

# Hill 192, Maisoncelles

## Friday, the 4th of August '44

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#### History

Since the 2nd of August, the 5th Battalion Coldstream Guards, a squadron of the 2nd Armoured Recce Battalion Welsh Guards and troops of the 2nd Armoured Battalion Irish Guards have been holding the hamlet of La Marviniere, but in a confused situation they were surround by Kampfgruppen of the SS-Panzer Division 9.

The Irish Guards of Col. Vandeleur are now in the village of St Charles du Percy. Just above the hamlet of Maisoncelles, the hill 192 is held by the SS Panzer Division 9 "Hohenstaufen". A Flak-88 gun is in position and threaten the British positions in the valley. Col. Vandeleur sends a task force constituted of the X company of the 3rd battalion Scots Guards supported by a troop of the 1st Battalion Coldstream Guards.

#### Objectives

The British Player has to capture the main objective (Flak88 Gun) and the secondary objectives in 12 turns.

Main objective + 2 secondary objectives captured	Oustanding victory
Main objective + 1 secondary objective captured	Decisive victory
Main objective captured	Marginalvictory
2 secondary objectives captured	draw

#### Order of battle

##### British player

##### X Company - 3rd Scot Guards battalion

Headquarters	Captain Hope	2 Rifle Sections
Platoon 1	Lt Drewe	3 Rifle Sections with a PIAT team and a 2" mortar team
Platoon 2	Lt Llewellyn	3 Rifle Sections with a PIAT team and a 2" mortar team
Platoon 3	Lt Thorpe	3 Rifle Sections with a PIAT team and a 2" mortar team

##### 1st Squadron - 1st Battalion Coldstream Guards

Troop 2 Lt Collin 1 Sherman Firefly and 3 Sherman

#### Cards :

##### Blinds

X Company – Headquarters  
 X Company - Platoon 1  
 X Company - Platoon 2  
 X Company - Platoon 3  
 1st Squadron - Troop 2  
 Dynamic Commander Captain Edward Hope (HQ)  
 BigMen Lieutenant Drewe (Platoon 1)  
 BigMen Sergeant Watson (Platoon 2)  
 BigMen Sergeant Tessier (Platoon 3)  
 BigMen Lieutenant Collin (Troop 2)  
 Rally

#### Order of battle

##### German player

##### SS Panzer Division 9 - Kampfgruppe of SS-Pz.Grenadier Rgt H

Headquarters	1 automatic rifle squad / 2 Snipers Team / 2 MMG Teams / 81mm Mortar team (2 mortars)
Zug 1	2 automatic rifle squads
Zug 2	2 automatic rifle squads
Zug 3	2 automatic rifle squads
Arty Gun	Flak 88 Gun + Crew

*Special rule : The Flak88 has to be deployed on the red hex (Hill192).*

##### SS Panzer Division 9 - Elements of SS-Pz.Rgt 9

Zug 1	StugIII (Kompanie 8.) x 3
Zug 2	PzIV-H (Kompanie 6.) x 2

*Special rule : The Panzers were on maintenance/repair when the attack was launched. If their card is draw, the player must roll a 5,6 to activate them. Otherwise, they can't move.*

#### Cards :

##### Blinds

Kampfgruppe Rgt. H – Headquarters  
 Kampfgruppe Rgt. H - Zug 1  
 Kampfgruppe Rgt. H - Zug 2  
 Kampfgruppe Rgt. H - Zug 3  
 Kampfgruppe Rgt. H - Mortar team  
 Kampfgruppe Rgt. H - Sniper team  
 Kampfgruppe Rgt. H - Flak88 Gun  
 Kompanie 6 - Panzer Zug  
 Kompanie 8 - Panzer Zug  
 MMG Bonus Fire  
 Mortar Bonus Fire  
 Panzer breakdown  
 Bigmen Kampfgruppe Commander  
 Bigmen Zug 2 leader  
 Bigmen Kompanie 6 - Zug 2 leader  
 Rally

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## Deployment

15mm : 1 Square = 1'x1' or 30x30cm / 20mm : 1 Square = 40x40cm

British player (Blue) - German player (Red)



*The Hedgerows with trees are 'Bocage'*