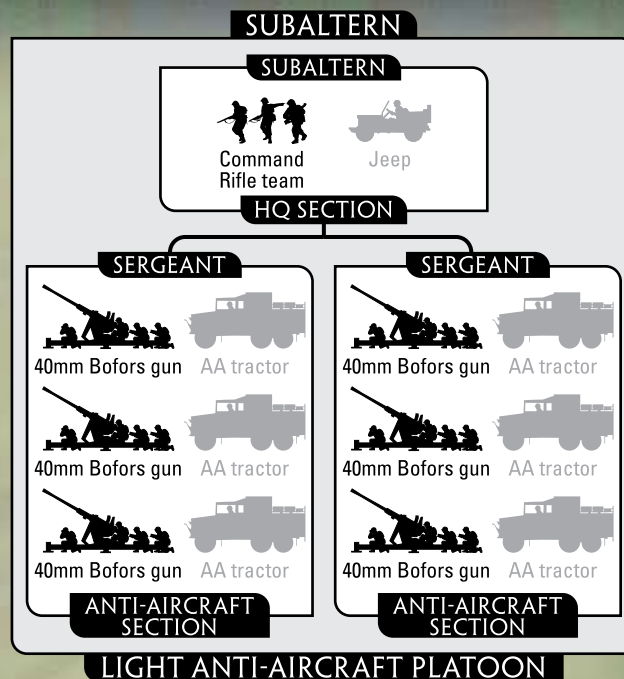
 **2 Gun Sections** **135 points**
 **1 Gun Section** **70 points**

OPTION

- Add Jeep and AA Tractors at +5 points for the platoon.

The Royal Air Force and the US Army Air Force now dominate the sky, but on occasion the odd daring Hun penetrates the screen and attacks the troops on the ground. Fortunately the divisional light anti-aircraft regiment is there to protect both the front and rear troops from air attacks.


The 40mm Bofors guns put up an impenetrable wall of automatic fire that even the most determined Jerry pilot finds difficult to breach.




AIRCRAFT


PRIORITY AIR SUPPORT

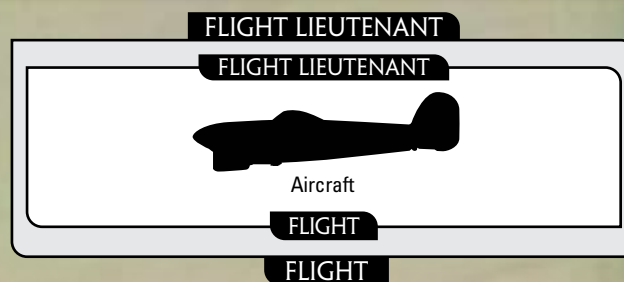
 Typhoon **220 points**

 Typhoon **220 points**

LIMITED AIR SUPPORT


 Typhoon **170 points**

 Typhoon **170 points**

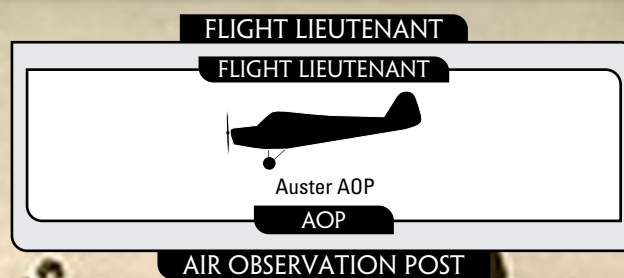


AIR OBSERVATION POST

AOP

 Auster AOP **25 points**

Air Observation Posts follow the rules for Air Observation Posts on page 139 of the rulebook.




FIELD BATTERY, ROYAL ARTILLERY

PLATOON


HQ Troop with:


Two Gun Troops with a total of:


 8 OQF 25 pdr guns 260 points


 8 OQF 25 pdr guns 240 points

One Gun Troop with a total of:

 4 OQF 25 pdr guns 150 points

 2 OQF 25 pdr guns 85 points

 4 OQF 25 pdr guns 145 points

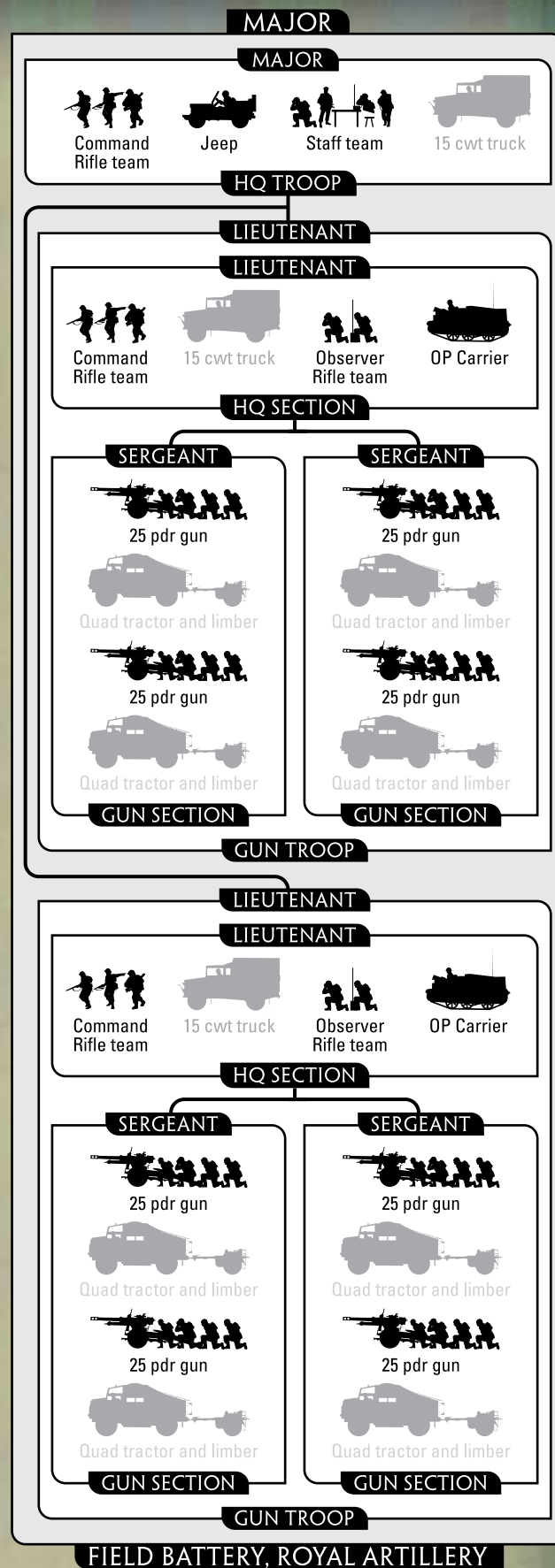
 2 OQF 25 pdr guns 85 points

OPTION

- Add 15 cwt trucks and Quad tractors for +5 points per Gun Troop.

Although a Field Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.

The highly trained men of the Royal Artillery always ensure a devastating barrage is just a field telephone call away. With eight guns at their disposal, and further batteries from the division ready to support, any enemy troops caught under the gaze of a forward observer better start digging. Though once the barrage lifts the highlanders won't be far behind!





MEDIUM BATTERY, ROYAL ARTILLERY

PLATOON

HQ Troop with:

Two Gun Troops with a total of:


 8 BL 5.5" gun 415 points

 8 BL 5.5" gun 415 points

One Gun Troop with a total of:

 4 BL 5.5" gun 240 points

 2 BL 5.5" gun 130 points

 4 BL 5.5" gun 240 points

 2 BL 5.5" gun 130 points

OPTION

- Add Jeep, 15 cwt trucks and Matador tractors for +5 points per Gun Troop.

You may not field a Medium Battery, Royal Artillery unless you are also fielding a Field Battery, Royal Artillery with at least as many guns.

Although a Medium Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.

Medium Batteries, Royal Artillery may not be placed from Ambush within 16"/40cm of enemy teams.

The AGRAs (Army Group, Royal Artillery) were brigade-sized artillery formations assigned to the different Corps in the British sector of Normandy. The 4th AGRA supported the units of I Corps, the II (Canadian) Corps has the services of the 2nd (Canadian) AGRA, the 3rd AGRA supported the troops of the XIII Corps, 5th AGRA supported the XXX Corps, and the 8th AGRA was attached to the VIII Corps.

The mainstay of the medium regiments is the BL 5.5" gun-howitzer. This superb weapon fires a 100lb/45kg shell and can reach targets over 9 miles (nearly 15km) away and adds considerable punch to British artillery capabilities.

MOTIVATION AND SKILL

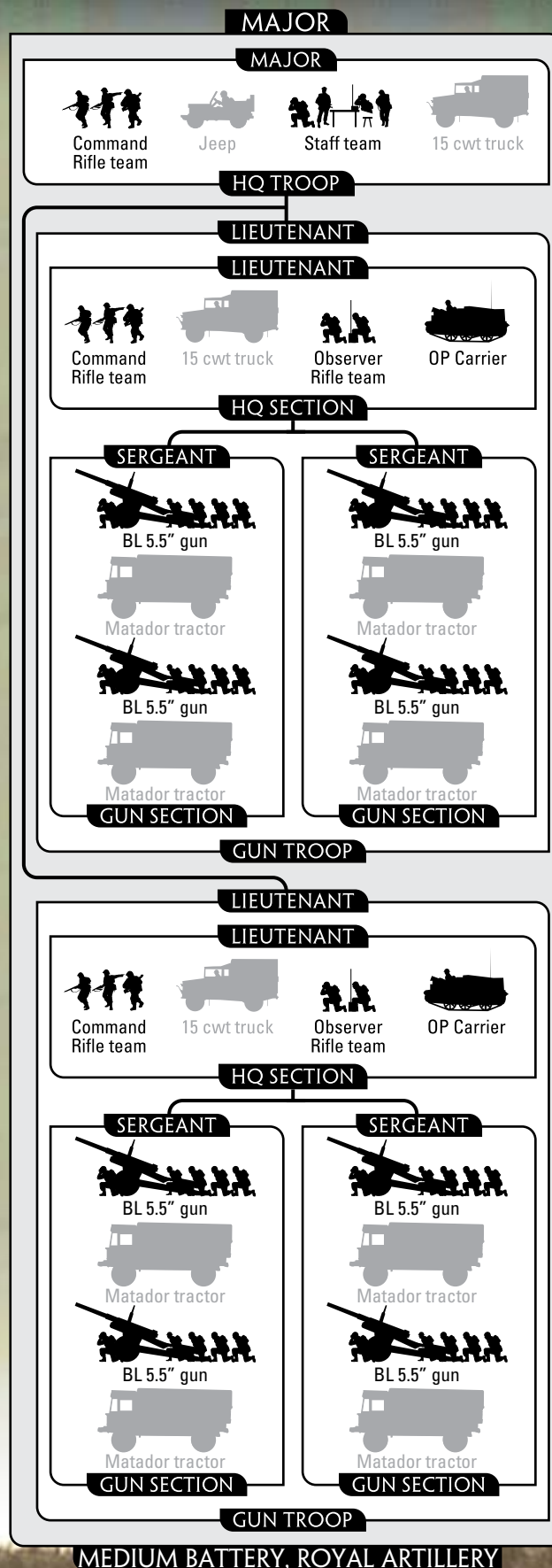
A Medium Battery, Royal Artillery is rated as

Confident Trained.

CONFIDENT

TRAINED

*Because they are not part of the 51st Highland Division supporting Medium Batteries, Royal Artillery do not use **Cautious, Not Stupid** special rule.*



79TH ARMoured DIVISION

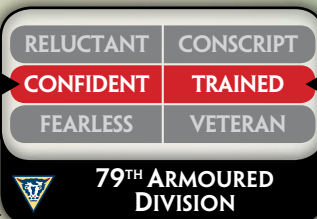
HOBART'S FUNNIES VERSUS HITLER'S ATLANTIC WALL

After the failure of the Dieppe landings in 1942, the British Army developed a range of assault engineering vehicles to help them get ashore and stay there. Major General 'Hobo' Hobart (one of the British Army's experts on tank warfare between the wars) raised the 79th Armoured Division to develop and use these devices. By D-Day the division had created a full selection of specialised assault engineering vehicles known as Hobart's Funnies.

The division had three brigades, one of assault engineers, one of mine-clearing flails, and one of the experimental, but never used CDL searchlight tanks. The 1st Assault Brigade, Royal Engineers contained three assault regiments, 5th, 6th, and 42nd, equipped with the AVRE engineering tank. 30th Ar-

moured Brigade had three flail regiments, 22nd Dragoons, 2nd Lothians and Border Horse Yeomanry, and 2nd County of London Yeomanry (Westminster Dragoons), equipped with the Sherman Crab flail tank. Elements of both of these brigades landed on D-Day and continued to operate wherever they were needed for the remainder of the campaign in Normandy.

*The 79th Armoured Division has trained hard with its new equipment but now it's time to put that to the test on the beaches of Normandy. A Breaching Group is rated **Confident Trained**.*



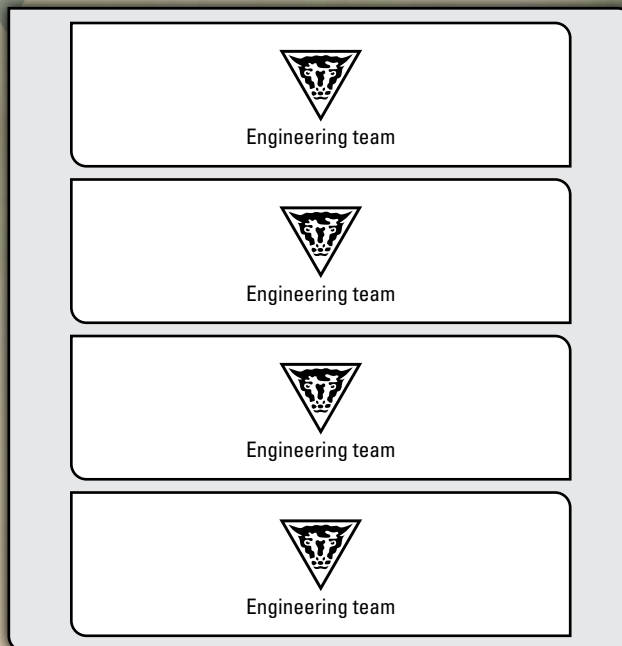
BREACHING GROUP

PLATOON

4 Engineering teams	280 points
3 Engineering teams	210 points
2 Engineering teams	140 points
1 Engineering teams	70 points

Whether you are assaulting the Atlantic Wall or reducing German strongpoints further inland, your best tool for the job is a breaching team with its powerful specialist engineering equipment.

Just as you choose the right golf club for a specific shot, choose the right engineering platoon to demolish whatever is in the way of your assault. That could be an AVRE platoon to wipe out a bunker, a flail to sweep away enemy mines, pioneers to clear barriers, or armoured personnel carriers to safely deliver your troops to their objective. Or your group can be any combination of those things—you've got whatever you need to get the job done!



BREACHING GROUP

ASSEMBLING YOUR BREACHING GROUP

A Breaching Group is unusual in that its composition can change from game to game. A Breaching Group may contain multiple platoons and they do not all have to be equipped the same. These include:

- AVRE Sections,
- a Field Platoon, Royal Engineers,
- a Sherman Crab Platoon, and
- Armoured Personnel Carrier Sections.

The Breaching Group is made up of Engineering teams. There is no actual team called an Engineering team. Instead before each game these are exchanged for engineering platoons listed below.

AVRE Sections, Sherman Crab Platoons, and Field Platoons, Royal Engineers operate as separate platoons, each with their own command team.

You must choose the composition of your Breaching Group for each game before deployment begins.

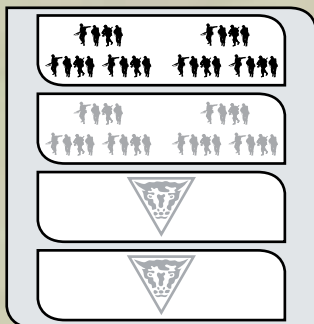
ENGINEERING PLATOONS

FIELD PLATOON, ROYAL ENGINEERS

Exchange an Engineering team for six Pioneer Rifle teams. You may exchange up to two Engineering teams for Pioneer Rifle teams.

Add an additional Command Pioneer Rifle team and group all Pioneer Rifle teams together to form a single Field Platoon, Royal Engineers.

Your force may contain up to one Field Platoon, Royal Engineers. A Field Platoon, Royal Engineers uses the special rules found on page 23.



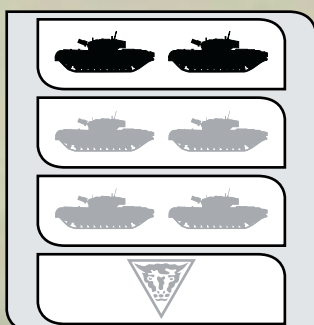
PIONEER SUPPLY TRUCK

At the beginning of the game before deployment you may replace three Pioneer Rifle teams with a Pioneer Supply Truck.

AVRE SECTIONS

Exchange one Engineering team for two AVRE assault tanks to form an AVRE Section. Nominate one AVRE assault tank to become the section Command team.

Your force may contain up to three AVRE Sections. AVRE Sections use the AVRE special rules found on page 24.

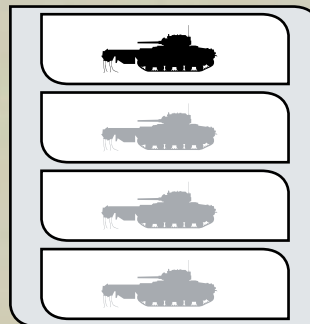


SHERMAN CRAB PLATOON

Exchange one Engineering team for a Sherman Crab flail tank. You may exchange up to four Engineering teams for Sherman Crab flail tanks.

Group all Sherman Crab flail tanks together to form a single Sherman Crab Platoon. Nominate one Sherman Crab flail tank to become the Platoon Command tank.

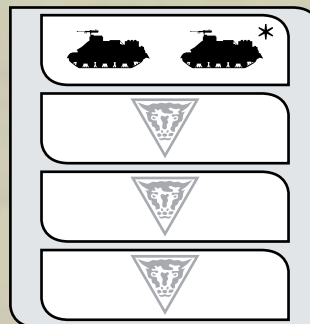
Your force may contain up to one Sherman Crab Platoon. Sherman Crab Platoons use the special rules found on page 23.



ARMoured PERSONNEL CARRIER SECTIONS

Exchange one Engineering team to add two Defrocked Priest Armoured Personnel Carriers (APC) to each Rifle Platoon in your company (including Rifle Platoons taken as support). These APCs are part of the Rifle Platoon for all purposes. Your Company HQ travels in any of the platoons' vehicles.

Armoured Personnel Carrier Sections use the Armoured Personnel Carriers special rules found on page 25.



*One Engineering team gives you two Defrocked Priests for each of your Rifle Platoons.



BREACHING GROUP SPECIAL RULES

DEPLOYMENT

The platoons of a Breaching Group operate as separate platoons.

BREACHING FORCE

Breaching teams always lead every attack with the infantry, storming straight into the jaws of the enemy fortifications.

A force that includes a Breaching Group Always Attacks.

JOB DONE!

When the engineers had completed their task clearing the way they were sent to the rear and the attack pressed on.

At the beginning of the game before deployment, you may exchange all four Engineering teams of the Breaching Group as follows:

Armoured Platoon: Exchange all four Engineering teams for an Armoured Platoon with three Sherman I or II tanks and one Firefly VC tank (see page 15). This Armoured Platoon is rated **Confident Trained**.

FIELD PLATOON, ROYAL ENGINEERS SPECIAL RULES

The Germans have created massive defensive works across the coast of France to stop the Allies getting off the beaches. The sappers of the Royal Engineers are critical to the success of the invasion.

The engineers lay and clear minefields and other obstacles, and construct and repair bridges. Because their role is so crucial to maintaining the advance, scrapping with the Jerries is viewed very dimly. There can be no doubt as to their bravery when doing their job, but fighting as infantry is a waste of these highly-trained specialist troops.

Of course, there is always a need for assault engineering, and the battalion pioneer platoons aren't always enough for the task. That's where the 'Funnies' of the 79th Armoured Division come in.

A Field Platoon, Royal Engineers use all of the rules for pioneers found in the *Flames Of War* rulebook.

SPECIALIST TROOPS

The sappers of the Royal Engineers are far too essential to the Allied advance to waste in combat. If they find themselves in close-quarters with the enemy, they are ordered to disengage as soon as possible!

Field Platoons, Royal Engineers may not launch assaults, nor may they counterattack if assaulted. Field Platoons, Royal Engineers will always attempt to Break Off at the earliest opportunity.

SHERMAN CRAB FLAIL SPECIAL RULES

One of the unique piece of specialist equipment that the 79th Armoured Division fields is the Sherman Crab flail tank. Its rotating flail detonates mines as the vehicle passes through a minefield, clearing a path for following vehicles. While perfect in theory, not every mine was destroyed and numerous flail tanks were lost in the process. Despite this, they remained the most effective way of clearing minefields under fire.

ENGINEERING EQUIPMENT

The Germans have gone mad practically seeding all of Normandy with mines! As such, it is important that we keep each and every flail tank focused on their job at hand to make sure our tanks are pressing on.

Sherman Crab platoons may not launch assaults.

MINE FLAIL

Sherman Crab Platoons use the rules for Mine Flails found on page 226 of the rulebook.



ARMoured VEHICLES ROYAL ENGINEERS

The AVRE (Armoured Vehicle Royal Engineers, plural AVsRE and pronounced av-ree, rhyming with 'cav see') is a Churchill infantry tank modified for engineering work. The main gun has been replaced with a Petard spigot mortar firing a 40-pound (18 kg) demolition charge. These 'Flying Dustbins' are capable of destroying any fortification at up to 80 metres range. In addition each AVRE carries a demolition expert and 26 demolition charges for use by the crew of fully-trained assault engineers. The vehicle itself is fitted for assault engineering tasks as well, being able to carry fascines to fill ditches, bridges for larger obstacles, and a variety of other specialist equipment.

AVsRE are formed into platoons of six tanks, with one platoon being allocated to each assault battalion for use as

needed. The platoons typically operate as individual sections of two tanks with each section assigned to a specific task as part of the plan to breach the enemy defences.

The AVRE has two quite distinct roles depending on the nature of the defences. When facing bunkers and pillboxes, some of the AVsRE are normally detailed to knock them out with their Petard demolition mortars. When faced with anti-tank ditches, or even steep-sided streams, one or more AVsRE will be equipped with a Fascine to fill it or a bridge to span it.

No matter what the situation, when facing a prepared defensive position an AVRE or two is always worthwhile.

AVRE SPECIAL RULES

PIONEERS

The crew of an AVRE are fully-trained assault engineers. They can dismount and conduct engineering tasks such as mine clearing on foot if necessary.

At the start of the turn you may elect to operate an AVRE crew dismounted. If you do this, the AVRE cannot move, shoot, or assault, but can undertake engineering tasks (see pages 225 to 227 of the rulebook) as if it was an Infantry Pioneer team. Until the start of your next turn, the enemy may elect to count the AVRE as an Infantry team for any Saves it must take from shooting or assaults. Place a spare pioneer or rifle team beside the AVRE as a marker to indicate that it is operating dismounted.

FASCINE AND SBG BRIDGE

AVsRE are often fitted to carry fascines or SBG bridges. The fascine, a bundle of saplings used to fill a ditch, is carried on a frame on the front of the tank. When the tank reaches the ditch, it drops the fascine, and then resumes its demolition duties.

The SBG (Small Box Girder) bridge is a standard British light bridge 34' (10 metres) long. An SBG bridge is carried on the front of the tank and lowered across streams and ditches or against seawalls and embankments to create a crossing.

At the start of the game after fortifications (if any) are placed, but before deployment, you may elect to mount a fascine or SBG bridge on any or all of your AVsRE. An AVRE that has a fascine or SBG bridge mounted cannot shoot. In addition an AVRE that has an SBG bridge mounted is Overloaded rather than Wide-tracked.

Fascines and SBG bridges are Assault bridges (see page 226 of the rulebook). Fascines may only be used to bridge ditches and craters. SBG bridges can be used to bridge these as well as streams and other gaps and to create a ramp for crossing an anti-tank wall, a sea wall, or a bank up to 1 1/2"/4cm high.

An AVRE may abandon its fascine or SBG bridge instead of shooting. Remove the fascine or bridge from play.

ENGINEERING EQUIPMENT

While it was an AVRE's job to knock out enemy strong points, they were not to directly assault the enemy as that was the rifleman's job!

AVRE Sections may not launch assaults.

AVRE DEMOLITION MORTAR

The AVRE is equipped with a Petard spigot mortar. This strange weapon fires a 290mm bomb popularly known as a 'Flying Dustbin'. Unusually, the breech opens outside the tank above the assistant driver's hatch. They slide the hatch back and load the weapon as it sits above them.

TOP ARMOUR

The Petard is a weapon that relies entirely on explosive effect. If the Petard ever fired at a tank, its armour would be almost irrelevant. The blast is likely to blow off tracks and cause other damage without penetrating the armour.

Any Armoured vehicle hit by a Petard mortar uses its Top armour rating for its Armour Saves.

ANTI-TANK OBSTACLES

In addition, the Petard mortar on an AVRE can demolish just about any form of anti-tank barrier.

Instead of shooting, an AVRE may gap anti-tank walls and dragon's teeth. These are both forms of Anti-tank Obstacle (see page 231 of the rulebook).

The AVRE must start the turn within 4"/10cm and Line of Sight of the obstacle. In the Shooting Step the AVRE fires at the obstacle. Roll a Skill Test.

If the test is successful, the Anti-tank Obstacle is removed and the area becomes Difficult Going, otherwise, the obstacle remains intact.



ARMoured PERSONNEL CARRIER SECTIONS

By the end of July 1944 the US Army had a shortage of 105mm ammunition and requested the British and Canadians to cease using their Priest self-propelled guns. Lieutenant General Simonds of II (Canadian) Corps was planning Operation Totalize and needed a way to move his infantry forward under fire, so a workshop was set up near Bayeux to remove the guns and ammunition bins from 76 Priests. They then covered the openings with plating from wrecked landing craft with the space between filled with sand to convert them to armoured personnel carriers (APCs).

'Kangaroo Squadron' was formed from the Eglin Regiment to man these 'De-frocked Priests' or 'Holy Rollers' as they were known. Their use in the operation was the first time heavily armoured carriers had been used to carry infantry into battle. A rifle company is assigned a section of six APCs to carry the rifle platoons and company command forward to the debussing point, safe from enemy artillery and machine-guns. Once the infantry dismount, the 'Kangaroos' retire from the combat zone to pick up the next wave of troops, leaving the infantry and tanks to storm the objective.

ARMoured PERSONNEL CARRIER SPECIAL RULES

DEPLOYING APCs

The Defrocked Priest APCs of Kangaroo Squadron are held in reserve until needed for a major attack on a heavily defended position. Then they are brought forward and married up with their infantry in the days before the attack.

If you equip your Rifle Platoons in you Rifle Company with Armoured Personnel Carriers, your force becomes a Mechanised Company. You may still conduct Night Attacks with APCs.

ENGINEERING EQUIPMENT

APCs are far too valuable to lose in close combat fighting and were under orders not to engage the enemy at close quarters if at all possible.

Defrocked Priests may not launch assaults.

APCs AND PASSENGERS

The battle plan calls for the Defrocked Priest APCs to carry their passengers safely forward to their jump off point, then retire out of harm's way. They are far too lightly armoured to remain in the battle zone any longer than necessary.

Defrocked Priest APCs are Armoured Transport teams.

MORALE CHECKS

The APC troop is a small unit, with less than a dozen crew in its six APCs. They operate as a group despite their physical separation, fighting on or retiring together.

As Transport teams Defrocked Priest APCs are ignored in Platoon Morale Checks.





ARSENAL



TANK TEAMS

Name	Mobility	Front	Armour	Top	Equipment and Notes
Weapon	Range	ROF	Side Anti-tank	Firepower	

MEDIUM TANKS

Sherman I or II	Standard Tank	6	4	1	Co-ax MG, Hull MG, Tow hook.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Firefly VC	Standard Tank	6	4	1	Co-ax MG, Tow hook.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>No HE, Semi-indirect fire.</i>

INFANTRY TANKS

Churchill Crocodile	Slow Tank	13	7	1	Co-ax MG, Protected ammo, Wide tracks.
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Slow traverse, Smoke.</i>
<i>Crocodile flame-gun</i>	<i>4"/10cm</i>	<i>5</i>	<i>-</i>	<i>5+</i>	<i>Hull-mounted, Flame-thrower, Fuel trailer.</i>
Churchill III or IV	Slow Tank	8	7	2	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks.
<i>OQF 6pdr gun</i>	<i>24"/60cm</i>	<i>3</i>	<i>10</i>	<i>4+</i>	
Churchill VI	Slow Tank	8	7	2	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks.
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Churchill VII	Slow Tank	13	8	2	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks.
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Slow traverse, Smoke.</i>

ENGINEERING TANKS

AVRE	Slow Tank	8	7	2	Co-ax MG, AVRE, Protected ammo, Wide tracks
<i>Petard mortar</i>	<i>4"/10cm</i>	<i>1</i>	<i>5</i>	<i>1+</i>	<i>Bunker buster, Demolition mortar, Slow traverse.</i>
Sherman Crab	Standard Tank	6	4	1	Co-ax MG, Overloaded, Mine flail.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Smoke.</i>
Defrocked Priest	Standard Tank	1	0	0	.50 cal AA MG, Carries 5 Passengers.

INFANTRY SUPPORT

Wasp Carrier	Half-tracked	0	0	0	
<i>Wasp flame-gun</i>	<i>4"/10cm</i>	<i>3</i>	<i>-</i>	<i>6</i>	<i>Hull-mounted, Flame-thrower.</i>
Reconnaissance					
Universal Carrier	Half-tracked	0	0	0	Hull MG.
<i>With Boys anti-tank rifle</i>	<i>16"/40cm</i>	<i>2</i>	<i>4</i>	<i>5+</i>	<i>Hull-mounted</i>
<i>With PIAT anti-tank projector</i>	<i>8"/20cm</i>	<i>1</i>	<i>10</i>	<i>5+</i>	<i>Hull-mounted</i>
<i>With .5" MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>Hull-mounted</i>
Humber LRC III	Jeep	0	0	0	AA MG.
<i>Boys anti-tank rifle</i>	<i>16"/40cm</i>	<i>2</i>	<i>4</i>	<i>5+</i>	

ARMoured CARS

Humber IV	Wheeled	1	0	0	Co-ax MG.
<i>M5 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	
Daimler I	Wheeled	1	0	0	Co-ax MG.
<i>OQF 2 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	

VEHICLE MACHINE-GUNS

Vehicle MG	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>ROF 1 if other weapons fire.</i>
.50 cal Vehicle MG	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>ROF 1 if other weapons fire.</i>



GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Vickers HMG Firing bombardments	Man-packed	24"/60cm 40"/100cm	6 -	2 -	6 -	ROF 3 when pinned down or moving.
ML 3" Mk II mortar Firing bombardments	Man-packed	24"/60cm 40"/100cm	2 -	2 2	3+ 6	Minimum range 8"/20cm, Smoke. Smoke bombardment.
ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
Bofors 40mm gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield.
OQF 17 pdr gun	Immobile	32"/80cm	2	13	3+	Gun shield, No HE.
OQF 25 pdr gun Firing bombardments	Heavy	24"/60cm 80"/200cm	2 -	9 4	3+ 5+	Gun shield, Smoke, Turntable. Smoke bombardment.
BL 5.5" gun Firing bombardments	Immobile	32"/80cm 88"/220cm	1 -	13 5	1+ 2+	Bunker buster.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank Assault 4.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Jeep	Jeep	-	-	-	
CMP 15 cwt or 3-ton truck	Wheeled	-	-	-	
Quad or Morris AA tractor	Wheeled	-	-	-	
Matador tractor	Wheeled	-	-	-	
White scout car	Jeep	1	0	0	
M5 half-track	Half-tracked	1	0	0	
Troop, OP, Mortar, or Lloyd Carrier	Half-tracked	0	0	0	
MMG Carrier	Half-tracked	0	0	0	HMG Carrier, Passenger-fired hull MG.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Typhoon	Cannon	3+	8	5+	
	Rockets	3+	6	3+	



