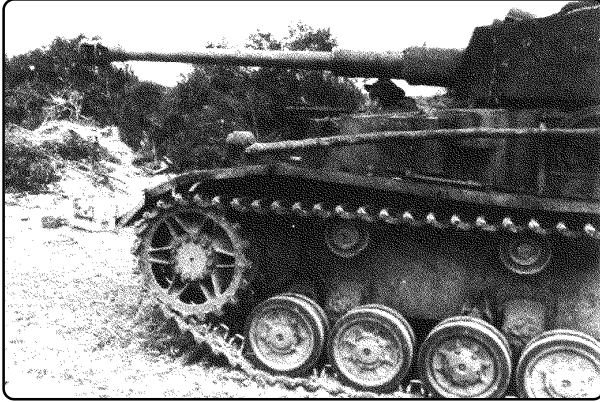


# Siegel's Stand 2

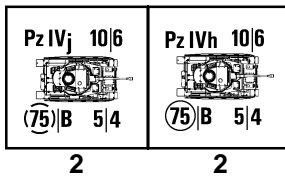
19



**NORTH OF GRAINVILLE-SUR-ODON, 27 June 1944:** Siegel's four tanks withstood wave after wave of British attacks, firing so fast that their extractors could barely cope with the fumes. After 10HLI had been driven to cover and their supporting armor repulsed, the cruiser tanks of 11th Armoured Division took their turn to attempt a breakthrough. Sergeant Greenfield's tank of "A" Squadron managed to reach cover out of sight of the German armor. Meanwhile, Siegel began to have doubts about his exposed flank. Moving out from cover, his tank was engaged by Greenfield and hit before it could respond. The seventy five impacted the Panzer IV's front, killing the driver. The gunner died later of his burns. Siegel and the two other crew members were also badly burned, their lives spared only by their leather suits (Italian navy issue, looted for his men by the Regimental Commander, Max Wünsche). The remaining three Panzers drove off the Fife and Forfars, then pulled back to refuel.

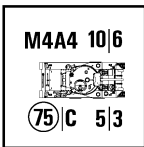


Elements of Kompanie 5, SS Panzer Regiment 12 set up first in hexes numbered  $\geq 14$  (see SSR #2):

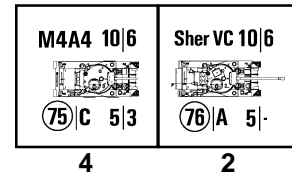


Two troops of "A" Squadron, Fife and Forfar Yeomanry:

Set up in any hex numbered  $\leq 12$ , at least four hexes away from any German unit:



Set up in hexes numbered  $\leq 6$  with  $\geq 4$  tanks set up marked as using Continued Movement:



**VICTORY CONDITIONS:** The British win immediately upon exiting  $\geq 12$  Victory Points along the south edge.

**SCENARIO SPECIAL RULES:**

1. Spotting Conditions are Optimal. The friendly map edge for the British is the east edge. The friendly map edges for the Germans are the north and west edges.
2. One German tank must set up marked as using Continued Movement.
3. One British tank may set up with a BOT marker on any enemy target within its LOS.
4. German tanks setting up in terrain eligible for hidden set up, including behind bocage hexsides, may fire their weapons without being flipped from their FOW side. They are flipped upon moving or pivoting (including turret pivoting) if a British unit has an LOS to the target hex.
5. Each side receives one elite tank commander.

**MAP CONFIGURATION:** Scottish Corridor MAP 2 is used. Only hexes numbered  $\leq 24$  on/between hexrows F-U are playable.

**TURN RECORD TRACK**

1	2	3	4
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**MAP LAYOUT:**

