

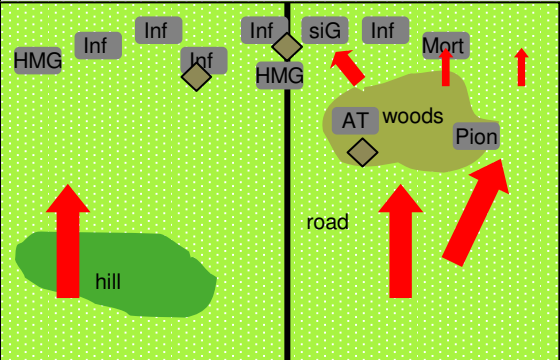
# BATTLE GENERATOR SUMMARY

TURN : <b>ONE</b>	Location <b>0105</b>	Weather: <b>FAIR</b>	Terrain: <b>Open Farmland</b>	PV Committed: <b>1500</b>	Enemy PV <b>1100</b>
Game Turns: <b>5</b>	Air Support : <b>Yes</b> Level: <b>Sporadic</b> Luftwaffe: <b>NO</b>	Recon result: <b>Failed</b>	Time of Day : <b>DAYLIGHT</b> Turns of dark or dusk: <b>None</b>	Company supply status: <b>IN SUPPLY</b>	Battle Result: <b>Allied win</b>

<p><b>Allied Force:</b> NichollsForce/2<sup>nd</sup> Bn Argyll &amp; Sutherland Highlanders (Thompson)</p>	<p><b>German:</b> PanzerjägerKompanie von Ahlberg. Detached from SS PzG Division 17 attached to Fallschirmjäger Division 8</p>															
<p>Company HQ: 2 x Cromwell IV, 1 x Cromwell CS, 1 x Firefly, 1 x Recovery vehicle RV                  B Troop 1st Squadron (Lt Black) 3 x Cromwell IV RV                  C Troop 1st Squadron (Lt Button) 3 x Cromwell IV RV                  D Troop 1st Squadron (Lt Coulthard) 3 x Cromwell IV RV                  E Troop 1st Squadron (Lt Mansell) 3 x Cromwell IV RV                  Recon Platoon (Lt Stewart) RV                  Supply Platoon 6 trucks RT                  *All troops have spare track armour except Cram's troop.</p>	<p><b>Class:</b> FEARLESS TRAINED*</p> <p>Command : 2 x Jagdpanzer IVL70 (commander &amp; 2ic)*                  Platoon 1 : 3 x Jagdpanzer IVL70*                  Platoon 2 : 1 x JagdTiger*                  Platoon 3 : Volkstrum Infanterie: SMG command + 6 x Rifle teams all Panzerfaust</p> <p>•The Volkstrum platoon is not SS and is classed as RELUCTANT CONSCRIPT</p>															
<p><b>Losses:</b></p> <table> <tr> <td>Company HQ:</td> <td>1 x Firefly</td> <td>100 points</td> </tr> <tr> <td>'B' Troop</td> <td>3 x Cromwell IV</td> <td>285 points</td> </tr> <tr> <td>'C' Troop</td> <td>3 x Cromwell IV</td> <td>285 points</td> </tr> <tr> <td>'D' Troop</td> <td>2 x Cromwell IV</td> <td>180 points</td> </tr> <tr> <td>Recon platoon</td> <td>2 x Recce carriers</td> <td>50 points = <b>900</b></td> </tr> </table>	Company HQ:	1 x Firefly	100 points	'B' Troop	3 x Cromwell IV	285 points	'C' Troop	3 x Cromwell IV	285 points	'D' Troop	2 x Cromwell IV	180 points	Recon platoon	2 x Recce carriers	50 points = <b>900</b>	<p><b>German Losses:</b> Volkstrum platoon wiped out in carrier assault 105                  2 x JagdpzIVL70 KO'd by tank fire. 240</p>
Company HQ:	1 x Firefly	100 points														
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Recon platoon	2 x Recce carriers	50 points = <b>900</b>														
<p><b>Victory points/notable kills:</b> Victory won in T4 with 50% of operational platoons exiting German table edge. Heavy casualties taken in ambush. Germans withdrew under victory conditions. 305 -910 + 500 + 250 = 185                  305 = Kills                  910 = losses                  500 = victory bonus                  250 = Quick win bonus</p>																
<p><b>Distinctions</b></p>	<p>Allied player may choose                  The side of the table from                  Which to deploy.</p>															

# BATTLE GENERATOR SUMMARY

<b>TURN :ONE</b>	<b>Location 0206</b>	<b>Weather: FAIR</b>	<b>Terrain: open farmland</b>	<b>PV Committed: 2100</b>	<b>Enemy PV 1700</b>
<b>Number of Game Turns: 8</b>	<b>Air Support :No Level: No Luftwaffe: No</b>	<b>Recon result: Minimal detection</b>	<b>Time of Day : DAYLIGHT Turns of dark or dusk: None</b>	<b>Company supply status: In supply</b>	<b>Battle Result: ALLIED WIN</b>

<p><b>Allied Force:</b> 'B' Company 6<sup>th</sup> Bn RSF (Martin)</p>	<p><b>German:</b> Bataillon 3/ Regiment 97/ 405 Ersatz Division</p>
<p>Company HQ: Commander &amp; 2 ic (jeeps) RV                  B Coy 5th Platoon (Lt Stewart) 6 x Rifle MG/PIAT/LM/Command/ RAMS RV                  B Coy 6th Platoon (Lt Rees) 6 x Rifle MG/PIAT/LM/Command/ Trucks RV                  B Coy 7th Platoon (Lt Robertson) 6 x Rifle MG/PIAT/LM/Command/ Trucks RV                  B Coy 8th Platoon(Lt Hill) 4 x HMG+ Comm /carriers RV                  Mortar Platoon (Lt Hilton)6 x3"mortars/3 observ / comm /carriers RV                  AT platoon (Lt Mclauchlin) 4 x 6pdr+comm/carriers RV                  A Battery 190th Field Regt RA (Lt Nichols) 4 x 25pdr/staff/obs/comm/trans RV                  Regt.Recon platoon (Lt Scott) 5 x carriers with PIAT RV                  Corps Asset Flame platoon (Lt McSporrان) 3 x Wasp RV                  Pionier platoon (Lt Beal) 3 x sections, flame/command/transport RV                  C Troop B Squad. Fife &amp; Forfar Yeomanry (Lt White) 2 x Cromwell, 1 x Firefly RV                  Medical platoon (Boyle) 2 x ambulances RV</p>	<p><b>Class: RELUCTANT CONSCRIPT</b></p> <p>HQ :Command &amp; 2ic teams in kubels (Major Dunkel)                  Kompanie 1: Zug 1: 3 x Grenadier sections + command (all pzfaust)                  Kompanie 1: Zug 2: 3 x Grenadier sections + command (all pz faust)                  Kompanie 1: Zug 3: 3 x Grenadier sections + command (all pz faust)                  Kompanie 1: Zug 4: 2 x HMG sections + command                  Kompanie 2: Zug 1: 3 x Grenadier sections + command                  Kompanie 2: Zug 2: 3 x Grenadier sections +command                  Kompanie 2: Zug 4: 2 x HMG sections+ command                  Kompanie 4: Zug 1: 2 x 81mm mortar sections + observers+command                  Kompanie 4: Zug 2: 2 x siG 33 + observer+ command+ transport                  Kompanie 4: Zug 3: 3 x Pak40 +command + tows                  Kompanie 4: Zug 4: 3 x Pionier sections+ command</p>
<p><b>Losses:</b></p> <p>5th Platoon : 5 teams (25 men K/W)                  7th Platoon :2 teams (10 men K/W)</p>	<p><b>German Losses:</b> 4 x mortars, 3 Pak40, 2 x siG33, 146 men Killed, wounded or missing. 138 prisoners including one Major and one Captain.</p>
<p><b>Victory points/notable kills:</b> 1700 – 105 + 138 + 500 + 250 = 2483                  1700 = kills                  105 = losses                  138 = prisoner bonus (138 x 1)                  500 = Victory bonus                  250 = Quick win bonus</p>	
<p><b>Distinctions:</b> Lt Stewart wins MC for assault and destruction of ATs and siGs.</p>	

# BATTLE GENERATOR SUMMARY

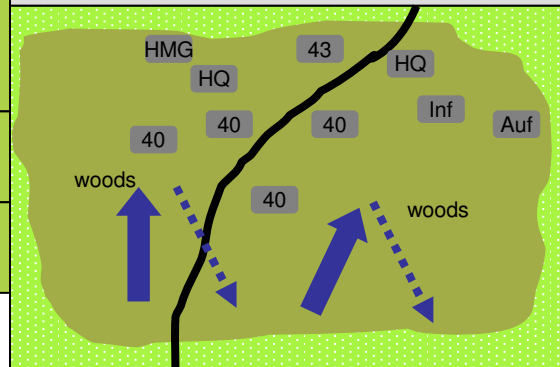
TURN : <b>ONE</b>	Location <b>0306</b>	Weather: <b>FAIR</b>	Terrain: <b>open farmland</b>	PV Committed: <b>2100</b>	Enemy PV <b>1600</b>
Number of Game Turns: <b>6</b>	Air Support : <b>No</b> Level: <b>No</b> Luftwaffe: <b>No</b>	Recon result: <b>Failed</b>	Time of Day : <b>DAYLIGHT</b> Turns of dark or dusk: <b>None</b>	Company supply status: <b>In supply</b>	Battle Result: <b>Allied withdrawal (loss)</b>

<p><b>Allied Force:</b> 'B' Company 1/5TH Queen's Regt (Shackleton)</p>	<p><b>German:</b> Bataillon 2/ Regiment 97/ 405 Ersatz Division</p>
<p>Company HQ: Commander &amp; 2 ic (jeeps) RV                  B Coy 10 Platoon (Lt Livingstone) 6 x Rifle MG/PIAT/LM/Command/ RAMS RV                  B Coy 11 Platoon (Lt Cook) 6 x Rifle MG/PIAT/LM/Command/ Trucks RV                  B Coy 12 Platoon (Lt Bligh) 6 x Rifle MG/PIAT/LM/Command/ Trucks RV                  B Coy Weapons Platoon (Lt Shearer) 4 x HMG+ Comm /carriers RV                  Mortar Platoon (Lt Feinnes) 6 x3"mortars/3 observ / comm /carriers RV                  AT platoon (Lt Bashford-Snell) 4 x 6pdr+comm/carriers RV                  Heavy Mortar platoon (Lt Milburn) 4 x4" mortars/obs/comm/trans RV                  Regt.Recon platoon (Lt Beardsley) 5 x carriers RV                  Corps Asset Flame platoon (Sgt Park) 3 x Wasp RV                  2nd Light Field Ambulance platoon RAMC (Boyle) 2 x ambulances RV                  A &amp; B Troops 22 Batt. 3rd RHA Regt (Capt McDonald) 8 x 25pdrs/staff/observ RV</p>	<p><b>Class:</b> FEARLESS CONSCRIPT</p> <p>HQ :Command &amp; 2ic teams in kubels(pzfaust) (Major Apel)                  Kompanie 1: Zug 1: 3 x Grenadier sections + command                  Kompanie 1: Zug 2: 3 x Grenadier sections + command                  Kompanie 1: Zug 3: 3 x Grenadier sections + command                  Kompanie 1: Zug 4: 2 x HMG sections + command                  Kompanie 2: Zug 1: 3 x Grenadier sections + command                  Kompanie 2: Zug 2: 3 x Grenadier sections +command                  Kompanie 4: Zug 1: 2 x 81mm mortar sections + observers + command                  Kompanie 4: Zug 2: 4 x 120mm mortar + observer+ command+ transport                  Kompanie 4: Zug 3: 3 x Pak40 +command + tows                  Kompanie 4: Zug 4: 3 x Pionier sections+ command</p>
<p><b>Losses:</b></p> <p>10 Platoon :33 men (7 teams) 105 points                  12 Platoon: 12 men (2 teams) + 1 RAM Kangaroo 50 points                  Weapons platoon: (1 team) + 1 carrier 35 points                  Recce platoon: 4 carriers 100 points                  Artillery troops: 2 trucks 10 points = 305 points</p>	<p><b>German Losses:</b> 1 x 120mm mortar, 73 men killed, wounded or missing = 285 points</p>
<p><b>Victory points/notable kills:</b> British withdrew after game time limit reached.                  They had not achieved a breakthrough. <math>285 - 300 + 20 = 5</math>                  285 = kills                  300 = losses                  20 = prisoners taken(20 x1)</p>	
<p><b>Distinctions</b></p>	<p>Allied player may choose The side of the table from Which to deploy.</p>

# BATTLE GENERATOR SUMMARY

TURN : <b>ONE</b>	Location <b>0711</b>	Weather: <b>FAIR</b>	Terrain: <b>heavily wooded road</b>	PV Committed: <b>1500 + 1500</b>	Enemy PV <b>2200 reduced by 20%(terrain fx) net 1760</b>
Number of Game Turns: <b>7</b>	Air Support : <b>No</b> Level: <b>none</b> Luftwaffe: <b>No</b>	Recon result: <b>Failed</b>	Time of Day : <b>DAYLIGHT</b> Turns of dark or dusk: <b>NONE</b>	Company supply status: <b>OK</b>	Battle Result: <b>Allied withdrawal (loss)</b>

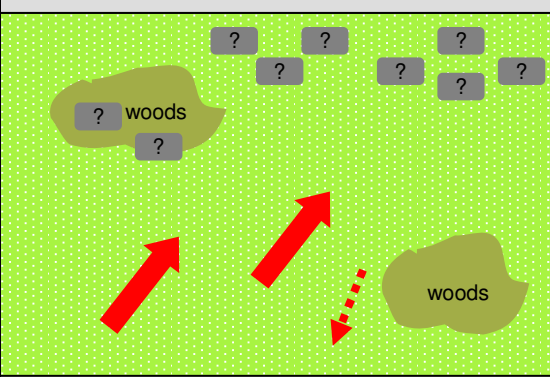
<p><b>Allied Force:</b> A Company, 14th Tank Battalion 9th Phantom Division  <b>Combat Team Stewart COMBINED OPERATION</b></p> <p>Company HQ: 2xM4A3(76) +M32 Recovery CV          Platoon 1(Cart): 1 x M4A3E8,2 x M4A3(76), 2x M4A1 CV          Platoon 2 (McLung):1 x M4A3E8 2 x M4A3(76)(1xSB),2 x M4A3(1xSB) CV          Platoon Recon: 4 x Jeep, 2 x Inf teams CV®          Total points 1495</p>	<p><b>German:</b> panzerabwehrabteilung Faessle/ Volksgrenadier Division 12          panzerabwehrabteilung Zauner/ Volksgrenadier Division 12</p> <p><b>Class:</b> CONFIDENT CONSCRIPT</p> <p><b>FAESSLE</b>          HQ platoon:Commander &amp; 2ic both in Kubel (both with pzfaust) 2 x 2cm Sdkfz 7/1          quad flak, 1 x Sdkfz 7/2 3.7cm flak          Kompanie 1:zug 1: 3 x pak40 + command &amp; tows          Kompanie 1:zug 2: 3 x pak40 + command &amp; tows          Kompanie 3:zug 1: 2 x pak43 + command &amp; tows          Kompanie 3:zug 3: 3 x infantry sections (all with panzerfaust) + command</p> <p><b>ZAUNER</b>          HQ platoon:Commander &amp; 2ic both in Kubel (both with pzfaust) 2 x 2cm Sdkfz 7/1          quad flak, 1 x Sdkfz 7/2 3.7cm flak          Kompanie 1:zug 1: 3 x pak40 + command &amp; tows          Kompanie 1:zug 2: 3 x pak40 + command &amp; tows          Kompanie 2:zug 2: 4 x HMG + command          Recce Platoon: 5 x Sdkfz222 armoured cars</p>
<p><b>Losses ;</b>  <b>A Company 14th Tank Battalion</b>          Cart's platoon #1: 1 x M4A3(76) -120 +M4A1- 95 total = 215          McLung's platoon#2: 1 x M4A3(76mm) = 120          Seagal's platoon#4 : 4 x jeeps(2 x rifle teams) 25 + 25 = 50 sub total = 385  <b>Combat Team Stewart</b>          Platoon#8 : 2 x HMG teams (30), 3 x bazooka teams(60), 3 x M3 semi tracks(30)          2 x Shermans from Oddball's platoon = 190. SUB TOTAL = 315          Total = 700</p>	<p><b>German Losses:</b> 9 x pak40 + 6 tows = 570, 5 x Sdkfz222 = 175, 1 x Sdkfz7/2 = 55          4 x infantry teams = 60</p>
<p><b>Victory points/notable kills:</b> 860 + 15 – 690 = 185 split 40% to 14th TB. 60% to Stewart. = 74 Pts to 14th &amp; 111 to Stewart. No overall command agreed therefore diced by Umpire.</p>	
<p><b>Distinctions:</b> Mentioned in dispatches ; Lt J.McLung for persistent and determined Attacks in the face of heavy enemy opposition.</p>	



- Allied player may choose the side of the table from which to deploy.
- The table is 100% wooded.
- Visibility in the woods is determined using the night fighting rules d6 x 4 inches.
- Bogging tests every turn for vehicles in woods.
- Road is unrestricted for movement and visibility

# BATTLE GENERATOR SUMMARY

TURN : <b>ONE</b>	Location <b>0306</b>	Weather: <b>FAIR</b>	Terrain: <b>open farmland</b>	PV Committed: <b>2100</b>	Enemy PV <b>1700</b>
Number of Game Turns: <b>8</b>	Air Support : <b>Yes</b> Level: <b>Sporadic</b> Luftwaffe: <b>No</b>	Recon result: <b>Failed</b>	Time of Day : <b>Dawn</b> Turns of dark or dusk: <b>One</b>	Company supply status: <b>In supply</b>	Battle Result: <b>Allied loss</b>

<p><b>Allied Force:</b> 'D' Company 4th Bn Royal Welch Fusiliers (Rees)</p>	<p><b>German:</b> panzerabwehrAbteilung Klinger/ 405 Ersatz Division</p>
<p>Company HQ: Commander &amp; 2 ic (jeeps) RV  D Coy 10 Platoon (Lt Isla) 6 x Rifle MG/PIAT/LM/Command/ RAMS RV  D Coy 11 Platoon (Lt Brod) 6 x Rifle MG/PIAT/LM/Command/ Trucks RV  D Coy 12 Platoon (Lt Scal) 6 x Rifle MG/PIAT/LM/Command/ Trucks RV  D Coy Weapons Platoon (Lt Dykes) 4 x HMG+ Comm /carriers RV  Mortar Platoon (Lt Jones) 6 x3"mortars/3 observ / comm /carriers RV  AT platoon (Lt Black) 4 x 6pdr+comm/carriers RV  AA platoon (Lt Mclaughlin) 3 x 40mm Bofors + command + tows RV  Heavy AT platoon (Lt Laurel) 2 x 17pdr+command+tows RV  A Troop, 2nd Squadron, 79th Armd Div (Lt Ross) 4 x Petard Churchills RV  1st Light Field Ambulance platoon RAMC (Lt Mclean) 2 x ambulances RV  C Troop 22 Batt. 3rd RHA Regt (Capt Morris ) 4 x 25pdrs/staff/observ RV</p>	<p><b>Class:</b> FEARLESS CONSCRIPT</p> <p>Major Klinger  HQ :Commander &amp; 2ic(panzer Faust) both in Kubel ,2 x 2cm Sdkfz 7/1 quad flak )  Kompanie 1- Zug 1:2 x pak43 8.8cm long AT guns + command &amp; HT tows  Kompanie 1- Zug 2:2 x pak43 8.8cm long AT guns + command &amp; HT tows  Kompanie 1- Zug 3:2 x pak43 8.8cm long AT guns + command &amp; HT tows  Kompanie 2 –Zug 1:3 x pak40 + command &amp; tows  Kompanie 2 –Zug 2:3 x pak38 +command &amp; tows  Kompanie 3 Infanterie Zug 1: 3 x sections + command  Kompanie 3 Infanterie Zug 2: 3 x sections + command  Kompanie 3 Infanterie Zug 3: 4 x HMG + command  Kompanie 3 Infanterie Zug 4: 4 x HMG + command  Kompanie 4 Flak platoon: 3 x 3.7cm Sdkfz7/2 + command</p>
<p><b>Losses:</b>  10 platoon: 2 x RAM, 4 x Rifle teams = 80  Wpns platoon: 3 x HMG teams + 3 carriers =105  Mortar platoon: 3 x 3" mortars = 75  C Troop 22 Batt: 3 x 25pdr guns =105  AA platoon: 2 x Bofors guns = 70  A Troop/2/79thAD: 4 x Churchill AVRE = 285 <span style="float: right;">Total 720</span></p> <p><u><b>Lieutenant Brod 11 Platoon KIA.</b></u></p>	<p><b>German Losses:</b> 1 x Pak 38, 1 x pak43, 1 x Sdkfz 7/1 = 165</p>
<p><b>Victory points/notable kills:</b> 165 – 715 = <b>-550</b></p> <p>165 = Kills  715 = losses</p>	
<p><b>Distinctions</b></p>	<p>British withdrew on T3.</p>

# BATTLE GENERATOR SUMMARY

<b>TURN :ONE</b>	<b>Location 0406</b>	<b>Weather: FAIR</b>	<b>Terrain: open farmland with road</b>	<b>PV Committed: 2,100</b>	<b>Enemy 850 (fully entrenched)</b>
<b>Number of Game Turns: 5</b>	<b>Air Support :No Level: No Luftwaffe: No</b>	<b>Recon result: Spotted 25%</b>	<b>Time of Day : DAYLIGHT Turns of dark or dusk: None</b>	<b>Company supply status: OK</b>	<b>Battle Result: Allied win</b>

<p><b>Allied Force:</b> 5 Bn The Cameronians – 3rd Sqdn (Smith Dorien)</p>	<p><b>German:</b> 405 Ersatz Division (panzerabwehrkompanie Hückemann)</p>
<p>Company HQ: Commander (Smith Dorien) &amp; 2 ic (Cromwell IV)+ Cromwell CS + Recovery vehicle Troop A (Henshaw): 3 x Cromwell Troop B (Campbell): 3 x Cromwell Troop C (Woodford): 3 x Cromwell Troop D (Beal) 3 x Cromwell Troop E (Forrest) 3 x Cromwell Infantry platoon 1 (McDonald) Infantry platoon 2 (Hoolihan) <b>Infantry platoon 3 (these troops did not belong to the force)</b> Recon tank troop (Cochrane)</p>	<p><b>Class:</b> CONFIDENT CONSCRIPT</p> <p>HQ :Command &amp; 2ic teams in kubels(pzfaust) (Major Apel)+ 2 x 7/1 quads Kompanie 1: Zug 1: 2 xpak43 + command + tows Kompanie 1: Zug 4: 2 x HMG sections + command Kompane 2: Zug 1: 3 x pak40 + command + tows Kompanie 3: Zug 1: 3 x pak38 + command + tows Kompanie 4 ; Zug 1: 2 x HMG sections + command + tows</p>
<p><b>Losses</b></p> <p>Infantry platoon 1: 3 x teams 15 Infantry platoon 2 : 5 x teams + commander 85 Infantry platoon 3: 3 x teams 45 HQ platoon : 1 x Cromwell CS, 1x Cromwell IV(2 IC) 75 + 95 + 170 Troop A :1 x Cromwell 90 Troop B : 1 x Cromwell 90 = 495</p>	<p><b>German Losses:</b></p> <p>3 x Pak 38 + tows + command = 160 HMG platoon = 90 3 x transport = 15 Total = 265</p>
<p><b>Victory points/notable kills</b> 265 – 495 + 500 + 250 = 520 265 – kills 495 – losses 500 – win bonus 250 - quick win bonus. 25 VPs subtracted due to Force being in excess of 2100</p>	
<p><b>Distinctions:</b> Vehicle engineering platoon for four times repairing damaged vehicles From the command platoon under heavy fire.</p>	<p>Allied player may choose The side of the table from Which to deploy.</p>

# BATTLE GENERATOR SUMMARY

<b>TURN :ONE</b>	<b>Location 0508</b>	<b>Weather: FAIR</b>	<b>Terrain: road across flood plain</b>	<b>PV Committed: 2100</b>	<b>Enemy PV 1700</b>
<b>Number of Game Turns: 7</b>	<b>Air Support :Yes Level: Sporadic Luftwaffe: NO</b>	<b>Recon result: AVERAGE</b>	<b>Time of Day : DAYLIGHT Turns of dark or dusk: None</b>	<b>Company supply status: IN SUPPLY</b>	<b>Battle Result:</b>

<p><b>Allied Force:</b> 'A' Company 6<sup>th</sup> Bn HLI (Burton)</p>	<p><b>German:</b> Luftwaffe feldkompanie 566 attached to Infanterie Division 346</p>	
<p>Company HQ: Commander &amp; 2 ic (jeeps) RV                  A Coy 1<sup>st</sup> Platoon (Lt Joyce) 6 x Rifle MG/PIAT/LM/Command/ Trucks RV                  A Coy 2<sup>nd</sup> Platoon (Lt Smyth-Hall) 6 x Rifle MG/PIAT/LM/Command/ Trucks RV                  A Coy 3<sup>rd</sup> Platoon (Lt Jerico) 6 x Rifle MG/PIAT/LM/Command/ Trucks RV                  A Coy 4<sup>th</sup> Platoon (Lt Printer) 4 x HMG+ Comm /carriers RV                  Mortar Platoon (Lt Hallworth) 6 x 3" mortars/3 observ /comm /carriers RV                  AT platoon (Lt Pompa) 4 x 6pdr+comm/carriers RV                  4th Gds ArmBn / Coldstream Guards (Captn Woodward) 4 x Churchill III RV                  4th Gds ArmBn/ Coldstream Guards (Captn Hickory) 4 x AVRE Petard RV                  Regimental HQ Recon platoon (Captn Hawk) 6 x carriers + command RV                  Medical platoon (Boyle) 2 x ambulances RV                  Supply Platoon (Lt Master) 6 trucks RT</p>	<p><b>Class: RELUCTANT VETERAN</b></p> <p>Company HQ: Commander &amp; 2ic both in Kubel (both with pzfaust)                  2 x 2cm Sdkfz 7/1 quad flak 1 x 3.7cm Sdkfz 7/2 Flak                  Infantry Platoon 1 :3 x sections + command                  Infantry Platoon 2 :3 x sections + command                  MG Platoon: 4 x HMG +command                  Heavy Flak platoon: 2 x 8.8cm + command &amp; tows                  Heavy Flak platoon: 2 x 8.8cm + command &amp; tows                  Flak Platoon: 3 x 2cm flak + command + tows                  Rocket battery: 3 x 15cm NW41 Launchers+1 observers/command/staff team/radio truck                  Artillery Battery :4 x 10.5cm Howitzers + tows / 2 observers – transport + command</p>	
<p><b>Losses</b>                  2 Platoon: 6 Rifle, 1 x PIAT, 1 x LM = 130                  1 Platoon : 6 Rifle, 1 x PIAT, 1 LM = 130                  3 platoon: 1 Rifle = 15                  AVRE x 4 = 285                  Medical 1x Ambulance = 20                  Recon 2 x carriers = 50                  1 Spitfire = 50</p> <p style="text-align: right;">total = 690</p>	<p><b>German Losses:</b>                  Infantry platoon 1 : 5 teams 2 ran 105 Heavy flak platoon 1 All lost – 170                  Rocket platoon : 2 werfer, 3 trucks – 130 rest ran HQ: 2 x Quad 1 x 37mm                  Artillery 3 x 105 (270) rest ran HMG platoon: All lost . 1 x 20mm, 1 x command                  Flak Heavy Flak platoon 2 : 2 guns Command team captured.</p>	
<p><b>Victory points/notable kills:</b> 1700 – 690 + 45 + 500 = 1555                  1700 Kills                  690 Losses                  45 Prisoners                  500 VPs                  Grinding battle of attrition which the British weathered very well to claim an excellent Victory after initial setbacks</p>		<p>Allied player may choose The side of the table from Which to deploy.</p> <ul style="list-style-type: none"> <li>•Hamlet is bullet proof cover, each building holds one team (infantry only)</li> <li>•Flooded areas are impassable to ALL teams.</li> </ul>
<p><b>Distinctions</b></p>		