

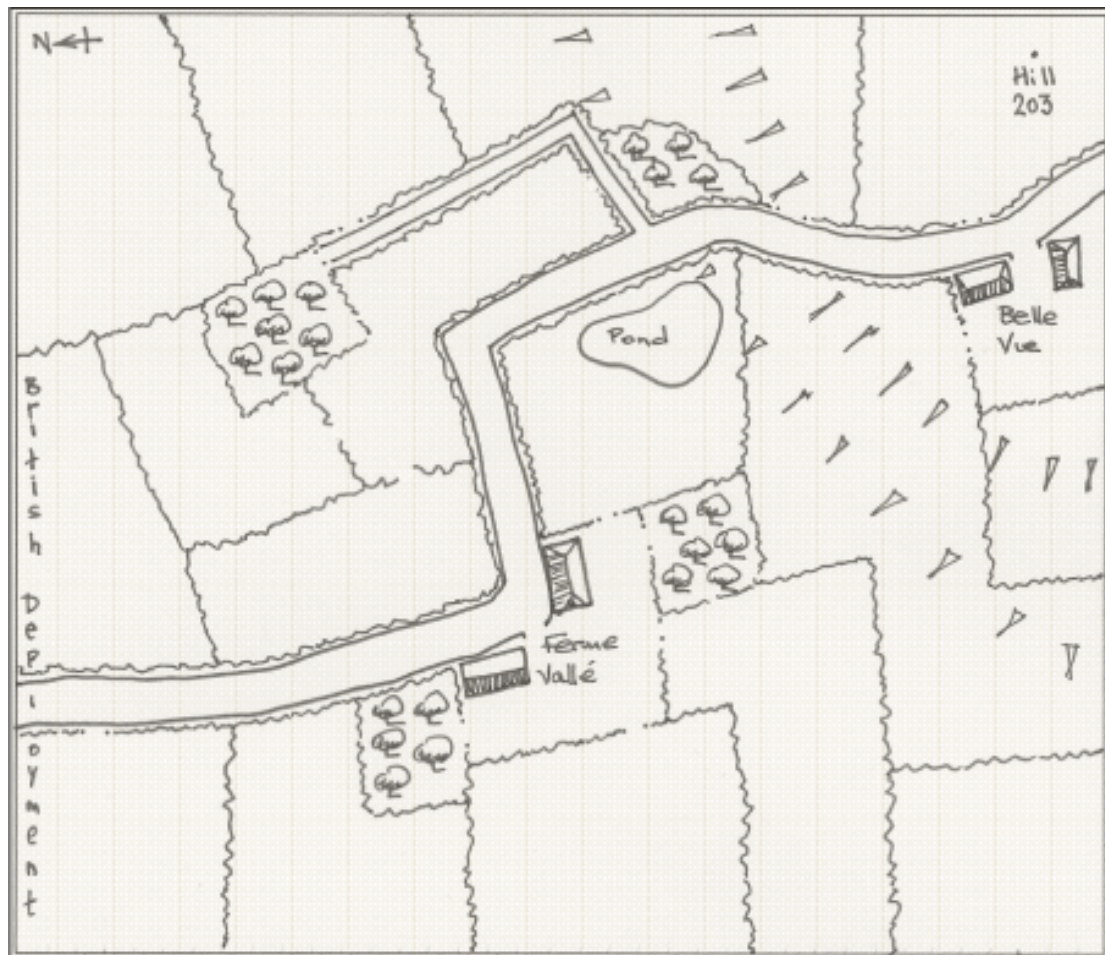
## BRITISH BRIEFING

It is June 20th, 1944, and you are Captain of the Cheshires, fighting your way through the dense bocage and orchards of Normandy in the face of stiff Jerry resistance.

Ahead of you lies Hill 203, a mere pimple on the face of the French “campagne”, but now of some import. Ferme Belle Vue apparently commands striking views across into the enemy rear, so you and your men must risk life and limb to capture it.

Hill 203 is only accessible by one road, and the bocage means that your supporting armour will be restricted to it. From what your chums have told you, the hill is defended by enemy infantry and AT guns – and they should know, most of ‘em got shot up trying to capture it afore you!

You have persuaded HQ to give you a bit of preliminary bombardment before the show starts. You may allocate three stonks to the table before starting off.



## **Elements of 2nd Battalion, 22nd Cheshire Regiment**

### **Company Commander**

1 x CO (+2)

### **1st Platoon**

1 x Platoon Leader (+2)  
6 Rifle Stands (3 Squads)  
1 x PIAT stand

### **2nd Platoon**

1 x Platoon Leader (+1)  
6 x Rifle Stands (3 Squads)  
1 x PIAT stand

### **3rd Platoon**

1 x Platoon Leader (+1)  
6 x Rifle Stands (3 Squads)  
1 x PIAT stand  
8 x Universal Carriers

### **Support Weapons (NB: Must be attached)**

3 x Vickers MMG  
2 x 2" Mortars (Self Spotting)

### **Armour Troop (Can be attached or operate independently)**

2 x Sherman Mk II  
1 x Sherman Firefly

### **NOTE:**

Each Universal Carrier may transport one weapons team and ammo, or 1 rifle stand.

### **DEPLOYMENT**

The British must start on their baseline (see map for details). The armour must be on the road itself. They use the Preliminary Bombardment rules to allocate their three stonks prior to the game starting.