On 6 June 1944, a massive Allied invasion fleet landed 125,000 Allied troops on five beaches in Normandy on the north coast of France. Increasing German resistance and the nature of the terrain meant that by 27 June, when the Allies had expected to have broken out, they were still bottled up in the Normandy area. By the end of the month the Americans had taken Cherbourg, but it was not until 9 July that the British took Caen.

Operation Goodwood, launched 18 July failed to achieve a breakthrough towards Paris, and it was not until 30 July, when Operation Cobra led to US forces breaking through west of St Lo, that the Allied forces began to make progress into the French interior.

During the night of 7/8 August the Canadian 1st Army launched Operation Totalize, which led to the capture of Falaise on 17 August. At the same time the 4th Wiltshires were ordered to secure the town of Vernon itself, which had been liberated by the French FFI. The 4th Somerset were to attack on the left flank between the two bridges, and the 5th Wiltshires to the right of the road bridge, both units crossing in storm boats and DUKWs. A ‘borrowed’ squadron of Cromwells from the 11th Armoured Division’s 15/19th Hussars was available to provide tank support.

The job of forcing the Seine would be entrusted to the 43rd (Wessex) Division, which had spent over two years in England prior to the Normandy invasion practising such operations. Their orders were “to force a crossing of the Seine middle of the river were also likely to cause problems. The river bank on the western side was also so steep that DUKWs would only be able to get down into the river over man made ramps. Aerial reconnaissance showed that both the railway bridge and the road bridge had been destroyed, although the latter had been hastily repaired by the Germans. In theory it was passable to infantry moving in single file, although they would be completely exposed to enemy fire while doing so.

Intelligence sources estimated the German strength to number some 250 men in and around Vernonet. Another 250 could be found some 2 miles upstream in Giverny. Both groups were detachments of KG Meyer of the 49th Infantry Division. They were armed with an assortment of MGs and 20mm flak guns, but lacked any tank support, and possessed few 88s or mortars.

THE PLAN
The job of forcing the Seine would be entrusted to the 43rd (Wessex) Division, which had spent over two years in England prior to the Normandy invasion practising such operations. Their orders were “to force a crossing of the Seine on or about 25 August. To cover the construction of a Class 9, a Class 40 and Class 70 bridges. To form a bridgehead of sufficient depth to allow passage though of the remainder of XXX Corps.”

For the assault, General Thomas, commander of the 43rd, assigned the mission to 129 Infantry Brigade. The 4th Wiltshires were ordered to secure the town of Vernon itself, which had been liberated by the French FFI. The 4th Somerset were to attack on the left flank between the two bridges, and the 5th Wiltshires to the right of the road bridge, both units crossing in storm boats and DUKWs. A ‘borrowed’ squadron of Cromwells from the 11th Armoured Division’s 15/19th Hussars was available to provide tank support.

To reach the west bank of the Seine the 43rd had to cross the American lines of communication along the Argentan - Breteuil - Pacy route. Despite being allocated three time spans to do this, delays were inevitable, and the 4th Wiltshire Battalion did not reach Vernon until noon on the 25th. By 1600 hrs they had been joined by the bulk of 129 Infantry Brigade and were dug in around the town. The brigade was under strict orders to give the Germans no idea of their arrival, and to pretend that Vernon was in the hands of the French.
CG1 1845 25 August

Following a 15 minute bombardment and a 10 minute smoke shell bombardment, 129 Infantry Brigade launched its attack across the Seine.

The task of crossing on the right was given to the 5th Wiltshire Battalion. As A Company got underway the smoke cleared allowing them a clear view of the far side. Unfortunately they were also visible to German MG gunners who opened fire on them. The first two boats became grounded on a submerged island only 30 yards from the far shore, while others got stuck on a sandbank. The men jumped out into the water and waded ashore, spreading out for cover as they reached the bank. By the end of the first hour only one of the eight boats survived and only 60 per cent of A Company was across. However the Germans put in a strong counter-attack as darkness fell and A Company was virtually wiped out.

Another misjudgement caused some trouble for the 4th Somerset Light Infantry Battalion, who were crossing on the left flank between the railway bridge and the road bridge. The watercourse was not dry as expected but was 60 feet wide with steep muddy banks containing deep water and depths of soft mud and silt. Despite this A Company embarked at 1910 hrs and established their initial bridgehead. C Company followed up quickly and advanced inland.

Concerned about the problems his troops were encountering, Commanding Officer ordered the 1st Worcestershire Battalion to cross the damaged road bridge. As A Company moved to the foot of the bridge it was greeted by mortar fire from Vernonnet, while MG fire swept the bridge from a large concrete pillbox 50 yards from the bridge. Fire from both 2-in mortars and 6-pounder guns failed to eliminate the pillbox. One platoon, led by Sgt. Jennings, climbed onto the bridge and set off a booby trap of egg grenades; although badly wounded, he then managed to withdraw his men to safety. Eventually the company withdrew to nearby houses to have a hot evening meal!

By now Brigade Mole was faced with the failure of his attack. 5th Wilts had lost A Company and the rest of the battalion had not yet crossed. 4th Somersets had two companies marooned on an island near the railway bridge and it was stalemate for the Worcesters on the road bridge.

CG2 2300 25 August

The disaster to the storm boats now forced the 5th Wiltshires to use their DUKWs. At 2230 hrs four DUKWs were launched and three were grounded immediately, leaving just three to operate and ferry the remainder of the battalion across. However by 0300 hrs C Company was across without loss and had reached the top of the ridge. With B Company on the right and D on the left, the first bridgehead had been secured.

Elsewhere the 5th Somerset Light Infantry, also using DUKWs, attempted to land B Company 300 yards upstream to the right of the island of which A Company was marooned. One DUKW grounded on a mud bank and the other sank at the foot of a newly constructed ramp, but the rest of the company was able to cross in storm boats without difficulty, and established a new bridgehead downstream, left of the road bridge. Then they cleared the ground between Vernonnet and the river.

Vernonnet was still held in some strength although the Somersets had knocked out two MG teams on the outskirts with hand grenades in the dark, and Cromwells from the 15/19th Hussars’ firing from the west bank of the river had eliminated another. Soon a number of prisoners of the 148th Grenadier Regiment were “in the bag”.

CG3 0500 26 August

At dawn the Worcesters made a second head-on attempt to cross the road bridge. To their amazement they found that the Germans had vanished, probably under threat from pressure by 4th Somersets. By 0800 hours the Worcesters had crossed the road bridge and advanced north-east to capture the high ground inland from Vernonnet. With the greater part of all three battalions now across, 6-pounder anti-tank guns and carriers were ferried across to repulse any German armour attacks.

General Thomas now ordered a carrier platoon from the Cornwalls to make a diversionary attack 10 miles north-west opposite Les Andelys. With nothing more than a 25-pounder field gun, a 3-in mortar and the carriers, the platoon simulated a crossing at Gaillon, while the divisional artillery attacked targets up and down the river to confuse the enemy. The Germans on the German reserve away, and as a result they failed to counter-attack in strength that day.

Meanwhile engineers had begun constructing the Class 9 bridge ‘David’. Many had trained on the Isle of Wight in April and May, with landing pontoons, paratroops from the D-Day landings. 34 rafts were assembled and the bridge approaches bulldozed, while the cumbersome rafts were manhandled around the back gardens to get them down to the river. All this was done while under fire from MGs, 20mm AA guns, mortar and German snipers. The bridge was completed by midday only to have a shell land right in the middle of it. The bridge was quickly repaired and eight hours later vehicles would be passing over it.

CG4 1200 26 August

By now the situation had improved somewhat for the British. The 5th Wiltshires destroyed two MGs in the cliff face which had been raking the engineers building the bridges and by early afternoon had consolidated east of Vernonnet taking 100 prisoners.

On the left flank D Company of 4th Somersets, who had disembarked before first light, cleared the gardens and houses in the north end of Vernonnet. By early afternoon the battalion was dug in along the spur 1,200 yds north of Vernonnet, having captured four 20mm dug-in AA guns and taken thirty prisoners.

Brigadier Mole now ordered the 4th Wiltshires across the damaged road bridge in the heat of the day to clear the area south of Vernonnet between the river and the escarpment. Many deep caves were located, from where the Germans had been able to pour accurate fire on the engineers building the bridges, causing heavy casualties. Having silenced the enemy, the battalion then advanced on a three company front and by evening had reached the spur 1,700 yards south-east of Vernonnet.

Thomas now ordered the rest of 214th Brigade to cross the river and expand the bridgehead. The 5th Duke of Cornwalls Light Infantry were to go first, followed by 6th Somerset Light Infantry, the troops using the broken road bridge and vehicles the ‘David’ Bailey bridge. At 1545 hours a scout patrol from the Cornwalls radioed that they had reached the centre of the Forêt de Vernon due north of Vernonnet unopposed. The advance was turned into a festive occasion by the villagers of Vernonnet who pressed wine and cider on the heavily laden infantrymen.

Three miles further on B Company took up a position left of the high ground near Pressegny l’Orguellux. A Company was on the right in front of the forest edge, while D Company blocked the cross tracks 500 yards south-east. Anti-tank guns were placed and Battalion HQ was a chateau which had been a home for orphan boys. A chateau which had been a home for orphan boys.
In the middle of the night B Company was overrun and an enemy force was in the village (a German patrol had unknowingly linked up in the darkness with a Cornwall patrol), and a deadly game of hide and seek ensued. At dawn a large German force moved up through a cornfield, swept out of the early morning mist and quickly overran the few defenders. The survivors fell back to A Company’s positions by the forest edge, but the Germans stormed through the gap and a strong party outflanked A Company, forcing Colonel George Taylor to order a defensive fire programme on top of A Company. D Company was then attacked by two German companies and although a small detachment held the Germans up for a short time in bitter fighting but were soon overrun. The situation became so desperate that Taylor issued a special Order of the Day which was circulated to all section commanders: “The battalion WILL defend the LEFT flank and try to defend I mean TO THE LAST MAN and the LAST ROUND. In this close country the enemy may infiltrate behind you but remember - if you hold your FIRE he cant locate you and if he can’t locate you he’ll walk straight into your trap and if he walks into your trap every bullet you fire will kill a German.”

Eventually several armoured cars from the Recce Regiment and later some 4/7th Dragoon Guards’ tanks arrived to stabilise the situation. The Cornwalls then moved to occupy the village of Pressagny, but all three of its rifle companies had taken heavy casualties, dead, wounded and captured.

**CG5 0600 27 August**

At the river engineers worked throughout the morning, more or less under constant fire. Although the cliff top MGs and 20mm AA guns had been silenced by now, an enemy gun firing from the south was causing some trouble. One direct hit on ‘David’ sank boats and destroyed two of the floating buoys, closing the bridge for nearly two hours. Stray shells were also dropping on the town and each company in turn reported casualties.

By 1715 hrs, almost 48 hours after the first assault, the first vehicle, a bulldozer, crossed the 60-ton Bailey bridge called ‘Goliath’. It had taken 500 sappers twenty-eight hours to construct the 60-ton Bailey bridge called ‘Goliath’. By 1930 hrs the tanks of 4/7th Dragoon Guards had taken 500 sappers twenty-eight hours to construct the 60-ton Bailey bridge called ‘Goliath’. It had been held in reserve, even though it was very weak in numbers, and many of its men were new, including the Commander. Thomas insisted that all companies should be in the advance, so A Company was ordered to a set of crossroads in the middle of the forest.

The company advanced for about a mile through the dense forest, where visibility was often down to feet, before digging in by an abandoned farmhouse by a set of cross tracks. The next morning the company CO led a patrol on a short recce to establish that they were in the correct position as their maps were so unreliable. Reaching an opening in the forest they were fired upon and a sergeant and the company clerk were killed. Seconds later they were overwhelmed by German soldiers, who then quickly captured the rest of the company, some 600 men in all. On hearing the news General Thomas was furious and fired the battalion CO, Lt.-Col. Nichol for allowing it to happen.

On the far right sector of the divisional front was 129th Brigade. 214th were on the left in Pressagny. Owing to the delay in the advance the 7th Somersets and 4th Wiltshires had started at 0800 hrs on the 27th pushing down the roads to Gasny and Giverny, south-east and south respectively. They came up against heavy opposition from light flak guns, used in a ground role, but an artillery barrage soon dealt with them. The battalion set up for the night in a wood.

The 4th Wiltshires, aided by Cromwell tanks of the 15/19th Hussars of the 11th Armoured Division, seized the spur between Panilleuse and Pressagny, which they reached without difficulty helped by the Recce Regiment.

In the centre 5th Dorsets pushed slowly through the woods and by evening had occupied the villages of La Queue d’Haye and Heube court, both of which were devoid of enemy troops.

In the afternoon the 7th Hampshires attacked Tilly, capturing it by 1400 hrs with the capture of ninety-five prisoners. But the Hampshires had met scattered but persistent resistance on the way.

**CG6 1200 27 August**

Guided by the Maquis 4th Somerset Light Infantry moved through dense forest to advance on the village of Bois Jerome St Ouen, 2 miles inland from Vernon. D Company led and soon got into a dog-fight against infantry and two tank in tanks. Five hundred yards west of the village was an enemy-occupied chateau. ‘B’ Company captured it by midday on the 27th only to be thrown out by a sharp counter-attack supported by some armour. Fortunately the enemy later pulled out leaving the chateau empty.

That evening the Somersets took part in a night attack with ‘A’ Company leading behind an artillery barrage, and supported by a handful of tanks. They moved to the north edge of the Bois Jerome and it was obvious that the village was undefended - once more the Germans had slipped away.

On the two other battalions, 5th Wiltshires and 4th Wiltshires had started at 0800 hrs on the 27th pushing down the roads to Gasny and Giverny, south-east and south respectively. They came up against heavy opposition from light flak guns, used in a ground role, but an artillery barrage soon dealt with them. The battalion set up for the night in a wood.

**AFTER THE BATTLE**

As the 28th dawned, the whole division was now firmly established across the Seine and General Thomas gave orders to expand the bridgehead as quickly as possible. Despite torrential rain every night, rations (including rum!) came up more or less on time and morale was quite high.

On the extreme left 1st Worcesters relieved the battered 5th DCLI in Pressagny, who then moved into the forest to capture Panilleuse some 4 miles away, which completed the bridgehead. On their right flank 7th Somersets’ seized the spur between Panilleuse and Pressagny, which they reached without difficulty helped by the Recce Regiment.

In the centre 5th Dorsets pushed slowly through the woods and by evening had occupied the villages of La Queue d’Haye and Heube court, both of which were devoid of enemy troops.

In the afternoon the 7th Hampshires attacked Tilly, capturing it by 1400 hrs with the capture of ninety-five prisoners. But the Hampshires had met scattered but persistent resistance on the way.

On the very far right 4th Wiltshires cleared the village of Giverny despite sniping and SP guns then took the high ground to the east of the village and moved into Le Pressoir.

At the same time inland 5th Wiltshires (on the right) and 4th Somersets (on the left) attacked the village of La Chapelle-St-Ouen, just off the road east to Gasny. The Wiltshires advanced under a barrage across open fields and orchards. The enemy quickly surrendered and 160 prisoners including many Poles were taken, for the loss of thirty Wiltshires. All the haystacks were set on fire by the Germans, which the Wyvern engineers extinguished with a trailer pump! 4th Somersets
then moved on Haricourt.

The next day the Wiltshires advanced 7 miles to Gasny but the enemy had withdrawn, and patrols captured about eighty more prisoners.

By the end of the 28 August, the bridgehead was firmly established and control was handed over to XXX Corps, allowing them to begin the dash across northern France and Belgium. A week later both Brussels and Antwerp were in British hands, and by the middle of September they were poised along the Dutch border, ready to strike into the heart of the Rhine.

The action at Vernon would go down as a famous and important battle honour for the 43rd Wessex Division, although the cost in lives had been high, the division suffering some 550 casualties. The 5th Wiltshires had suffered 159 casualties, the 7th Somersets 100 (including the 60 of A Company which had been taken prisoner) and the 1st Worcesters 93. In addition about 80 sappers had been lost, and the 5th Cornwalls had lost about 60 men in the fierce action at Pressagny.

**A PLAY-TESTER’S AFTER ACTION COMMENTS**

Derek Tocher

This is a description of a play test CG game played between myself and Aaron Sibley in which I took the Germans.

**INITIAL PURCHASE**

Germans purchase two reserve platoons (1st and 2nd Line) and the OBA with a field phone (goes with an 8-0 in 2U4). The 1MG/1MGG kill stack (just 50 and 25% fire lane kill respectively) in 2R2. The 50L, goes on half 538 and the two 75* 1974 and 19X1 since I reckon the British are likely to cross the river around hex rows 7Z and 7ZD. Two platoons go in the village with the three MGs set to fire lane, the bridgehead I the British are so stupid to try and cross. The other platoon goes in the tree line on the left and the two reserve platoons in the tree line near the right of the village overlooking. Most of the FPP goes on foxholes in the tree line and a couple of trenches on the crest of hill 621.

Aaron buys an elite platoon and BMG and MMG sections. The British SMOKES on turn 1 and the SMOKES from ordnance completely blocks LOS from gun positions and my kill stack on half 621. The field phone operator however brings in the FFE in the middle of the river as 80mm harassing fire. Despite about 10 attacks on the storm boats over two turns not a single hit is secured and all twelve squad is lost to the German safety nets. Not going well at this point. As the British tries to push into integral the table turns however and first the OBA causes numerous breaks (at least 5 to 8). The British have now secured buildings 7D03 and 7FF1 and have decided to push for a third building. 19D06 and expand the bridgehead along the tree line by 7V0. This is a big mistake as although they do control the third building and hence win the scenario, they take horrendous casualties in the process as both 75*-s open. Some of these will hell KOF and also three Critical Hits, rapidly depleting the British force.

Throughout the game the four tanks and two mortars snipe away at the guns on the hills. Despite huge volumes of fire the only German casualties are a single crew KIA. Similarly the two AA guns and the 50L secure minimal damage on the British through out the British scenario and turns this over to player turn 6. A substantial number of British units end isolated from the main bridgehead and while trying to escape the British lose another 1.5 squads and a leader. Aaron was rather over-ambitious and really should have dug in within a couple of hexes of the river bank.

The net result is that on the German bank at the start of the second scenario the British have only 6.5 squads left out of 14 which they sent across the river and a single leader. Meanwhile the Germans have 16.5 squads once the reserves are released.

**CG DATE II - NIGHT**

Both sides buy Attack chits to avoid the penalties of “No Move”. Little actually happens in this CG Date. The British have the concentrated on getting across the river PCs. The Germans morale is really too low to try and press home their numerical advantage in the early turns. The British try and push down across the river bank to the U hex row, but get a vigorous defence which limits the expansion to two hexes. A small German counter-attack retakes the Strategic Location 19D00 but the German capital 19A47 at compensation. The scenario ends on the first 0 with British losses of only 1.5 squads and German losses of 2 squads. The British have now about 17 squads on the east bank while the Germans have around 21.

During the redeployment phase the Germans pull back and abandon many of the Strategic Locations and foxholes in the open part of board 19 and now strongly defend a line 19C5-1A2- Y2-W2-V3-U3-T6-R8-B9-T9-T16-T81 which encircles the British deployment area. Apart from those units in the 19A9 Strategic Location the British deploy in a series of foxholes along the board 719/11.

Both sides now roll 11 for CPs. The Germans buy two Tigers off board and a good idea (while the British buy the bridge, a platoon and two Hummer armoured cars (saving some points for later). Many to my surprise Aaron does not buy an Attack chit so we skip the third CG date and go to CG Date IV. Aaron does rather better on his CP roll this time and comes up with 20, which he uses to buy three Sherman, the heavy bridge, an OBA module and an Attack chit. Unfortunately the Germans do less well with only 9 CP they buy two platoons and an MMG squad (all of which will be held off board in reserve to cut costs). HFP for my two Tigers (which can now set up on board) and the Fighter Bombers.

This looks like the crucial CG Date, the Germans have many MGs and I can cut up the British with fire lanes as they cross all the Open Ground, and the two HFP Tigers can bloody the nose of the British assault then I should be in good shape for the last two CG Dates.

**CG IV**

The scenario started poorly for Aaron when he finally got to radio contact. On turn 1 he tried to send about five squad down the BBB-GG hex rows. The numerous German fire lanes cut these up badly and four started to lose Cool back to the start line. In contrast however the 76 MTR score two CH on the guns on the hill. A 20L AA gun and crew go down but remarkably the 50L survives and pops a Humber AC on turn 2. The British make some progress along the tree line towards 7R1 but lose a squad and leader in the process (although they take a Conscript squad).

In the German half of the turn little happens although there is quite an exchange of gunfire. Most significantly the kill stack on 19M4 for a 500L (with MMG and 5MMGs) are Broken (although the leader and one squad rally immediately).

At the start turn 2 the radio contact having got an accurate S+R down the previous DPFs. The infantry assault down the GG board edge having failed Aaron now tries to turn the flank with armoured. Unfortunately for him he runs into the HFP Tiger in 19F7 which kills three trucks during his MPh.

The British are in a deep hole having lost 28 CVP for a gain of only 6.

At this point we call it quits. The British have lost half of there armoured, over a third of there squads are Broken (and most of these are stuck in Open Ground) and there are still at least three more turns to play. The Germans still have a second HFP Tiger and the air support has yet to arrive. There is no real prospect of further British progress on CG Date 3 and with the British being stuck along the board 719/11 tree line at the start of the next CG Date no prospect for a campaign win either.

**AFTERMATH**

In many ways I feel Aaron lost it in the first scenario by deciding to cross the river in the 7E5 - Z hex rows. At first this must look attractive since the river is narrow here and you are a long way from the guns on the hill mass.

However I think it is virtually impossible to develop the bridgehead from there without a great deal of luck. I think the British need to hit the bullet and come right up the middle between the L and Y hex rows.

Once ashore there is plenty of cover for the advance to the village and also plenty of hexes where units can be rallied out of LOS of the British. I think the Germans should have moved around on turn 1 and exploited the German line. In addition Aaron had both his bridges cross directly into the bridgehead. I would have tempted to put one, probably the pontoon bridge, out on the flank and run armour (the Humber Acvs) over it and into the German rear.

All in all I think I played it pretty well with the only error being buying the OBA for CG Date 1. It would be much better kept for 3 or 4 when it could be used to impede, via harassing fire, the British advance inland.

Like the other PL campaigns I have played if you lose a single scenario badly then it is very difficult to recover with only 5 or 6 CG Dates.

When recommending this to someone else then I think it would be a good idea for the more experienced player to get the British side as the combined arms nature of the forces needs careful handling, any of the problems Aaron had stemmed from not enough practice in that area. Having said that I think the campaign and would happily take either side if I were to play again.

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OPERATION NEPTUNE

ASL PL CG VFTT A

TURN RECORD CHART

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OPERATION NEPTUNE Campaign SSR:

VFTT1 EC: Weather and wind are determined as per E3. If not provided on the CDS.

VFTT2 German RG enter on the east, south and/or north edges of board 2.

VFTT3 British RG enter on the west edge of board 7 [EXC: SSR VFTT9].

VFTT4 Prior to placement of either the pontoon or bailey bridge, all British units east of the river are considered Isolated for CG purposes.

VFTT5 No Vehicle may enter/set up in any hex > than level 0 on board 2.

VFTT6 The railbridge is impassable along the I6/I5 hexside to all units. The road bridge may be crossed by Infantry only, providing they pass a NTC immediately prior to entering hex Q8 at a cost of 2MF.

VFTT7 Storm Boats have an inherent MP of 2 for the first scenario only, with 4MF thereafter, and can be retained.

VFTT8 The western river bank is always a friendly set up area for the British player and he must set up any of his just purchased units there for no additional CPP cost. In addition, at the start of any scenario any purchased British units have the option to start up loaded on beached, OB given Storm boats/purchased AFV pontoon raft in any river hex adjacent to the western river bank.

VFTT9 PL.1 61/94(a) and PL.1 61/94(b) are NA to the British player.

INITIAL BRITISH OB:

Elements of the 43rd (Wessex) Division [ELR:4] set up in any Land hex west of the river [EXC: Infantry and their accompanying SW set up Cloaked in Assault Boats]. Assault Boats set up Beached in any river hex adjacent to the western river bank

RG: 4x I1 4-5-7 Rifle Pltn 4x Cromwell VII
2x 2-2-8 crews 2x DUKW
2x OML 3" Mortars 12CPP

INITIAL GERMAN OB:

Elements of the 49th Infantry Division [ELR:2] Infantry, including any SW/SMC stacked with them and any Fortifications purchased set up anywhere east of the river. All other units set up anywhere on the playing area east of the board 19 hexrow 5

RG: 1x I2 Rifle Pltn
RG: 2x I4 MMG squad
1x 247 HS
1x HMG
RG: 2x G2 Inf Gun Section
1x 5cm PaK38 AT Gun
2x 2cm Flak LKW AA Guns
3x28 Crew
40PP
8CPP

CG VICTORY CONDITIONS: The British win if they Control any three building Locations East of the river at scenario end.

INITIAL SCENARIO: British Attack, German Idle

INITIAL SCENARIO VICTORY CONDITIONS: The British win if they Control the majority of building hexes on or between hexrows M and T on board 19 and Control ≥ 4 Level 3 hill hexes on Hill 621; or at Campaign end if they Control the majority of building hexes on or between hexrows M and T on board 19 and any 3 of the following 4 building hexes - 278, 2V8, 2W9 and 2W7.

INITIAL SCENARIO BALANCE:

British: CPP Replenishment DRM is -1

German: Leadership DRM is -1

INITIAL GERMAN OB:

Elements of the 49th Infantry Division [ELR:2] Infantry, including any SW/SMC stacked with them and any Fortifications purchased set up anywhere east of the river. All other units set up anywhere on the playing area east of the board 19 hexrow 5

RG: 1x I2 Rifle Pltn
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RG: 2x G2 Inf Gun Section
1x 5cm PaK38 AT Gun
2x 2cm Flak LKW AA Guns
3x28 Crew
40PP
8CPP

DESIGN AND DEVELOPMENT: Andrew Saunders and Nigel Brown
Aftermath: The assault commenced at 1845hrs with the British conducting a thunderous artillery and smoke barrage aimed at the far side of the river, targeting the prominent hills and the village of Vernonnet. The British took to the water in their storm boats in what turned out to be a rather uncoordinated attack, resulting in a number of British Soldiers losing their lives. After 4 hours, only a handful of troops had succeeded in establishing themselves on the far bank. The operation was already in high danger of becoming a shambles. Friday night fared little better, with little of Vernonnet village cleared of Germans. The attack, by this time, was well behind schedule. A concerted counterattack by the Germans now could indeed spell disaster. Saturday came and went, with the situation looking a little better. Vernonnet was virtually clear, and the bridgehead had now penetrated a few hundred yards further inland. Eventually, men and vehicles were now starting to pour into the bridgehead across the class 9 folding boat bridge which now spanned the river. Spandau and AA fire still purred the area, killing a number of the vital bridge engineers. Sunday saw the German Kampff Gruppe Schrader launch the expected counterattack, which was supported by 3 Tiger tanks. Naturally the Tigers gave some cause for concern, but in the end the British held firm and the bridgehead absorbed the shock. After this, the Germans virtually melted away and General Thomas, commander of the 43rd (Wessex) Division knew he had the battle almost won. This action opened the way for General Horrocks to unleash the armour of XXX Corps on their historic dash across northern France and Belgium.