



## STIFFENING RESOLVE

**Date:** 2 August 1944, 0700 hrs  
**Location:** la Tihardere, south of le Beny-Bocage

**History:** The British offensive seemed to be on the verge of a complete breakthrough and the critical town of Vire was about to fall. But General Montgomery yielded to the American request to let them occupy the town and ordered 11<sup>th</sup> Armoured to swing to the east avoiding the town. Their new mission was to help unhinge the German defense and allow XXX Corps to breakout. A combine armored-infantry task force from the 23<sup>rd</sup> Hussars and 8<sup>th</sup> Rifle Brigade pushed on through the tattered German lines and was making good progress until they spotted a German halftrack covering the road.

**Aftermath:** The Shermans quickly moved to engage the halftracks which were trying to disengage. The Rifle Brigade infantry deployed to cover the tanks and the task force moved in the small hamlet of la Tihardere. The German halftracks were destroyed and the hamlet was secured after a skirmish that included unfounded reports of German armor moving into the area. The British were a bit disconsolate when they discovered that the Germans they encountered were from the 9<sup>th</sup> SS which was not supposed to be operating in this sector.



## BRITISH BRIEFING

Elements of 23/Hussars & 8/Rifle Brigade, 11<sup>th</sup> Armored Division

### 1x Company Headquarters

- 1 Company Leader (3+)
- 1 Bren Gun Team (4+)
- 1 Halftrack (4+)

### 1x Rifle Platoon

- 1 Platoon Leader (4+)
- 2 Rifle Sections (4+)
- 1 Heavy Section (4+)
- 1 PIAT Team (4+)
- 3 Halftracks (4+)

### 1x Armor Platoon

- 1 Sherman V w/Plt Leader (4+)
- 2 Sherman V (4+)
- 1 Sherman VC Firefly (4+)

### Variable Forces (roll 1d6):

- 1-2 **Royal Horse Artillery!**: 2 Interdiction Barrages (4+) are available.
- 3-4 **Chosen Men!**: A one-use initiative chip is available for use on the Rifle Platoon only.
- 5-6 **Commander's prerogative!**: Choose one of the above options.

**British Victory Conditions:** Control both black buildings and exit one Sherman tank off of the south board edge.

**British Initiative:** Revolving Chip (starts British).

**British Setup:** The British force consists of 3 units. All units enter on turn one on the northern road. Infantry must be mounted in the halftracks. (see scenario rules)



## GERMAN BRIEFING

Elements of 1<sup>st</sup> & 2<sup>nd</sup> Companies, 9<sup>th</sup> SS Reconnaissance Battalion

### 1x Heavy Halftrack Platoon

- 1 SPW 250/8 (3+)

### 1x Recon Rifle Section

- 1 Platoon Leader (3+)
- 2 Recon Rifle Teams (4+)
- 2 SPW 250/1 (4+)

### 1x Recon Halftrack Platoon

- 2 SPW 250/9 (3+)

### Variable Forces (roll 1d6):

- 1-2 **Eastern Front Veterans!**: A one-use initiative chip is available for use on the Recon Rifle Platoon only.
- 3-4 **Panzerschreck!**: Add 1 Panzerschreck Team (4+) to the Recon Rifle Platoon.
- 5-6 **Ad Hoc!**: Add 1 SPW 250/9 (3+) to the Recon Halftrack Platoon.

**German Victory Conditions:** Prevent British victory and end the game with at least three elements (any team, vehicle or leader) in good order (not broken or destroyed.) An element that exits the board off of the south edge at any time counts for this condition.

**German Initiative:** Revolving Chip (starts British).

**German Setup:** The German force consists of 3 units. The Recon Halftrack Platoon sets up on the second level hill and have a line of sight to the north board edge. One The Heavy Halftrack Platoon and the Recon Rifle Platoon enter on turn one on the south and/or southwest road. The Recon Rifle Teams have panzerfausts.

