



LE VALTRU, FRANCE, 28 June 1944: The 2.SS-Panzerdivision *Das Reich* was forced to delay its counter-attack on the British penetration west of Caen in order to deal with the British 49th Division's advance south from Rauray. This delay allowed the 9th Cameronians to occupy Grainville and the 7th Seaforth Highlanders to advance to the hamlet of le Valtru in an effort to secure the right flank of the now named "Scottish Corridor". Before the Seaforths could reach le Valtru, they were hit by *Kampfgruppe Weidinger* of 2.SS-Panzerdivision *Das Reich*. Fortunately, the Seaforth's commanding officer, Lieutenant Colonel Grant, had insisted on the battalion advancing in battle formation with armoured support provided by A Squadron, 9th Royal Tank Regiment (RTR). The two forces met as they advanced. Unfortunately for the Seaforths, the 9 RTR liaison officer's radio was faulty and the coordination between the two units was poor, with friendly fire from the tanks causing some casualties. Nevertheless, the Seaforths were able to advance onto their objective after an initial armoured battle. However, elements of *Kampfgruppe Weidinger* managed to bypass the crossroads and continue their advance.

BOARD CONFIGURATION

(Only hexrows A-P are playable)



71

BALANCE:



Add an 8-0 SMC to OB



Disregard SSR 4

VICTORY CONDITIONS:

The Germans win immediately by exiting ≥ 15 Exit VP (at least 4 VP must be infantry, Prisoners are worth 0 VP) off the east edge; or at Game End, if there are no Good Order British MMC/mobile AFV with functioning MA west of hexrow I and with LOS to a western board edge hex.



TURN RECORD CHART

Simultaneous Set Up; the First Move is Randomly Determined (see SSR 2)

1 2 3 4 5 6 END

SPECIAL RULES:

Estimated Playing Time: 3 hrs 21 mins

1. EC are Moist with no wind at start. All buildings are Ground Level only. An AFV must expend $\frac{1}{4}$ of its printed MP to cross a Hedge hexside and makes a Bog Check (D8.2). Kindling Attempts are NA.
2. Prior to setup; stand up an extra board between the two players. Both players now setup simultaneously. After all setup has been completed (vehicles must start in Motion), the intervening board is removed. The British player makes a dr. On a dr of 1-3, the British move first; otherwise, the Germans move first. The side moving first

may expend only $\frac{1}{2}$ of their allotted Infantry/vehicular MF/MP during the Turn 1 MPh.

3. The German Pz VG tanks are not SS units.

4. At the beginning of each British MPh, the British player must declare whether he will move his Infantry, or his AFVs, first [EXC. any *Berserk Infantry*]. British crews may not voluntarily Abandon (D5.4) AFVs. British Infantry may not become AFV Riders (D6.2) nor use Armored Assault (D9.31).

Elements 7th Seaforth Highlanders supported by A Squadron 9 RTR; 15th Scottish Division set up on any hex on/east of hexrow N:

1 4-5-7	9-1 Lieutenant	8-1 Sgt-Major	7-0 Corporal	2-7 1PP	8-3 1PP	51 [2-11] 2	14 11 75 2/4
10				2	2	2	3

[ELR: 3]

(SAN: 2)



Elements Kampfgruppe Weidinger, 2.SS-Panzerdivision *Das Reich* supported by 2.Panzerdivision set up on/west of hexrow C:

6-5-8	9-1 Untersturmführer	8-1 Obersturmführer	3-8 1PP	75LL 3/5/2
7			2	2

[ELR: 5]

(SAN: 2)

