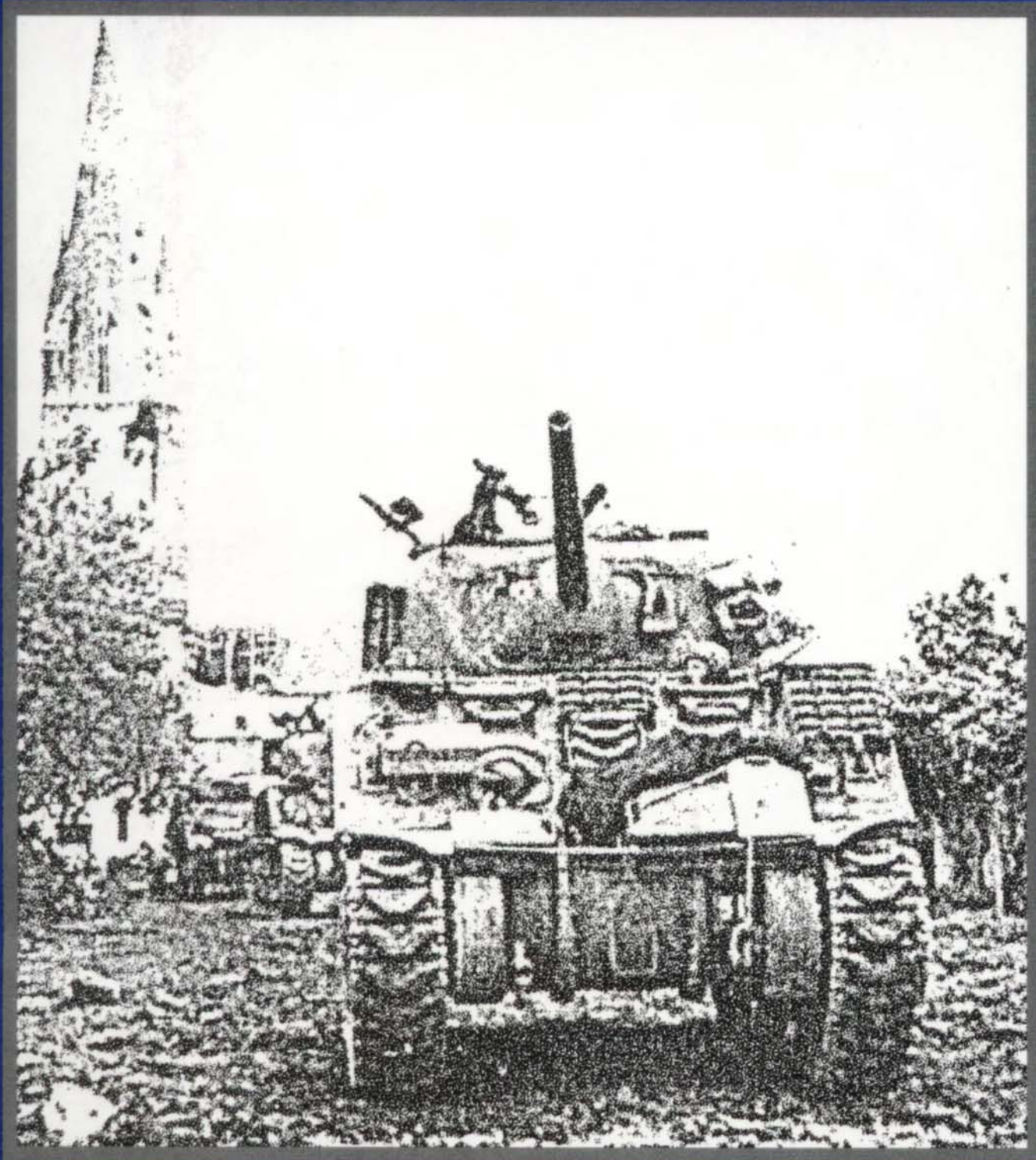


Scotland the Brave

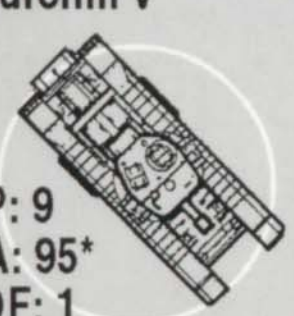
The Epsom Offensive: June 28 - 30, 1944



The Epsom Offensive was the battle which ended German dreams of driving the invaders back into the sea. Hitler gathered the best of his remaining Panzer Divisions and broke them against the resistance encountered. The beginning of Epsom caught the enemy off balance and kept the Germans off balance until Hitler's counter-stroke in Normandy was doomed to failure. Most important, this was a battle in which enthusiastic but untried British troops stood toe-to-toe with some of the best equipped, best led and most experienced combat formations of the Third Reich.

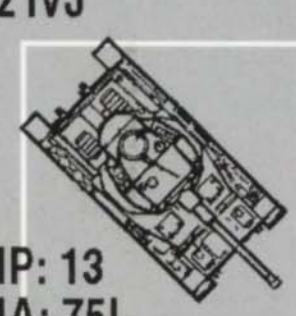
Another Squads & Leaders compatible module from Critical Hit!

Churchill V



MP: 9
MA: 95*
ROF: 1
MG: 2/4

Pz IVJ



MP: 13
MA: 75L
MG: 3/5/2

CRITICAL HIT



Normandy



BONUS!
Full
Designer's
Notes and
Tactical
Booklet
Inside

HONEY TRAP

StB #1

GERMAN Sets Up First	1	2	3	4	5	6



Elements of 12th SS Panzer Division *Hitler Jugend* set up or enter as indicated:

Reconnaissance detachment set up on or between hexrows M and P:

[ELR: 5]
{SAN: 3}

3-4-8	7 morale	PSW 234/2 MP: 33 MA: 50L MG: -/5	PSW 234/1 MP: 33 MA: 20L(6) MG: -/5" ROF: 2
3	4		

Elements of 5. Kompanie, Panzerregiment 12 enter on hex J34:

Enter on turn three:

Pz IVH
MP: 13
MA: 75L
MG: 3/5

Enter on turn four:

Pz IVH
MP: 13
MA: 75L
MG: 3/5

Enter on turn five:

Pz IVH
MP: 13
MA: 75L
MG: 3/5



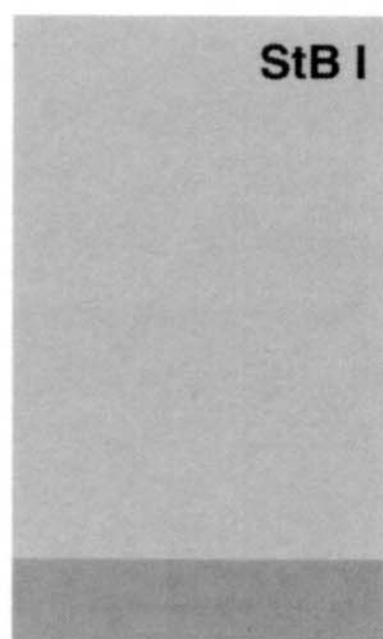
Elements of the 23rd Hussars enter on turn one from hexrow U:

Stuart V(a) MP: 17 MA: 37LL MG: 2/4/2 ROF: 1	Carrier A MP: 16 MA: BMG MG: 2-/1" ROF: 1 PP: 4
--	--

3

[ELR: 4]
{SAN: 2}

BOARD LAYOUT:



(Only hexes numbered ≥ 34 are playable)

HANDICAPS:

- Add a 7-0 leader to the German OB.
- British may exit from turn four.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Wet with no wind at start.
2. Only British units may exit the map, and they may only do so on or after turn five, and only from hexrow U. Recall (D5.341) is not in effect; units suffering Recall must be Abandoned instead.
3. If the German entry hex is occupied by a British unit, Germans must enter on the nearest unoccupied hex to the west (i.e., I34, H34, etc.).
4. The British Carrier is crewed by an Inherent 2-4-8 HS (D6.82). Self-Destruction of Carriers (D5.411) is not permitted.
5. Reminder: 1/2 inch OB "?" counters may be freely exchanged for 5/8 inch counters before set up.

OBJECTIVES: The British win at game's end if they have inflicted more Casualty VP than they have suffered.

GAVRUS, 28 June 1944: All through the night, the 11th Armoured Division pushed across the narrow bridge at Tourmauville taken by the Argylls. With them went the 23rd Hussars, showing all the spirit and dash of their predecessors who had fought at Waterloo. Once across the Odon River, 11th Armoured fanned out to enlarge the bridgehead. By morning, reconnaissance elements of the Hussars in their American built "Honey" light tanks were on the right flank of the bridgehead, probing as far west as the small hamlet of Gavrus. The Hussars' Honeys moved into Gavrus, pushing aside light resistance until they ran headlong into the lead element of a Panzer company redeploying southwards across the Odon River towards Hill 112. The Hussars found the burnt out wrecks of their Honeys the following day.

[Photo: A view north from hex R38]



CAMERONIANS CROSSING

StB #2

⊙ BRITISH Moves First [100]

1 2 3 4 5 6 7



Elements of A Company, 9th Battalion, The Cameronians (Scottish Rifles) enter on turn one between U1 and U8, inclusive:

1 4-5-7	9-1	8-1	8-0	Carrier A MP: 16 MA: BMG MG: 2/1 ROF: 1 PP: 4
10	PIAT FP: 8 Rng: 3 X#: 10	LMG FP: 2 Rng: 7 ROF: 1	MTR MA: 51 Rng: 2-11 ROF: 2	
	2	2	2	

[ELR: 4]
{SAN: 3}

Elements of A Squadron, 9th Royal Tank Regiment

Enter on turn three between hexes U1 and U8, inclusive:

Churchill IV MP: 9 MA: 57L MG: 2/4 ROF: 2 B11	Churchill VI MP: 9 MA: 75 MG: 2/4 ROF: 1
2	

Enter on turn four between hexes U1 and U8, inclusive:

Churchill IV MP: 9 MA: 57L MG: 2/4 ROF: 2 B11
3



Panzer Grenadiers of 2nd SS Panzer Division *Das Reich* supported by armor from 2nd Panzer Division *Wien* enter as directed:

Enter on turn one on hex I15:

6-5-8	8-0	SPW 251/1 MP: 16 MA: -/3 ROF: 1 PP: 15
2		

[ELR: 5]
{SAN: 2}

Enter on turn three between A1 and A13 inclusive:

Pz VG MP: 15 MA: 75LL MG: 3/5/2
--

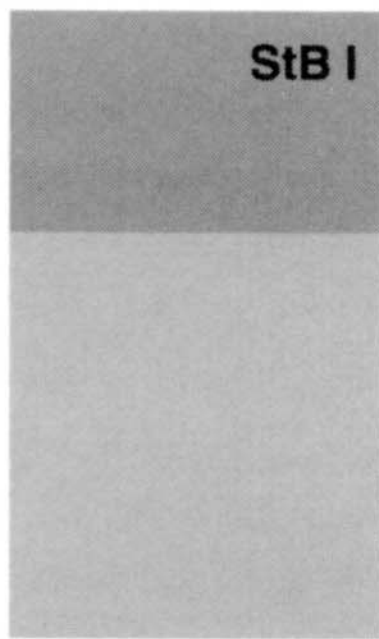
Enter on turn two between A1 and A6 inclusive:

6-5-8	2-2-8	9-1	8-1	LMG FP: 3 Rng: 8 ROF: 1	dmMMG FP: 3 Rng: 8 ROF: 1	PSK FP: 12 Rng: 4
4	2					

Enter on turn four between A1 and A13 inclusive:

Pz VG MP: 15 MA: 75LL MG: 3/5/2
--

BOARD LAYOUT:



(Only hexes numbered ≤ 15 are playable)

OBJECTIVES: The British win immediately upon exiting five squads/equivalents from hex F1.

HANDICAPS:

- Substitute a PSW 234/1 for one German half track.
- Delete one halftrack from the German OB.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- EC are Wet with no wind at start. Mist is present, causing a LV hindrance DRM at ranges ≥ seven hexes (E3.32).
- The British Carrier is crewed by an Inherent 2-4-8 HS (D6.82).
- From turn four, after resolving all Smoke fired at the beginning of each British PFPH, use Random Selection (A.9) to select ≥ 1 on-board Churchill tank(s). Any tank selected must prep fire its CMG, before firing any other weapon, at the closest Infantry MMC in its TCA, excluding its own hex (regardless of nationality, but the British player may choose between equidistant hexes). Exception: if a selected tank began the phase CE, or in Motion, or with no known MMC at ≤ 12 hexes range in its TCA, it may ignore this requirement and fire/move at will.

LE VALTRU, 28 June 1944: The Cameronians' long fight for control of the ruins of Grainville-sur-Odon began on 27th June. Assisted at various times by Shermans of the Fife and Forfar Yeomanry and Churchills of 7th R.T.R., the Cameronians took and retook the village, but at the end of the day they could not hold the position. Early on the 28th, the C.O. held an "O" Group to prepare another attack, but this was thwarted by the enemy. Before the British attack could get under way, the Cameronians were fighting for their lives on the start line. As soon as possible, another attack was mounted, with one company moving out to the left towards the crossroads south of Grainville.

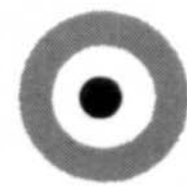
[Photo: View north from hex L4 (note church in the center of Grainville-sur-Odon)]



SEAFORTH OBJECTIVE

StB #3

⊙ BRITISH Moves First	1	2	3	4	5
-----------------------	---	---	---	---	---



Elements of A Company, 7th Battalion, The Seaforth Highlanders enter on turn one on hex L1:

[ELR: 4]
{SAN: 3}

1 4-5-7	9-1	8-1	8-0	MA: 51* Rng: 2-11 ROF: 2	FP: 8 Rng: 3 X#: 10	Carrier A MP: 16 MA: BMG MG: 2/-/* ROF: 1 PP: 4
6				2	2	



Elements of 2nd SS Panzer Division *Das Reich* enter on turn one between A1 and A6, inclusive:

[ELR: 5]
{SAN: 4}

6-5-8	9-1	8-0	FP: 3 Rng: 8 ROF: 1	SPW 251/1 MP: 16 MA: -/3 ROF: 1 PP: 15
4			LMG	

BOARD LAYOUT:



HANDICAPS:

- British Carrier crew is a 2-4-7 HS.
- Delete the German LMG.
- Any mutually agreed upon alteration of either side's OB.

(Only hexes numbered ≤ 7 in hexrows A to L, inclusive, are playable)

OBJECTIVES: Victory is determined by Control of hex G2 at game's end (the hex is controlled by neither player at start).

SPECIAL RULES:

1. EC are Wet with no wind at start.
2. British Carrier is crewed by an Inherent 2-4-8 HS (D6.82).

LE VALTRU, 28 June 1944: With the Cameronians struggling to enlarge their precarious foothold in the ruins of Grainville, the Seaforths moved up to fill the gap between Grainville and the bridges at Gavrus. Although a squadron of Churchill tanks were in support, these were held up near the railway crossing at Colleville. The Seaforths pushed on regardless, without the tanks, towards their objective: the crossroads at grid reference 910636. Advancing two companies up, A Coy. left and D Coy. right, the Seaforths ran into an advancing patrol of Kampfgruppe Weidinger on the battalion objective. The Seaforths' war diary gives an upbeat account of how A Company took the objective by 11:00 hours following "a stiff advanced guard action". The battalion reorganised and dug in around the crossroads, where the Seaforths held on to their position. But the cost was high: three officers killed and seventy three other ranks lost on the 28th June to secure the battalion objective.

[Photo: The view north from hex I14]



LOOKING FOR TROUBLE

StB #4

GERMAN Sets Up First	1	2	3	4
BRITISH Moves First				

Elements of 12th SS Panzer Division *Hitler Jugend* set up ≤ 3 hexes from K40, with no more than one MMC per hex:

3-4-8 3	8-1 5	7 morale 5	PSW 234/1 MP: 33 MA: 20L(6) MG: -/5" ROF: 2
------------	----------	---------------	---

[ELR: 5]
 {SAN: 5}

Elements of 2nd Battalion, The Argyll and Sutherland Highlanders set up/enter as directed:

C Company patrol set up in hex G32:

4-5-7 1	9-1
------------	-----

[ELR: 4]
 {SAN: 4}

B Company patrol set up in hex M34:

4-5-7 1	2-4-7 1	7-0	FP: 2 Rng: 7 ROF: 1 LMG
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B Company patrol set up in hex J34:

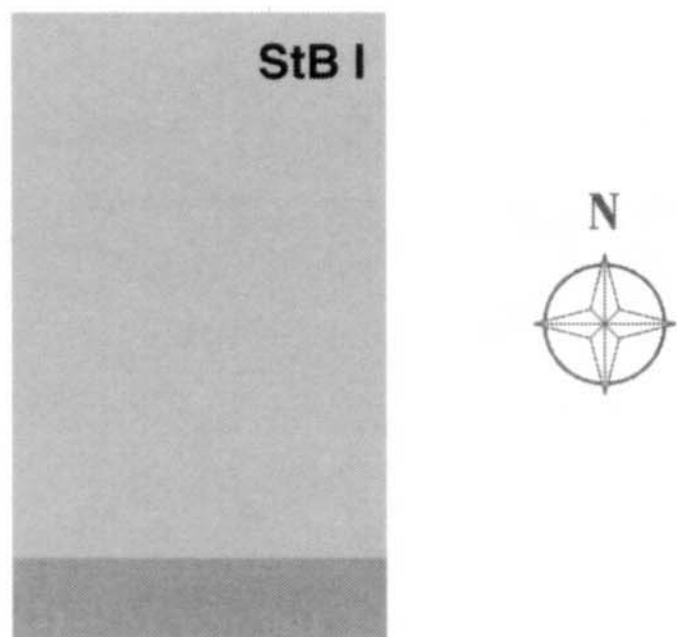
4-5-7 1	2-4-7 1	2-2-8	8-0	QOF 6-pdr MA: 57L ROF: 3 Mf: 10 AT
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Elements of 8th Battalion, The Rifle Brigade set up in hexes R36 and R37:

Carrier A MP: 16 MA: BMG MG: 2/-" ROF: 1 PP: 4

2

BOARD LAYOUT:



Only hexes numbered ≥ 32 are playable)

HANDICAPS:

- Replace one German HS with a full squad.
- Carriers gain freedom of movement from turn two.
- Any mutually agreed upon alteration of either side's OB.

SPECIAL RULES:

1. EC are Wet with no wind at start.
2. No unit may leave the playable map area.
3. Neither Bren Carrier may move until either it has a LOS to a Known enemy or a British leader in the same hex passes a NTC in the RPh of a British Player Turn. Once one Carrier is permitted to move, both may thereafter be moved freely. Carriers are crewed by Inherent 2-4-8 HS (D6.82), but these may not set up as Infantry. Self-Destruction of Carriers (D5.411) is not permitted.
4. Reminder: 1/2 inch OB "?" counters may be freely exchanged for 5/8 inch counters before set up.

GAVRUS, 29 June 1944: The Argylls spent the night of the 28th on the alert. Tired after the arduous trek up the Odon valley from the Tourmauville bridgehead, they had nevertheless to dig in to their positions around the Gavrus bridges. And all the time, they were being tormented by German snipers. With the dawn, fighting patrols ventured up into the village to flush out the snipers. One patrol took along a 6 pounder, in the hopes of locating an elusive German armoured car. One patrol found a detachment of Rifle Brigade carriers at the top of the village, a small part of the 11th Armoured Division force pushed across the Tourmauville bridgehead after its capture by the Argylls two days before. Others chased away the German snipers, and the armored car was not seen again. The Argylls returned to strengthening their positions against any serious German attempt to recapture Gavrus.

[Photo: The church in hex O35]



HOHENSTAUFEN LEFT

StB #5

⊙ BRITISH Sets Up First [216]	1	2	3	4	5	6	7	8	9
⊕ GERMAN Moves First [60]									

Elements of C Company, 7th Battalion, The Seaforth Highlanders set up ≤ 2 hexes from G3:

1 4-5-7	8-1	8-0	FP: 2 Rng: 7 ROF: 1	MA: 51° Rng: 2-11 ROF: 2	FP: 8 Rng: 3 X#: 10
---------	-----	-----	---------------------	--------------------------	---------------------

6

Elements of C Sqn., 9th R.T.R. enter as indicated:

Enter on or after turn 3 on hex U2:

Churchill IV MP: 9 MA: 57L MG: 2/4 ROF: 2 B11
--

3

Enter on or after turn 4 on hex U2:

Churchill V MP: 9 MA: 95° ROF: 1 MG: 2/4
--

D Company set up ≤ 2 hexes from L3:

1 4-5-7	2-2-8	9-1	8-1	8-0	FP: 2 Rng: 7 ROF: 1	MA: 51° Rng: 2-11 ROF: 2	FP: 8 Rng: 3 X#: 10	QOF 6-pdr MA: 57L ROF: 3 M#: 10	AT
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6

A Company set up ≤ 2 hexes from S9:

1 4-5-7	8-1	8-0	MA: 51° Rng: 2-11 ROF: 2	FP: 8 Rng: 3 X#: 10
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4

HQ Company set up ≤ 3 hexes from M7:

1 4-5-7	2-2-8	9-2	8-1	Cnct: 8 Radio	FP: 8 Rng: 3 X#: 10	QOF 6-pdr MA: 57L ROF: 3 M#: 10	AT
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4

Elements of Panzer Grenadier Regt. 20 and II Abt. Panzer Regiment 9 of 9th SS Panzer Division Hohenstaufen enter as directed:

Enter on turn one between hexes A1 to I1, inclusive:

6-5-8	9-1	Pz IVJ MP: 13 MA: 75L MG: 3/5/2
-------	-----	--

4

Enter on turn two between hexes A1 to A5, inclusive:

6-5-8	9-2	8-1	FP: 3 Rng: 8 ROF: 1	FP: 3 Rng: 8 ROF: 1	Pz IVJ MP: 13 MA: 75L MG: 3/5/2	SPW 251/1 MP: 16 MA: -/3 ROF: 1 PP: 15
-------	-----	-----	---------------------	---------------------	--	--

8

Enter on turn four between hexes A1 to A9, inclusive:

6-5-8	9-1	8-1	8-0	2-2-8	FP: 12 Rng: 4	SPW 251/1 MP: 16 MA: -/3 ROF: 1 PP: 15
-------	-----	-----	-----	-------	---------------	--

5

Elements of SS Engineer Battalion 9 enter on turn six between hexes A1 to A9, inclusive:

SPW 251/16 MP: 16 MG: -/3 SF 24 X#11 Rng: 2

BOARD LAYOUT:



(Only hexes numbered ≤ 15 are playable)

HANDICAPS:

- ⊕ Add a 2-2-8 Crew, a PSK, and a third half track to the German turn four reinforcements.
- ⊙ Add three 4-5-7 Squads to the British HQ Company force.
- Any mutually agreed upon alteration of either side's OB.

SPECIAL RULES:

- EC are Wet with no wind at start. Kindling attempts (B25.11) are not allowed.
- The British receive one module of 88mm OBA with Plentiful Ammunition.
- The Germans receive one module of 81mm OBA directed by an Offboard Observer secretly recorded after British set up at level two in any single hex of hexrow A.
- Any British MMC (with their SW but not accompanying SMC) in appropriate terrain may set up in foxholes.
- The first time the Inherent crew of the SPW 251-16 leaves the vehicle (for any reason), it takes the form of an Infantry crew (2-2-8) with a FT.

OBJECTIVES: The Germans must Control any two building, rubble or bridge hexes at game's end (all are British controlled at start).

LE VALTRU, 29 June 1944: Fresh from the Ukraine, the two divisions of II SS Panzer Korps were thrown forward to restore a front that was falling apart. There remained a chance to turn the battle around and drive for the beaches, but that opportunity would not last. The attack planned for 07:00 hours was delayed two hours due to the late arrival of the support artillery brigade with its hundred "Wefers". 09:00 came and the start was revised to 13:00 hours. The Seaforths spent a quiet morning regrouping after the previous day's battle with KG Weidinger, and reorganising their position astride the crossroads at le Valtru. Patrols ventured out to investigate enemy intentions. At 16:15 hours, a Mark IV tank burst out of the woods in front of C Company, and the assault by Hohenstaufen began. The first German tank knocked out the 6 pounder gun in the C Company position, and wounded the two officers who desperately attempted to stalk it with a PIAT. More tanks and infantry came on, and C Company was overrun. Four tanks and a company of enemy infantry reached the heart of the Battalion position, wounding both the Colonel and his 2nd in command, who were evacuated. More officers were lost to mortar fire. Elements of 9th Royal Tank Regiment ventured forward from Colleville to lend their support to the infantry. After a three hour struggle the enemy fell back, leaving four wrecked Mark IVs to mark the battleground. The cost had been high, but the Seaforths held le Valtru.

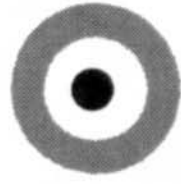
[Photo: Hex K6 in le Valtru]



FRUNDSBERG RIGHT

StB #6

🎯 BRITISH Sets Up First [242]	1	2	3	4	5	6	7	8	9
🇩🇪 GERMAN Moves First [180]									



Elements of 2nd Bn., The Argyll and Sutherland Highlanders set up/enter as directed:

B Company with elements of 97 Anti-Tank Regt., R.A. set up ≤ 3 hexes from L35:

1 4-5-7	2-2-8	10-2	8-1	8-0	FP: 2 Rng: 7 ROF: 1 LMG	MA: 51* Rng: 2-11 ROF: 2 MTR	FP: 8 Rng: 3 X#: 10 PIAT	QOF 6-pdr MA: 57L ROF: 3 M#: 10 AT
6	2						2	2

[ELR: 4]
{SAN: 3}

C Company set up ≤ 3 hexes from J32:

1 4-5-7	9-1	8-1	8-0	FP: 2 Rng: 7 ROF: 1 LMG	MA: 51* Rng: 2-11 ROF: 2 MTR	FP: 8 Rng: 3 X#: 10 PIAT
8						2

2 A&SH Anti-Tank Platoon reserves enter on or after turn 3 on hex I25:

2-2-8	QOF 6-pdr MA: 57L ROF: 3 M#: 10 AT	MP: 16 T#: 9 PP: 11 Loyd Carrier
2	2	2

B Company reserves enter on or after turn 5 between hexes O28 to O35, inclusive:

1 4-5-7	9-1	8-1	MA: 51* Rng: 2-11 ROF: 2 MTR	FP: 8 Rng: 3 X#: 10 PIAT
				7



Elements of 10th SS Panzer Division *Fruntsberg* enter as directed:

Elements of SS Panzer Grenadier Regiment 22 enter on turn one between hexes A38 to E40, inclusive:

6-5-8	9-2	9-1	8-1	FP: 3 Rng: 8 ROF: 1 dmMMG	FP: 3 Rng: 8 ROF: 1 LMG
12				2	3

[ELR: 5]
{SAN: 2}

Elements of SS Pz Grenadier Regt. 22 and SS Pz Regt. 10 enter on turn three between hexes A36 to A40, inclusive:

6-5-8	9-1	8-1	8-0	MP: 13 MA: 75L MG: 3/5 Pz IVH	MP: 13 MA: 75L MG: 3/5/2 Pz IVJ
6				3	2

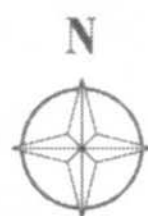
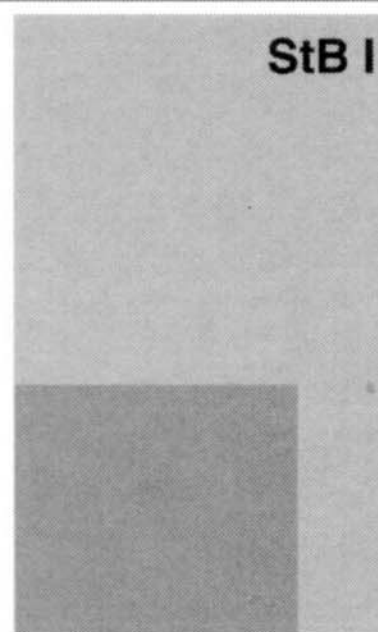
Forward Observers of 1. Batt. FlaK Regt. 53 enter on or after turn one between hexes A38 to E40, inclusive:

8-0	Cnct: 8 Radio
2	2

Elements of SS Pz Grenadier Regt. 22 and SS Pz Regt. 10 enter on turn six between hexes A33 to A40, inclusive:

8-3-8	8-1	FP: 24 Rng: 1 PP: 1 FT	MP: 13 MA: 75L MG: -/2* ROF: 1 StuG III G	MP: 16 MA: -/3 ROF: 1 PP: 15 SPW 251/1
2			3	2

BOARD LAYOUT:



(Only hexes numbered ≥ 25 on or between hexrows A to O are playable)

OBJECTIVES: The Germans must Control all buildings and rubble hexes in hexes numbered ≥ 32 at game's end. All buildings are British Controlled at start.

HANDICAPS:

- 🇩🇪 Replace British Offboard with 8-0 leader and a radio set up using HIP anywhere on board.
- 🎯 If the British OBA module closes down due to drawing a second red chit, a new module becomes available (with no Pre-registered hex) on the following British PFPh.
- 👤 Any mutually agreed upon alteration of either side's OB.

SPECIAL RULES:

- EC are Wet at start. Kindling attempts (B25.11) are not allowed.
- British receive on module of 88mm OBA with Plentiful Ammunition and one Pre-registered hex, directed by an Offboard Observer at level three in hex I27.
- Each German radio receives one module of 88mm OBA (HE only).
- German 8-3-8s and their HS are Assault Engineers (A25.12).
- Any British MMC (with their SW but not accompanying SMC) in appropriate terrain may set up in foxholes.

GAVRUS, 29 June 1944: The quiet morning was the calm before the storm. The Argylls were aware of their precarious position, at the very tip of the "Scottish Corridor". All communications had to come down the one road to the north, which by afternoon was under fire along its entire length, from le Valtru to Cheux. German armor could be heard to the south, and occasionally seen around nearby Bougy. The companies had their dinner and rest periods were organised. At ten minutes past three, the attack began. The first assault came directly from Bougy, to hit B Company's forward platoon, whose covering antitank gun was pulled out just before the platoon was surrounded. The attack continued for over five hours, the German infantry receiving both tank support and accurate artillery shelling. Extra antitank guns were rushed to the perimeter just in time, and together with PIATs succeeded in warding off the armor. When the Germans used a sunken road to infiltrate the British right flank, the southerly part of the village had to be abandoned. The defensive line was re-formed in the woods below the village. Still, repeated counter attacks drove the German infantry back, while the dedicated support of 495 Field Battery, R.A. took its toll of the attackers. By nightfall, the attack had withered away, and it was possible to evacuate the Argylls' wounded.

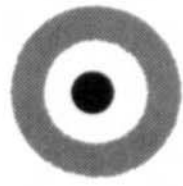
[Photo: The view southwest towards Bougy from hex C38]



THE FLANK OF THE BLACK BULL

StB #7

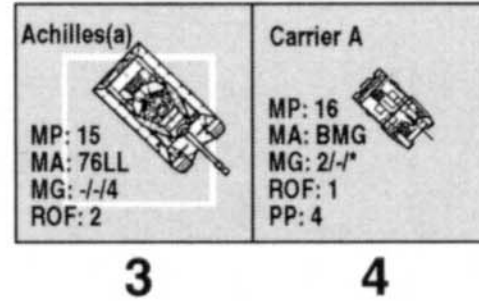
⊙ BRITISH Sets Up First	1	2	3	4	5
⊕ GERMAN Moves First					



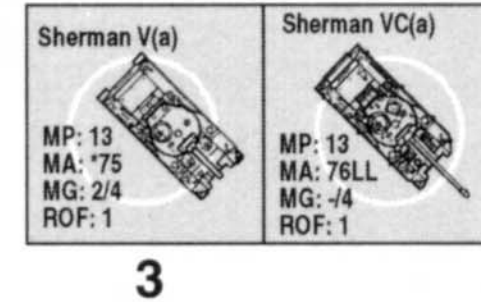
Elements of 119 Battery, 75th Anti-Tank Regiment and 1st Battalion, The Herefordshire Regiment set up on or east of the line P39-S38-S35:

{ELR: 4}

{SAN: 3}

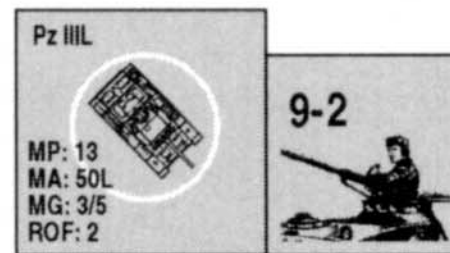
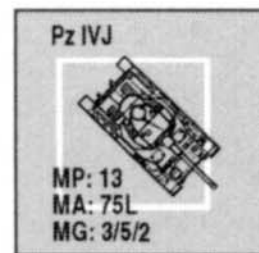
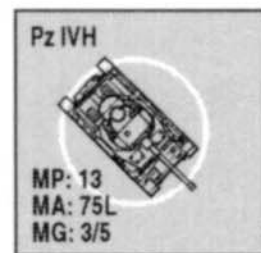


Elements of the 23rd Hussars enter on or after turn three on hexrow U:

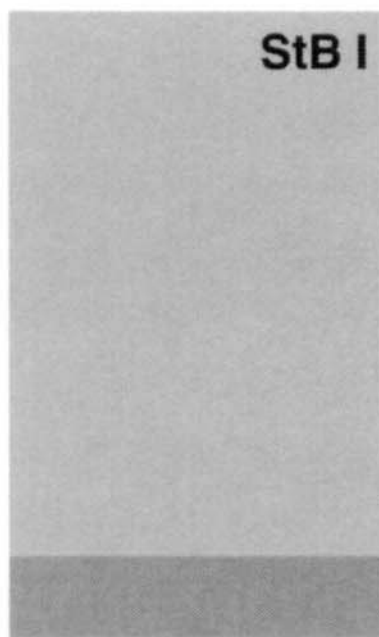


Elements of 10th SS Panzerregiment enter on turn one on hexrow A:

{SAN: 2}



BOARD LAYOUT:



(Only hexes numbered ≥ 35 are playable)

OBJECTIVES: Germans must gain more Casualty VP than the British. Both sides gain Casualty VP; Germans also gain VP for units exited from hexrow U.

HANDICAPS:

- ⊕ Add one Pz IV Ausf. H to the German OB.
- ⊙ Replace all four Carrier A with two Carriers C and add one 8-1 Armor Leader to the turn one OB.
- 👤 Any mutually agreed upon alteration of either side's OB.

SPECIAL RULES:

1. EC are Wet with no wind at start.
2. British Carriers are crewed by Inherent 2-4-8 HS (D6.82) which may set up as Infantry if combined into full squads and entrenched in 1S foxhole(s). Self-Destruction of Carriers (D5.411) is not permitted.
3. The German Panzer III L is a *Panzerbefehlswagen* (command tank). So long as this command tank with its 9-2 armor leader is not eliminated, stunned, shocked, or held in Melee, and does not fire its MA in the current Player Turn, any and all German tanks in its LOS receive an additional -2 armor leader DRM to any To Hit DR they attempt.

GAVRUS, 29 June 1944: The storm broke over the Argylls, but Gavrus was not Frundsberg's only objective. The crisis in the German Seventh Army (whose commander, General Dollmann had taken his life that very morning) had been brought about by the first bridgehead across the Odon, at Tourmauville. So long as the British 11th Armoured Division was contesting the northern slopes of Hill 112, the risk of the tanks of the "Black Bull" breaking through the German line remained. Even as Montgomery prepared to "close down" Epsom, assume a defensive posture, and pull 11th Armoured back north of the Odon, the leaders of the "Black Bull" division remained confident of their chances of breaking through to the Orne River. 10th SS Panzer was determined to prevent this. As their comrades in arms battered the Gavrus perimeter, tanks of the 10th SS Frundsberg swept across the high ground towards Hill 112. The flanks of the "Black Bull" were covered - 119th Battery, 75th Anti Tank Regiment alone reported five enemy tanks destroyed that afternoon. Shermans of the Hussars raced across the bridgehead to meet the new threat. But decisions had been made. At 22:00 hours, the "Black Bull" received the order to pull out of the bridgehead, back north across the Odon. As the 23rd Hussars' historian recorded, "It seemed a pity to be giving up ground so hardly won..."


[Photo: The view south from hex J34 - the road is modern]









THE LOST PLATOON

StB #8


⊙ BRITISH Sets Up First	1	2	3	4
⊙ BRITISH Moves First				


 Elements of B Company, 2nd Battalion, The Argyll and Sutherland Highlanders set up on or adjacent to hex J35 under "CX" counters:


 1 4-5-7	 1 2-4-7	 9-1	 8-1	 FP: 2 Rng: 7 ROF: 1 LMG	 MA: 51" Rng: 2-11 ROF: 2 MTR
--	--	---	---	--	---


[ELR: 4]
{SAN: 4}

2

 Elements of 10th Panzer Division *Fruntsberg* set up/enter as directed:





Set up in hex I32:  ⑥ 6-5-8

Set up in hex K32:  ⑥ 3-4-8

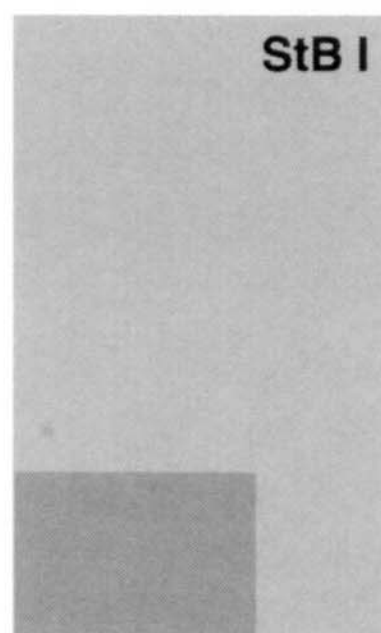
Set up in hex L32:  ⑥ 3-4-8

[ELR: 5]
{SAN: 4}

Enter on turn one between hexes A36 - M40 inclusive:




 ⑥ 6-5-8	 ⑥ 3-4-8	 8-0	 7-0
---	---	---	---

BOARD LAYOUT:



(Only hexes numbered ≥ 30 on hexrows A to M inclusive are playable)

HANDICAPS:

-  Delete the British LMG.
-  British do not suffer Ammunition Shortage.
-  Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Wet with no wind at start. Make a pre-game dr for each building hex, and if the dr is ≤ 3 , place stone rubble in the hex.
2. Due to deepening evening twilight, all fire attacks are subject to a positive LV DRM equal to half the current turn number (FRD).
3. British set up under "CX" counters and are subject to Ammunition Shortage (A19.131).
4. German units may only move in the MPh if accompanied by a Good Order SMC.

OBJECTIVES: The British win immediately by exiting ≥ 1 Squad/Equivalent between hexes A30 and M30, inclusive.

GAVRUS, 29 June 1944: B Company of the Argylls bore the brunt of the first assault made by 10th SS "Hohenstaufen" in Normandy. As waves of Panzer Grenadiers broke against the Argylls' position, B company PIATs drove off the accompanying tanks. By evening, the enemy had infiltrated the sunken road behind B Company, driving a wedge between it and the rest of the battalion. The position of B Company's forward 11 Platoon became difficult, as it was engaged front and rear. Difficult, but not impossible, so long as ammunition held out. Captain Mackenzie, 2 i/c B Company, was leading 11 Platoon. Earlier in the afternoon, he used the platoon PIAT to drive off three enemy tanks that were manoeuvring along the hedges north of the Bougy road. By evening, he and his Platoon had been given up for lost. But just before sunset, he led the fourteen survivors of 11 Platoon back into the Battalion perimeter. He had only withdrawn from the fight when his 2 inch mortar had taken a direct hit and the platoon had no rifle ammunition left. He brought out all but his most seriously wounded. Mackenzie's gallant stand won him a Military Cross.



[Photo: Hex K34 in Gavrus]

ORDERS FOR THE MAJOR

StB #9

⊙ BRITISH Sets Up First [260]	1	2	3	4	5	6	7	8
⊕ GERMAN Moves First [254]								



Elements of 2nd Battalion, The Argyll and Sutherland Highlanders set up as directed:

Elements of HQ, D, and S Companies set up ≤ 2 hexes from M22:

4-5-7	9-1	8-1	8-0	FP: 8 Rng: 3 X#: 10	FP: 2 Rng: 7 ROF: 1	MA: 51* Rng: 2-11 ROF: 2
8				2	2	

[ELR: 4]
{SAN: 3}

Covering force of Elements 97th Anti-Tank Regt. and 1st Middlesex Regt. (MG) set up on hexes numbered ≤ 21:

2-2-8	FP: 6 Rng: 14 ROF: 3	MA: 76LL ROF: 2 M#: 6
5	3	2

Remnants of A, B, and C Companies set up ≤ 3 hexes from M27:

4-5-7	10-2	8-1	8-0	FP: 8 Rng: 3 X#: 10	FP: 2 Rng: 7 ROF: 1	MA: 51* Rng: 2-11 ROF: 2
14	2	2	2			

Elements of S Company Carrier Platoon set up in hexes G23 and H22:

8-1	MP: 16 MA: BMG MG: 2/- ROF: 1 PP: 4
	2

Forward Observation Officer of 131 Field Regt. RA enters on or after turn two on hex I14:

9-1	Cnct: 8	MP: 37 MA: -/2 ROF: 1 PP: 9
-----	---------	--------------------------------------



Elements of 10th SS Panzer Division *Fruntsberg* set up on or south of hexrow A28 to U38:

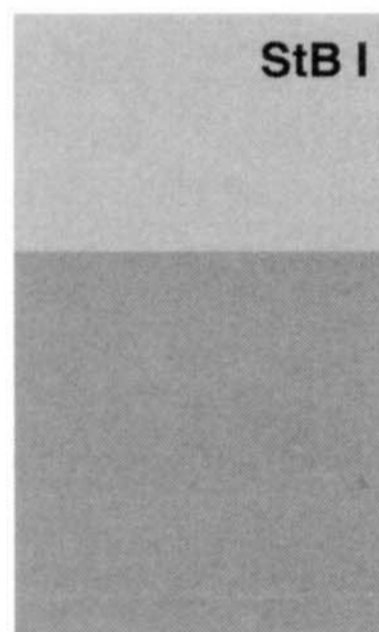
6-5-8	9-2	9-1	8-1	8-0	FP: 3 Rng: 8 ROF: 1	FP: 3 Rng: 8 ROF: 1	Cnct: 8	MP: 16 MA: -/3 ROF: 1 PP: 15	MP: 13 MA: 75L MG: -/2* ROF: 1
16			2	2	2	2	2	4	3

[ELR: 5]
{SAN: 2}

Infiltrators enter on turn one between hexes A22 to A25, inclusive:

3-4-8
2

BOARD LAYOUT:



(Only hexes numbered ≥ 14 are playable)



HANDICAPS:

- ⊕ SR 5 reads "turn five" instead of "turn four".
- ⊙ British may exit from U14 to U23, inclusive.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- EC are Wet with no wind at start. All buildings are stone rubble.
- British radio receives one module of 88mm OBA with Plentiful Ammunition but may only be used by the SMC with which it enters play.
- Each German radio receives one module of 81mm Battalion Mortar OBA.
- British Carriers are crewed by Inherent 2-4-8 HS (D6.82).
- No British unit may voluntarily break (A10.41). No Good Order British unit south of the Odon River may enter a stream or bridge hex until turn four.
- Any British MMC (with their SW but not accompanying SMC) in appropriate terrain may set up in foxholes.
- Self-Destruction of Carriers (D5.411) is not permitted.

OBJECTIVES: The Germans must gain more Casualty VP than the number of VP (including prisoners) exited by the British from between hexes U14 and U20, inclusive, at game end.

GAVRUS, 30 June 1944: Field Marshal Montgomery had "closed down" the battle of Epsom and 11th Armoured Division had been pulled out of the bitterly contested Odon bridgehead. But the Argylls remained in their isolated outpost, enjoying only sporadic contact with the Seaforths in Le Valtru. As the Seaforths fought for their lives against the onrush of 9th SS Panzer Division, the Argylls awaited the renewal of their struggle with 10th Fruntsberg. The Argylls endured a morning of heavy mortar bombardment. Most of the men sheltered in the woods south of the river, but D. Coy. and Battalion HQ on the north bank took the full weight of the shelling. Isolation was completed as first the Battalion wireless set to Brigade was lost and finally Major Cornwell, commander of 495 Field Battery, R.A. was lost along with his radio link to the battery. Through the ruined village, German half tracks could be seen bringing up infantry. As the storm again broke over the Argylls, moves were afoot to extricate the battalion. Machine guns and antitank guns were positioned north of the Odon to cover them, and Major Campbell of the 131 Field Regiment struggled forward with a wireless set. At last, with the position in the woods becoming almost untenable and communications between Companies beginning to break down, the verbal order to pull back was received via a tank subaltern. But the commanding officer, Colonel Tweedie, was missing, and his 2 i.c., Major McElwee, insisted on written orders. The frustration of all present was expressed by one officer, "For God's sake get out of this cursed wood and don't be so obstinate." McElwee was unmoved. Only at 21:00 hours did the necessary - written - order come through. The major withdrew in good order with his surviving men, his two remaining antitank guns, and the honour of the Argylls.



[Photo: The mill in hex K23]

The Crossing Sweepers

GAVRUS, FRANCE, 29 June 1944: Freed of holding the Tourmauville bridgehead, the Argylls slogged up the narrow Odon River valley on foot, manhandling their equipment and 6 pounder antitank guns over the marshy river bottom. Finding the bridges at Gavrus intact and undefended, they dug in. Overnight, they had become the talk of VIII Corps, and in England the morning newspapers hailed the Argylls as "The Crossing Sweepers". The 29th June dawned with no more sign of the enemy than irritating snipers and distant sounds of vehicles. The tranquility was broken shortly after 15:00 hours by the arrival of 10th SS Panzer Division, *Fruntsberg...*



INTRODUCTION: This Campaign Game covers a bitter battle fought on a single day, with occasional pauses as the German attackers regrouped for yet another push against the defenders of the village of Gavrus. Due to the focused nature of the action, several rules sections are not required, making this a suitable "introductory" level CG for players new to the PLATOON LEADER™ system.

A. RULES SECTIONS NOT IN USE: The following PL rules sections are not in use.

2.2 CASUALTIES: Victory is determined simply by Control of key hexes [TVP] at game end, and there is no need to record casualties. Special note: for purposes of 2.24 and 2.25 only (BATTLEFIELD PROMOTION TABLE), the side currently in control of ≥ 7 Victory Hexes is deemed to have won the preceding CG Firefight. Previous losses *never* affect Battlefield Promotion, and previous leader losses are not required for and do not affect Leader Generation.

3.13 PURCHASING FORTIFICATIONS: No fortifications are available for purchase. Apart from the foxholes granted to the British at the start of each CG Firefight, only foxholes and shellholes may be created during play, in the normal manner.

3.14 FIREFIGHT TYPES: The type is always GERMAN ASSAULT: in every Firefight the British set up first and the Germans move first.

3.51 & 3.52 CP REPLENISHMENT: CPs are allocated according to a fixed schedule, although the strength of many units purchased may be uncertain due to RG DEPLETION. Unused CPs are still carried over to the next CG Firefight.

3.6 ELR LOSS/GAIN: These do not change in the course of the CG. Please note that use of Battlefield Integrity rules (ASLRB A16.) is not recommended for this Campaign Game.

3.81 PATROLS (Also 3.18 PATROLS): Patrols are NA.

3.91 - 3.92 IN RESERVE: No units are ever placed IN RESERVE. All RG are ready for placement or map-edge entry in the CG Firefight following their purchase at no additional cost.

CG DATES: Mid-afternoon to dusk, 29th June, 1944 [three CG Firefights].

CG OBJECTIVES: Germans must Control ≥ 7 Terrain Victory Point (TVP) hexes at the end of the Campaign Game. The 12 TVP Hexes are: S40, U40, O35, K34, I32, K32, J28, I26, I23, K22, K23, and L22.

ALL FIREFIGHTS: Initial EC are Wet with no wind. In every CG Firefight the British set up first and the Germans move first. All CG Firefights are 4-6 turns in length.

RG DEPLETION: All units entering from offboard have suffered to a varying extent from enemy action, in particular artillery bombardment, on their approach to the battlefield. All [bracketed] components of an RG are subject to a Depletion DR, with no modifiers. This will yield a factor by which the bracketed component of the RG (only) is multiplied immediately after its "purchase". Note that this factor may be zero, in which case no part of the [bracketed] force is received.

If the DR is ≤ 6 , use the first multiplier (42% chance)

If the DR is 7 - 9, use the middle multiplier (42% chance)

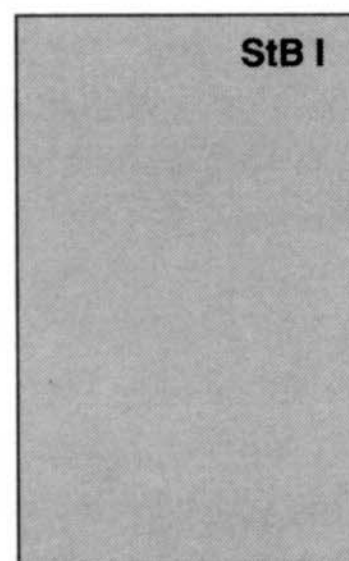
If the DR is ≥ 10 , use the last multiplier (16% chance)

EXAMPLES: A British infantry platoon RG "I1" consists of one 2-4-7 HS, a PIAT, a 51mm MTR, a LMG, and a number of squads: [4-5-7] {3.5/3/2}. The HS and SW are not bracketed, so one of each is always received. A DR is made for the [bracketed] force, which will result in either 3.5, 3, or 2 squads being added (obviously, "3.5" means 3 Squads and one HS). A British 6 pounder battalion antitank section RG "G1" consists of [2-2-8, 6pdr AT] {1+Loyd Carrier/1/0}. In this case, a DR ≤ 6 yields a Gun with crew towed by a Loyd Carrier; a DR of 7 - 9 yields only a Gun and crew; while a DR ≥ 10 yields nothing at all for the CP expenditure (but the expenditure is still committed and the points lost).

FRIENDLY BOARD EDGE: The German FBE is from A14 to C40 and the British FBE is the north map edge and east edge hexes numbered ≥ 29 .

TERRAIN CONFIGURATION:

All hexes of the StB I map are in play.



1	2	3	4
5 ^①	6 ^③	7 ^④	8 ^⑥

INITIAL BRITISH OB:

[ELR: 4] {SAN: 3}

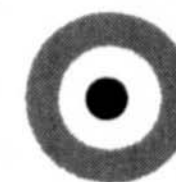
Elements of 2nd Battalion, The Argyll and Sutherland Highlanders, supported by various units of VIII Corps astride the Odon River valley set up ≥ 9 hexes from A 40 (i.e., British may not set up on or south west of the line A 32 - I 36 - I 40):

10-2, 9-2, 9-1, 2 x 8-1, 8-0, 9-1 & radio (see CG SR #1)

14 x 4-5-7, 2 x 2-2-8

2 x 57L AT, 4 x PIAT, 3 x 51mm MTR, 3 x LMG

5 CP



CG SPECIAL RULES:

CG SR 1. The Initial British OB 9-1 with radio may set up HIP in Concealment terrain. The radio represents one Module of 88mm OBA with Plentiful Ammunition (resulting in a Draw Pile of 9 Black and 2 Red). Only the designated leader may use the radio; whenever this leader is eliminated, the radio is eliminated with him and the leader is replaced at the beginning of the next firefight by a 9-1 leader with a radio and a new Module of 88mm OBA with Plentiful Ammunition. This leader enters on the north map edge with transport determined by DR: DR ≤ 6 Carrier A; 7 - 9 Jeep with 2 FP; ≥ 10 no transport. Contrary to 2.4(a), a British radio is not removed from the map during the Reorganisation Phase, but remains in play with its designated leader and begins the next CG Firefight with a new Module of 88mm OBA with Plentiful Ammunition (for a total Draw Pile of 9 Black and 2 Red chits).

CG SR 2. All British MMC in appropriate terrain may set up entrenched in foxholes during the RePh of each CG Firefight.

CG SR 3. British "Re-formed Infantry Platoon RG" is composed of squads that have been in action outside the scope of the Campaign Game. This RG may be purchased regardless of British losses (i.e., it is available even if the on-map British force has suffered no losses).

INITIAL GERMAN OB:

[ELR: 5] {SAN: 2}

Elements of the 10th SS Panzer Division *Fruntsberg* enter as directed: (all Infantry are SS 6-5-8 squads unless otherwise indicated)

2 x I2 Infantry Company (which do count against Firefight and CG limits, including for the Initial Firefight)

10 CP



CP ALLOCATION SCHEDULE:

Firefight	German	British
CG Firefight 1	10	5
CG Firefight 2	14	12
CG Firefight 3	16	12

Purchased for on-board set up:

ID	Group Type	F/D	Unit Types	CP	FF Max	CG Max	Notes
I1	Inf Pltn	{3.5/3/2}	1 x 2-4-7 + Piat + 51 Mtr. + LMG + [4-5-7]	4	2	5	i
I2	ReFrm Inf Pltn	{2.5/2/1.5}	[4-5-7]	2	3	6	i
G1	Bn. AT Sect	{1 + Loyd Car./1/0}	2-2-8 + 6 pdr AT	1	1	2	h
G2	Attchd. AT Sect	{2/1/1}	Loyd Carrier + 2-2-8 + 6 pdr AT	2	1	2	h

Purchased for entry along the north map edge:

ID	Group Type	F/D	Unit Types	CP	FF Max	CG Max	Notes
I3	Inf Company	{12/8/6}	2 x Piat + 2 x 51 Mtr. + 2 x LMG + [4-5-7]	8	1	1	3i
I4	Carrier Sect	{3/2/2}	Carrier C + [Carrier A]	3	2	2	i,c
A1	Inf Tank Troop	{3/3/2}	[Churchill]	6	1	1	a,t
A2	Inf Tank HQ Troop	{2/2/1}	Churchill VI + [Churchill V]	6	1	1	a
G3	AT Sect	{3/3/2}	[2-2-8 + 17 pdr AT + Quad FAT]	3	1	1	
A3	SP AT Sect	{3/2/2}	[M10]	5	1	1	a,w
A4	AVRE Troop	{3/3/2}	[Churchill AVRE]	10	1	1	a
A5	Crocodile Troop	{3/3/2}	[Churchill Crocodile]	12	1	1	a

Purchased for entry on hexes numbered ≥ 29 along the east map edge:

ID	Group Type	F/D	Unit Types	CP	FF Max	CG Max	Notes
A6	Arm Recce Troop	{3/3/2}	[Stuart V(a)]	4	1	1	a
A7	Cruiser Tank Trp	{3/3/2}	1 x Sherman VC(a) + [Sherman V(a)]	8	1	1	a
A8	SP AT Sect	{3/2/2}	[M10 Achilles]	6	1	1	a
I5	Carrier Sect	{3/2/2}	Carrier C + [Carrier A]	4	1	2	i,c
I6	Carrier Pltn	{3/2/1} {6/4/3}	[Carrier C] [Carrier A]	7	1	2	2i,c,r

Notes:

- a** Roll for Armor Leader availability as per 3.11. This RG may roll for one Armor leader.
- c** All armored Carriers (i.e., not Loyd Carriers) enter play crewed by an inherent 2-4-8 HS.
- h** Unlimbered, crewed Gun may set up Concealed and Emplaced in appropriate terrain, and may use HIP if no LOS exists from any unbroken enemy unit.
- i** Roll for leader availability as per 3.11. This RG may roll for one Infantry leader.
- 2i & 3i** Roll for multiple leaders as per 3.11. This RG may roll for two or three Infantry leaders.
- r** I6 CARRIER PLATOON makes two separate Depletion DR.
- t** Make a dr for each Churchill received: dr 1-4 = Mk IV; dr 5-6 = Mk VI.
- w** Make a dr to determine the type of M10 equipping the entire section: dr 1-3 = Achilles; dr 4-6 = Wolverine.

SCOTLAND THE BRAVE Credits
Concept, Design, and Development

Ian DGLISH

Research

Shaun Carter, Charles Markuss, Pedro Ramis, Bob Eburne, Luc Schonkeren and special thanks to the staff of the Imperial War Museum, London and The Public Records Office, Kew.

Battlefield Recon

Nick Edelsten and Bob Eburne with special thanks to Madame Annick Bittle, Deputy Mayor of Gavrus.

Playtester Leaders

Trevor Edwards, Arthur Garlick, Chris Gower, Iain McKay, Mike Rudd, Paul Saunders, Andrew Saunders and Steve Thomas.

Dedication

Scotland the Brave is dedicated to the memory of 2nd Battalion., The Argyll and Sutherland Highlanders, "2 A & SH".

Enter on/between hexes A35 - C40:

ID	Group Type	F/D	Unit Types	CP	FF Max	CG Max	Notes
I1	Inf Pltn	{3/3/2}	1 x LMG + [6-5-8]	3	2	4	i
I2	Inf Company	{9/8/6}	2 x LMG + 1 x MMG + 1 x PsK + 2 x 2-2-8 + [6-5-8]	9	2	4	3i
I3	Arm Inf Pltn	{3/3/2}	[6-5-8 + SPW 251/1]	5	2	4	i
I4	AT Sect	{3/2/2}	[2-2-8 + PsK]	2	2	2	
I5	Pionier Sect	{3/2/1}	1 x DC + 1 x FT + [SS 8-3-8]	4	1	1	i,p
O1	Batt. Mortars	{p/n/s}	[81mm Battalion Mortars OBA]	3	1	1	o
O2	FlaK	{p/n/s}	[88mm OBA]	3	1	1	o
O3	Medium Arty	{Scarce}	105mm OBA	3	1	1	o
A1	Tank Pltn	{3/2/2}	[PzKpfw IV]	6	2	3	a,t
A2	Ass. Gun Pltn	{3/3/2}	[StuG IIIG]	5	2	3	a
A3	Ass. Gun HQ	{2/1/1}	[StuH 42(L)]	3	1	1	a
A4	Recce Pltn	{1/1/0} {2/2/1}	[PSW 234/1] [PSW 234/2]	4	1	1	a,r
A5	Flamethr. Sect	{2/1/1}	[SPW 251/16]	2	1	1	f
A6	Halftr. Sect	{2/1/1}	[SPW 251/1]	2	2	3	
A7	MG Sect	{2/2/1}	[SPW 250/sMG]	3	1	2	

Enter on/between hexes A18 - A22:

ID	Group Type	F/D	Unit Types	CP	FF Max	CG Max	Notes
I6	Recce Sect	{3/2/1} {none/7-0/8-0}	[3-4-8 HS] [leader]	3	1	2	r

Notes:

a Roll for armor leader availability as per 3.11. This RG may roll for one Armor leader.

f The first time the inherent crew of each SPW 251/16 leaves the vehicle it takes the form of an Infantry crew (2-2-8) with a FT.

i Roll for leader availability as per 3.11. This RG may roll for one Infantry leader.

3i Roll for multiple leaders as per 3.11. This RG may roll for three Infantry leaders.

o Each OBA module includes one radio and one on-board leader, determined by 3.11 normally (EXC: a +3 DRM on the 3.11 table applies.)

p All MMC are SS Assault Engineers (8-3-8) [H1.22].

r Make two separate Depletion DR.

t Make a dr for each PzKpfw IV received: dr 1-3 = Ausf. H; dr 4-6 = Ausf. J.

SPECIAL RULES FOR ALL StB I CG and FIREFIGHTS:

The following Special Rules apply to all StB I firefights and CG unless specified otherwise by FSR.

● All German AFV crews have "8" Morale.

● All German AFVs are Elite for purposes of increased Ammunition Depletion Numbers (C8.2).

● All German vehicles capable of having Schuertzen are so equipped without availability check.

● No German AFVs may use Nahverteidigungswaffe (even on 1st July), but Panzer IV Ausf J have Smoke Dispensers sD9.

● Playtesting was conducted using both IFT and IIFT. OBA availability is given in actual calibres for those using IIFT; others should round down to the nearest IFT column.

Terrain Notes:

The following notes are presented to clarify any questions which may arise regarding the terrain depicted on the StB I map.

● The Odon River is a Shallow Stream. It comprises: A26 to F24; F24 to R21 (both branches); R21 to U24.

● Gully K1 to R20 is dry. Note that the centre of hex K5 does not include gully depiction, therefore there is no LOS from K6 INTO K4.

● O17 and T24 are single lane wooden footbridges (B6.44) and negate the gully/stream entry and exit costs for units crossing the path depiction hexsides only. EX.: A squad moving from S25 to T24 and on to T23 pays only 1 MF per hex; a squad moving from U25 to T24 pays stream entry cost (3 MF) and is placed under a bridge counter.

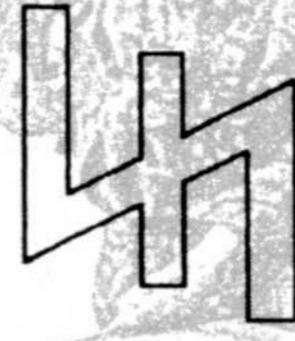
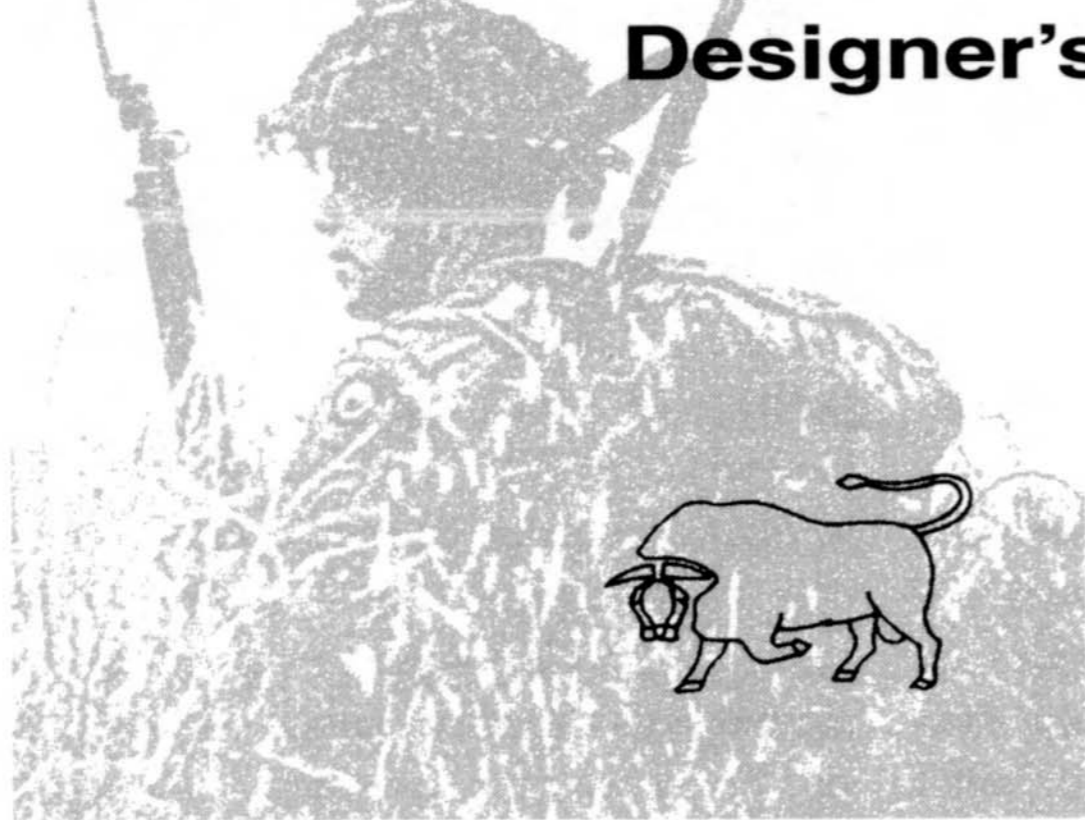
● I23 and I26 are single lane stone bridges. K2 is a two lane stone bridge.

● I24 and I25 are elevated road. The road between I22 and I27 is therefore a constant level 1.

● B13.6 applies normally to paths through woods hexes (EX: A18; T23). Paths in orchard (EX: T3) or Open Ground (EX: N2; N31) have no game effect other than to permit units to avoid Straying at night (E1.531); otherwise such paths are depicted for aesthetic purposes only.

Scotland the Brave

Designer's Notes by Ian Dalglish



This is the story of the Battle of Epsom. Some histories pass over this battle as merely the second of Montgomery's several failed attempts to gain the city of Caen. Increasingly, historians are recognizing the true meaning of Epsom. This was a battle in which enthusiastic but untried British forces encountered some of the best equipped, best led, and most experienced formations of the Third Reich. This was a battle in which a pattern was set that was to continue for the rest of the campaign in North West Europe, from Normandy to the Baltic: the grinding-down of Hitler's finest by dominance of the air and by excellence of artillery support. And, possibly most important, this was the battle which ended German dreams of driving the invaders back to the sea.

At last, the gathering of the Panzer Divisions was nearing completion and the grand plan in place to break through the center of the Allied foothold in Normandy. But the beginning of Epsom caught the Germans off balance and kept them off balance until Hitler's counterstroke in Normandy became an impossibility.

Bad weather and British command problems resulted in progress far slower than planned. After three days of fighting, instead of putting an armored division across the Orne River, all that had been achieved was a battalion-strength perimeter around the tiny stone bridge over the Odon River - a river in name but in fact only a stream. Still, this modest achievement threw the German high command into confusion. With both Rommel and von Rundstedt absent, the acting commander of Seventh Army

committed suicide, causing a ripple of new senior appointments in several major units. The precious Panzer reserves were fed into the fight, thrown in as they became available. As early as 29th June, British VIII Corps intelligence reported: "three out of the four remaining first class pz divs are being committed in a piecemeal fashion..." The same day, Montgomery reported to the Prime Minister: "Since offensive began on eastern flank on 26 June we have pulled two extra panzer divisions in to that flank. They are 1SS and 2SS. Have got 6 panzer divisions involved in trying to hold my advance... So I am well satisfied with present situation." Field Marshal Montgomery was capable of post-rationalizing unexpected developments, and of reinterpreting the facts to his advantage. Nevertheless, in the aftermath of Epsom one clear fact stands out. Instead of their long planned strategic drive to the Channel, the Germans had achieved only the fatal blunting of their principal offensive weapon.

The Panzer divisions were not finished. Their losses during Epsom have been exaggerated by some apologists for the Third Reich, and the resilience of elite German formations is legendary. But during Epsom the German army in Normandy lost the strategic initiative which it was never to regain. The result was the impossibility of a Panzer drive to the sea; the American breakout could not be halted. The Mortain offensive was predestined to failure, speeding the ultimate collapse in Normandy. Not long after the departure of II. SS Panzer Korps from the Ukraine came the final collapse of Army Group Center. Within a year Hitler and the Third Reich were dead.

The Firefights:



[Photo: A view north from hex R38]

StB #1 HONEY TRAP: This scenario is partly conjecture. The Hussars did reconnoitre the location early on the 28th. The presence of one or more German armored car(s) was reported that day, and 12th SS Panzer's recce. company did pass through. And 5. Kompanie of 12th SS Panzer Regiment did cross the Gavrus bridges from north to south on their way from contesting Grainville-sur-Odon to take up positions around Hill 112. Exactly who killed the Honeys, we do not know. The burnt out wrecks told no tales.



[Photo: View north from hex L4—note church in the center of Grainville-sur-Odon]

StB #2 CAMERONIANS CROSSING: The struggle for control of the ruins of Grainville-sur-Odon is one of the epics of Epsom. The full retelling must await the planned second volume of SCOT-

LAND THE BRAVE, which will detail events to the north of the existing map. Special rules depicting less-than-perfect co-operation between tanks and infantry have been employed elsewhere (e.g., in ALL AMERICAN). It is true that the “infantry tanks” of 7th and 9th Royal Tank Regiments had had opportunity to liaise and even train with 15th Scottish. It is true that the worst failures of co-operation during Epsom involved the tanks of 11th Armored Division, although this was sometimes due to infantry making demands of the tanks which were unreasonable. Nevertheless, advancing British infantry tanks certainly did machine gun friend as well as foe; and in the close fighting of Epsom with German “snipers” everywhere, it took outstanding courage for a tank commander to fight his tank unbuttoned. Both tanks and infantry learned fast. The casualty rates and equipment losses - both extraordinarily high at the beginning of the battle - came down as experience grew and the survivors learned to avoid unnecessary risks. Limiting the British exit area to a single hex is intended to reflect the difficulty of the assignment: to find a way into the strongly defended locality of Grainville from the flank. For game purposes, it should be assumed that just beyond the northern edge of the map is a cauldron of battle, with British and German forces ebbing and flowing unpredictably through orchards and rubble. If A Company were to turn right too soon, they would sacrifice the benefit of their flanking manoeuvre; too late and they would be in open ground facing the onrush of 2nd Panzer’s Panthers! A word of advice to the German player: your focus on turn one must be slowing the British at all costs, but even if the British exit a few squads on turn two, do not despair - all is not lost.



[Photo: The view north from hex I14]

StB #3 SEAFORTH OBJECTIVE: At this stage of the Epsom battle, there were

few “front lines”. The situation was totally fluid, and accounts survive of vehicles on both sides believing they were “behind the lines” only to drive straight into the enemy. Throughout the early part of the battle, nowhere was safe from the ubiquitous pockets of fanatical resistance by isolated Hitler Youth infantry (wrongly assumed by the British to be snipers, because of their SS pattern camouflaged battledress; just as every tank was a “Tiger”, so too every bullet passing overhead was a “sniper”, with such paralyzing effects that an order went out on 27th June to cease talk of “snipers” and refer instead to “isolated enemy riflemen”). Through the 28th and 29th, various German armored units penetrated the area covered by this map from west to east, and back again: first Hitler Jugend, then KG Weidinger, then Hohenstaufen. Meanwhile, the German forces hurling themselves against the eastern side of the “Scottish Corridor” are now only about two-dozen hexrows to the east. So it is that this locality, so recently fought over by the Cameronians, has now been abandoned by both sides, and new adversaries meet to contest the ground.



[Photo: The church in hex O35]

StB #4 LOOKING FOR TROUBLE: Here we introduce the 2nd Argyll and Sutherland Highlanders, otherwise known as the 2nd Battalion (Reconstituted) 93rd Highlanders, the famous “thin red line” of Balaklava in the Crimean War. The Argylls had a good start to Epsom. On 27th June, the battalion came forward from Brigade reserve and in a copybook sequence of maneuvers swept aside German resistance to take the bridge over the Odon at Tourmauville. This one action turned the battle. Having signally failed to penetrate to the distant Orne River, the British had appeared stalled north of the Odon. On the night of 27th June, the tiny but precious bridgehead was strengthened, and within twenty four

hours, most of 11th Armored Division had negotiated the steep, narrow, winding track down to the little stone bridge over the Odon and up onto the plateau leading to Hill 112. Freed of holding the bridgehead, the Argylls themselves slogged up the narrow valley on foot, manhandling their 6 pounder guns over the marshy river bottom. They found the bridges at Gavrus intact and undefended (unlike the Allies, German practise was to avoid destroying bridges behind them, to allow for later counter attack). They dug in. Overnight, they had become the talk of VIII Corps, and in England the morning newspapers hailed the Argylls as “The Crossing Sweepers”. As dawn broke in Gavrus, the Argylls were already stood to. Restless officers went looking for the enemy, looking for trouble...



[Photo: Hex K6 in le Valtru]

StB #5 HOHENSTAUFEN LEFT: There actually was a considerable battle fought by the Seaforths in the afternoon of the 28th, following their seizure of the crossroads at le Valtru. But in ASL terms, the action seemed too similar to this to warrant separate coverage. So the focus is on this climactic action, at the very height of the IInd SS Panzerkorps’ drive to smash the Scottish Corridor and so turn Epsom into a British disaster. As elsewhere on that day, the forward British company was overrun, the rest holding on as best they might. The action starts after the loss of the forward 6 pounder. To the north, armored elements are breaking through into the British rear, to be met by a back-stop of infantry and anti-tank guns. Not very far to the east, the opposite face of the Scottish Corridor is under sustained attack by 1st SS Panzer and the remnants of Hitler Jugend. To the south, the road to Gavrus has been blocked. But events beyond the playable map of this scenario are of little interest to the British player, whose orders are simply to hold the line at le Valtru.



[Photo: The view southwest towards Bougy from hex C38]

StB #6 FRUNDSBERG RIGHT: This scenario is the “heart” of SCOTLAND THE BRAVE. The designer was intrigued by the story of the 2nd Argylls: isolated, largely unsupplied, inexperienced, and facing Germany’s best. The moment it became clear that no existing ASL map board could replicate the Gavrus position, the idea was born that grew into this ASL module. Some elements of the 2nd Argylls are not represented here. These include: A Company, who spent much of the battle guarding the eastern perimeter (from whence an all-seeing, all-knowing ASL player would probably redeploy them!); elements of the Support Company, including the Carrier Platoon, stationed north of the river, and the Mortar Platoon, whose ammunition had been largely expended. Nevertheless, this is a true battalion action, representing all the major units actively involved. While the system permits various tactics to be tried out, it is interesting to see how often history is repeated in German attempts to outflank the British right, and repeated British counter attacks from the riverside woods to recover the ruined buildings.



[Photo: The view south from hex J34 - the road is now modern]

StB #7 THE FLANK OF THE BLACK BULL: The inclusion of the Befehlspanzer in this scenario is a gesture towards the subject of command control. At the time of this action, the 9th SS Panzer had three *PzBeobWg* III on

strength, probably the Ausf L. Unlike some earlier models, the “L” retained its main armament, simply losing some internal ammunition stowage to make room for additional radios. In a lengthy scenario or Campaign Game, it might be appropriate to consider lowering ammunition availability for this vehicle. The ability of the command tank to enhance the firepower of other tanks is an abstraction of the overall benefits of tactical leadership (just as a 9-2 Infantry leader might enhance a squad’s firepower by pointing out targets, but also - more likely - by ensuring more heads up and more weapons firing). Please assume in this case that the “-2” To Hit modifier is simply the manifestation of superior tactical employment of the unit. Some playtesters asked why the British Balance appears to reduce the British strength. The answer is in Chapter H: each “Carrier C” carries a PIAT.



[Photo: Hex K34 in Gavrus]

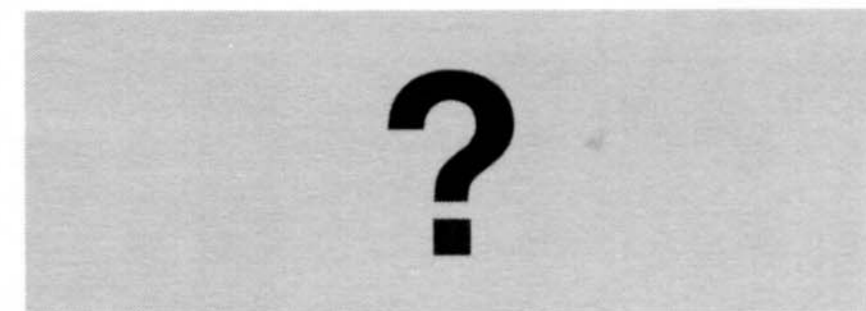
StB #8 THE LOST PLATOON: One playtest team came back with the view that this scenario was more like playing chess than ASL. There is little scope for mistakes. And, yes, one bad sniper attack can cost the game. If you cannot cope with this, then the game of chess is recommended. ASL is about war; war is not intended to be fair.



[Photo: The mill in hex K23]

StB #9 ORDERS FOR THE MAJOR: For all its abstractions of reality, the ASL system can be supremely good at capturing the flavor of a battle. In this case, a

very strange situation is being acted out: one side is after territory, but must first remove the current incumbents; the other side feels a strong desire to put discretion before valor and move out, but is held in place by the iron discipline (and some would say downright pig-headedness) of one man. No 6 pounder guns are featured in this scenario. By this stage, some had been knocked out, and it is assumed that the surviving guns were already being manhandled back in preparation for withdrawal. Similarly, all the soft skinned transport and most of the Carriers of the battalion that ran the gauntlet of the le Valtru road to and from Gavrus have been excluded from these scenarios. Nevertheless, their contribution in supplying ammunition and evacuating wounded was considerable. Somewhere on the game map, the Colonel of the Argylls is missing, presumed dead, conducting his own war against the Germans after being cut off from the main body of his Regiment. His experiences are a tale unto themselves, but sadly not a viable scenario.



StB #10 THE GHOST SCENARIO: This scenario has no card. It does not exist on paper. But it deserves its place in the set. McElwee led his force north out of Gavrus just in time to escape a massive German mortar barrage. After this the Panzer Grenadiers stormed through the shattered village to the woods south of the river. But they could not hold. Field guns, “medium” (5.5 inch), and the heavy smashers of Army Group R.A. poured in over fifteen thousand shells. 10th SS Panzer stopped, recoiled, and abandoned Gavrus as a worthless no man’s land. So, the scenario. Set up all German survivors of StB 9 on hexes numbered ≥ 28 . Add as many more SS squads as you like (subject to counter mix restrictions). German sets up and moves first, with no British unit on board. Conduct a Bombardment (C1.8) before every Game Turn, with no spared hexes (ignore the provisions of C1.81). Germans may exit from any board edge hex numbered ≥ 30 . Continue the game until the last German unit is removed from the board. There are no winners.

SPECIAL RULES and TERRAIN NOTES for Scotland the Brave I:

Terrain Notes:

- The Odon River is a Shallow Stream. It comprises: A26 to F24; F24 to R21 (both branches); R21 to U24.
- Gully K1 to R20 is dry. Note that the centre of hex K5 does not include gully depiction, therefore there is no LOS from K6 INTO K4.
- O17 and T24 are single lane wooden footbridges (B6.44) and negate the gully/stream entry and exit costs for units crossing the path depiction hexsides only. EX.: A squad moving from S25 to T24 and on to T23 pays only 1 MF per hex; a squad moving from U25 to T24 pays stream entry cost (3 MF) and is placed under a bridge counter.
- I23 and I26 are single lane stone bridges. K2 is a two lane stone bridge.
- I24 and I25 are elevated road. The road between I22 and I27 is therefore a constant level 1.
- B13.6 applies normally to paths through woods hexes (EX: A18; T23). Paths in orchard (EX: T3) or Open Ground (EX: N2; N31) have no game effect other than to permit units to avoid Straying at night (E1.531); otherwise such paths are depicted for aesthetic purposes only.

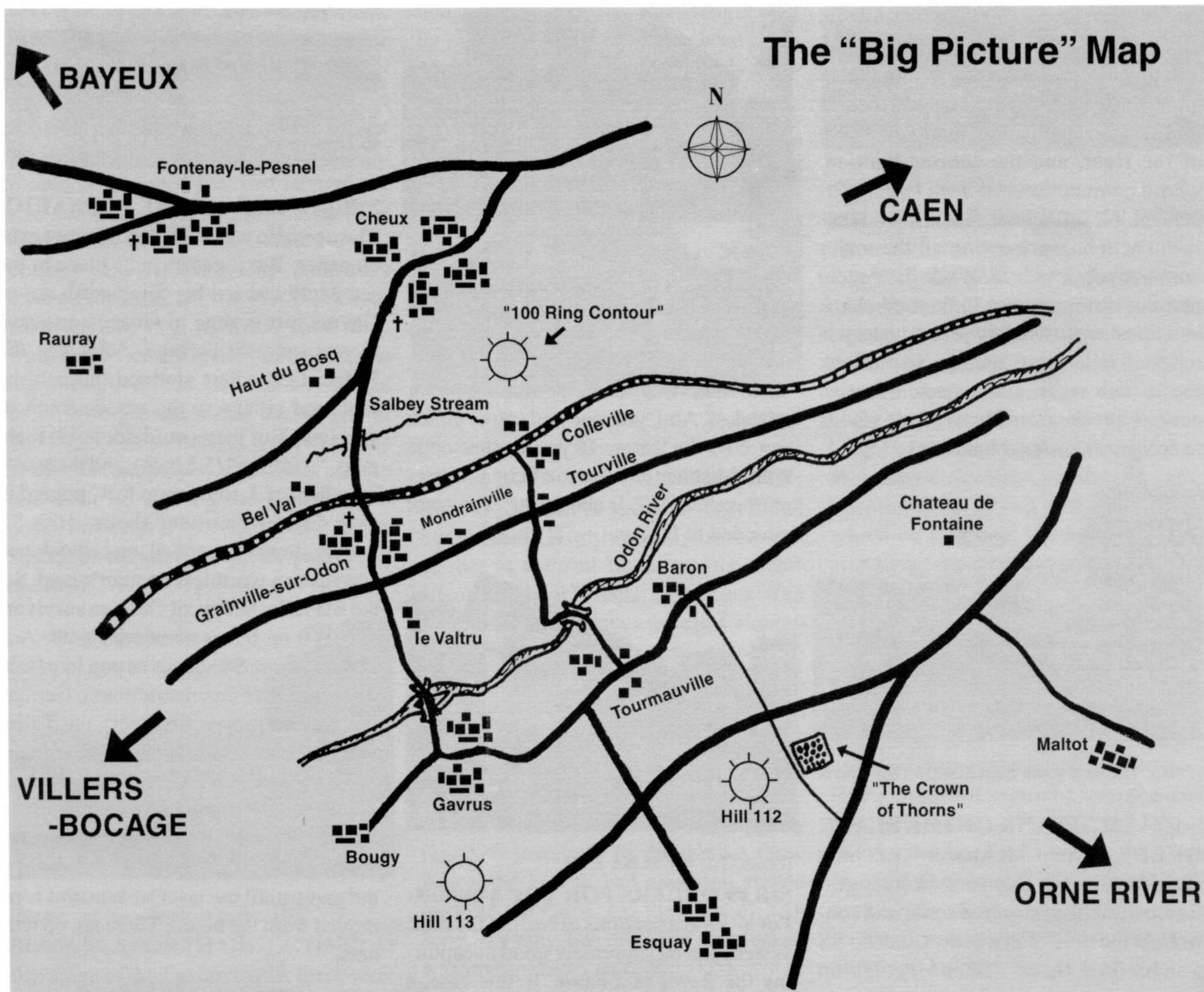
Special Rules:

The following Special Rules apply to all StB I firefights and CG unless specified otherwise by FSR.

- All German AFV crews have "8" Morale.
- All German AFVs are Elite for purposes of increased Ammunition Depletion Numbers (C8.2).
- All German vehicles capable of having Schuertzen are so equipped without availability check.
- No German AFVs may use Nahverteidigungswaffe (even on 1st July), but Panzer IV Ausf J have Smoke Dispensers sD9.
- Playtesting was conducted using both IFT and IIFT. OBA availability is given in actual calibres for those using IIFT; others should round down to the nearest IFT column.

NOTE: This booklet has been typeset for those wishing to three-hole punch and add it to their ASLRB as a Chapter H addition.

Scotland the Brave



Scotland the Brave I News



ver. 1.0

Welcome to the StB News ver. 1.0! This news-sheet will be updated regularly to bring you the latest clarifications for the Scotland the Brave™ series of modules from Critical Hit. You may download the latest edition of this newsletter from our web server at www.CriticalHit.com.

There is more coverage already waiting for the enthusiast of Scotland the Brave I. A recap of play of StB #9, "Orders for the Major" is found in the downloadable CH ONLINE magazine, Issue #3. Get it now from www.CriticalHit.com. You can read CH ONLINE with any computer as it is published using the portable Adobe pdf format. Get your copy of the Adobe Acrobat reader for use with pdf files free at www.Adobe.com/Acrobat.

Here are the latest clarifications and errata for Scotland the Brave I:

MAP: Make sure to read the Terrain Notes on the back of the designer's notes booklet (also found on the German CG Card). The artwork for the raised road running from I24-I25 is similar to that for the sunken roads on all other parts of the map.

LEVELS: You will note levels are marked on-map with small numerals indicating their height (e.g., AA40 is level 3 and AA39 is level 2.)

LEVELS HIDDEN BY WOODS DEPICTIONS: We've tried to make 'cut-outs' to make it clear what level is beneath a woods depiction. In the event of confusion, the woods is considered to cover the higher terrain in any questionable spots and a friendly roll of the die is also urged to avoid arguments.

LEVELS IN WHITE CIRCLES: The numeral "1" is found in the large white circle in the hex center dot of some buildings (e.g., N33) to delineate the existence of a level one in this hex in addition to a ground level.

PATH LOS FROM T17-T23: An LOS is traced normally from hex center-dot to hex center-dot in T17-T23 (e.g., there is a LOS from T18 to TT20, and so on).

SMALL GREEN DOTS WITH THE NUMERAL "1" IN THEM: These are TVP for the Platoon Leader CG and the hexes bearing same are noted in the CG Objectives section of the CG Intro.

CG FIREFIGHT LENGTH: All CG Firefight are a variable length from 5-7 turns. The last sentence in ALL FIREFIGHTS on the CG Intro card should be changed to read, "All CG Firefights are 5-7 turns in length." Use the circled numbers on the turn record tracks found on-map and on the CG Intro cards as per PL CG2 (i.e., the player moving second applies a -1 drm).

THE REPLAY ARTICLE: What replay article you say? The one you and your buddy write! Or the tactics article. If you haven't heard about Critical Hit Tactical Level magazine, you need to drop us a line at 914-278-9125, ask your game retailer to get it or visit our web site at www.CriticalHit.com. Write for us and you'll both get the issue your article appears in free and we'll publish your photo if one is submitted. We want to hear from you! Send any article submissions to: Critical Hit submissions, Critical Hit, Inc. PO Box 279, Croton Falls, NY 10519.

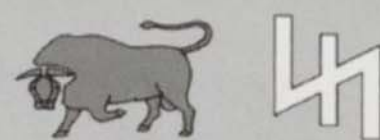
IN STORE EVENTS: We want to sponsor an in-store event featuring the play of Scotland the Brave I and other Critical Hit modules. Drop us a line with the name and address of the hobby shop you bought the module in and we'll contact them to set something up. Use the address above but address your letter to "Store Events".

CRITICAL HIT



Scotland the Brave

The Epsom Offensive: June 28 - 30, 1944



Game Turn:

1	2	3	4	5
6	7	8	9	10

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Game map depicted above is printed in full-color.

LE VALTRU, 29 June 1944: Fresh from the Ukraine, the two divisions of II SS Panzer Korps were thrown forward to restore a front that was falling apart. There remained a chance to turn the battle around and drive for the beaches, but that opportunity would not last. The attack planned for 07:00 hours was delayed two hours due to the late arrival of the support artillery brigade with its hundred "Werfers". 09:00 came and the start was revised to 13:00 hours. The Seaforths spent a quiet morning regrouping after the previous day's battle with KG Weidinger, and reorganizing their position astride the crossroads at le Valtru. Patrols ventured out to investigate enemy intentions. At 16:15 hours, a Mark IV tank burst out of the woods in front of C Company, and the assault by Hohenstaufen began. The first German tank knocked out the 6 pounder gun in the C Company position, and wounded the two officers who desperately attempted to stalk it with a PIAT. More tanks and infantry came on, and C Company was overrun. Four tanks and a company of enemy infantry reached the heart of the Battalion position, wounding both the Colonel and his 2nd in command, who were evacuated. More officers were lost to mortar fire. Elements of 9th Royal Tank Regiment ventured forward from Colleville to lend their support to the infantry. After a three hour struggle the enemy fell back, leaving four wrecked Mark IVs to mark the battleground. The cost had been high, but the Seaforths held le Valtru.

SCOTLAND THE BRAVE™ tells the story of the Battle of Epsom. Some histories pass over this battle as merely the second of Montgomery's failed attempts to capture the key city of Caen. Increasingly, however historians are recognizing the true meaning of the Epsom Offensive. This was the battle which ended German dreams of driving the invaders back into the sea. Hitler gathered the best of his remaining Panzer Divisions and broke them against the resistance encountered. The beginning of Epsom caught the enemy off balance and kept the Germans off balance until Hitler's counter-stroke in Normandy was doomed to failure. Most important, this was a battle in which enthusiastic but untried British troops stood toe-to-toe with some of the best equipped, best led and most experienced combat formations of the Third Reich. The Battle of Epsom was to set a pattern that was to continue for the rest of the campaign in Northwest Europe from Normandy to the Baltic: the grinding-down of Hitler's elite troops by dominance in the air and by excellence of artillery support.

SCOTLAND THE BRAVE™ includes a well-researched historical game map of the battlefield, special rules, nine new scenarios and a Plato Leader 2.1™ campaign game. You will also receive a comprehensive scenario tactics and designer's notes booklet. Everything is included to play using your existing ASLRB* and game pieces.

*Ownership of the ASLRB, BV and WOA are necessary to play this game.

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