

# MLR2 TROTEVAL FARM

© 2000 Jim McLeod

## HISTORICAL ACCOUNT

**LOCATION:** Near Verrieres, Normandy, France

**DATE:** 24 July 1944

**COMMENTARY:** The Canadian Army's role in 'Operation Goodwood' was known as 'Atlantic' and like the big attack, ended with less than spectacular results. The Canadian 6<sup>th</sup> Brigade of the 2<sup>nd</sup> Infantry Division was tasked with capturing the village of Verrieres, which sat atop a ridge of the same name.

The assault went in 19 July and after making good progress initially, the Germans counter-attacked in force and badly cut up the leading Canadian battalions, the Queen's Own Cameron Highlanders and the Fusiliers Mont-Royal. Pushed back to their original start line, the FMR were ordered to recapture Troteval Farm in preparation for the Royal Hamilton Light Infantry's attack on the village of Verrieres. The FMR, battered from its previous actions, amalgamated the remnants of the rifles companies into one full strength company and attacked the farm at 2200hrs.

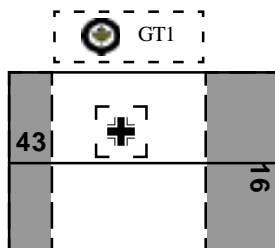
Led by Major Jacques Dextraze, the French-Canadians made a spirited assault supported by the tankers of the Sherbrooke Fusiliers and they quickly encircled the German defenders with a pincer attack. Making the final assault with grenade and bayonet, the Fusiliers captured their objective within an hour, thus securing the start line for the 'Riley's' effort on Verrieres Ridge the next morning.



## TURN RECORD CHART

+	GERMAN Sets Up First	1	2	3	4	5	6	END
●	CANADIAN Moves First							

## THE BATTLEFIELD AND CONDITIONS



Only hexrows E-W on board 43 and hexrows K-CC on board 16 are playable. Building 43N9 has RB Cellar Locations (o6.) [EXC: they are not Fortified]. Ground is Soft and each vehicle must expend 1 MP extra per hexside crossed unless crossing/traversing a road hexside or entering a building/woods/rubble obstacle.

Weather is Clear, EC are Wet with No Wind at start.

## VICTORY CONDITIONS

The Candians win if at game end there are no unbroken German MMC within the walled area of farm 43N8.

## SCENARIO SPECIFIC RULES:

- 1 Kndling is NA.
- 2 Boresighting is NA.
- 3 All SMC have an ELR of 4.

**Elements of Infanterie Division 272** set up  $\leq 5$  hexes from 43N8. The Germans may set up one squad-equivalent (and any SW/SMC that set up with it) HIP.

**BALANCE:** exchange 4-4-7 MMC for 4-6-7 MMC.

ELR: 3  
SAN: 4

4-6-7	4-4-7	2-4-8	9-1	8-0	3-8	7-16	50* [2-13]	12-4	7 Morale	
2	4	3			2					5

**Composite Company, Les Fusiliers Mont-Royal** enter along the north edge.

**BALANCE:** add a 9-1 armoured leader to the reinforcements.

ELR: 3  
SAN: 3

4-5-8	4-5-7	2-4-8	2-4-7	10-2	8-1	8-0	2-7	8-3	51 [2-11]	
4	6	3					4	2	2	

**Elements 27<sup>th</sup> Armoured (Sherbrooke Fusiliers) Regiment** enter on/after turn one along the north edge.

1	14
75	8
	4
	2

3