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The Mission

The planning of *Operation Spring* began on 21 July, when it had become apparent that if further progress was to be made in the direction of Falaise, a deliberate attack would have to be mounted. On the morning of that day, Lieutenant General Guy Simonds held a



preliminary *orders group* for the operation. On 23 July, he briefed all commanders, and at noon on the 24th, he held a final conference, which was attended by the commanders of the 2nd and 3rd Canadian Divisions and the 7th Guards Armored Division. These two latter divisions had been under the II Canadian Corps since 20 July.

The Corps operation instruction for *Spring* was issued after this conference, and D-Day was confirmed as 25 July with H-Hour as 0330. It is fair to assume that by this time Montgomery's order defined the goal of the operation as, the capture of the high ground around Point 122, with exploitation to clear the eastern flank by capturing the woods east of Garcelles and southwards to seize the high ground about Cintheaux on the Falaise road. This was to be carried out in three phases, with the first being the capture of the line May-sur-Orne--Verrières--Tilly la Campagne. The second would be the capture of the line Fontenay le Marmion-Rocquancourt (that is, the ground immediately south of the Verrières Ridge) followed by that of Point 122. The third phase would be exploitation as ordered by Simonds, Commander II Canadian Corps.

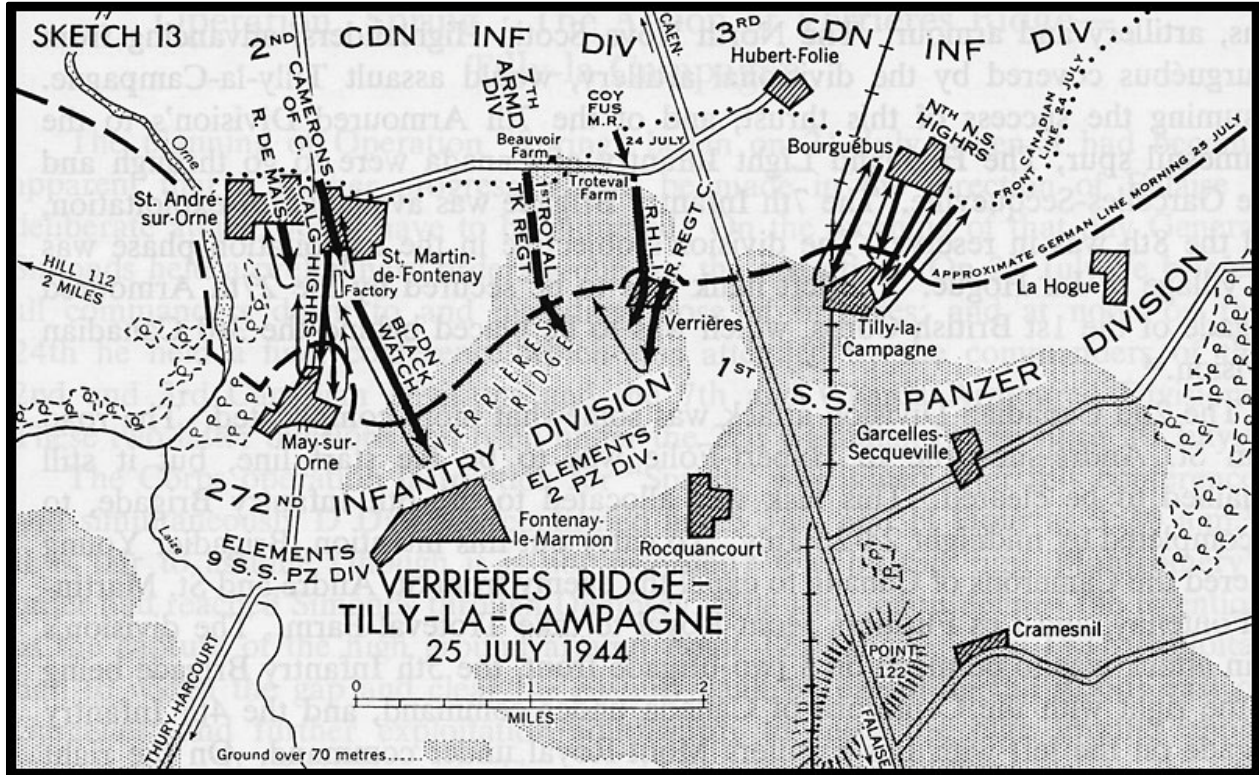
This was generally in accord with General Montgomery's plan as described to the Supreme Commander. However, Simonds stated that the attainment of these objectives was not considered likely. The opposing forces were known to be very formidable, and his understanding was that this was in fact to be a "holding attack" designed to occupy the enemy while the main assault was made on the American front. But such conceptions could be given no currency, and however well understood this interpretation of the forthcoming operation may have been on higher levels, it was not conveyed to the divisional commanders.

The first phase, would be the business of the 2nd Canadian Infantry Division, which was to attack May-sur-Orne and Verrières; while on the left, the 3rd Canadian Infantry Division would capture Tilly-la-Campagne. The armor would come in during the second phase. As the 2nd Division pressed on to take Fontenay-le-Marmion and Rocquancourt, the 7th Armored Division would thrust through the centre to seize the Cramenil spur. Thereafter, the 3rd Division would take Garcelles-Secqueville, and the two armored divisions would be available for further exploitation. A degree of visibility over the battlefield was to be obtained by "artificial moonlight" provided by searchlight beams reflected on the low clouds.¹

¹ <http://www.ibiblio.org/hyperwar/UN/Canada/CA/Victory/Victory-8.html>



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Troteval Farm

Two miles to the east, the Royal Hamilton Light Infantry, known as the *Rileys*, face a very different situation. Lieutenant Colonel Whitaker has been wounded and John Rockingham, the former CO, has been hastily recalled from England to take command. The Rileys are the only battalion of the 2nd Infantry Division that was not committed to action during Operation Atlantic. Consequently, they are at full strength.²

Their objective is Verrières village, nestled below the crest of a ridge less than 1,000 yards away across level ground. Verrières marks the boundary between 1st SS Panzer Division and 272nd Infantry Division and is held by elements of a Panzer Grenadier battalion with both tanks and assault guns in reserve. If the Rileys can take the village, the enemy will have to come at them over the top of the ridge, exposed to antitank guns and observed artillery fire.³

² Copp, *Fields of Fire: The Canadians in Normandy*, p. 169.

³ *Ibid.*, p. 170.



Rockingham arranges to study the battlefield from an artillery observation aircraft and concludes that the key problem is control of the start line, which is currently in enemy hands. He asks to be given the task of securing it, but his request is refused.⁴

Setting

Based in Beauvoir Farm, the FMRs (Les Fusiliers Mont-Royal) are to capture Troteval Farm before midnight on 24 July. The FMRs have not yet been reinforced and are using cooks and drivers to help hold the area around Beauvoir Farm. For the night attack on Troteval, Major Dextrase handpicks a company of 75 men from all ranks and uses the assigned tank squadron to cover both flanks from positions to the rear. Medium artillery is to fire on the objective and then lift to Verrières and Tilly.⁵

Canadian Forces

- 1x Company HQ: TQR 4
- 3x Platoon HQ: TQR 3–4
- 9x Rifle Section: TQR 2–3
- 3x PIAT Team: TQR 2–3 (each team 4 HEAT)
- 5x Sherman III: TQR 2–4 (each tank 4 HE)
- 4-gun Battery (25-pounder): TQR 2; availability 90% (24 HE)
- 1x TRP (target reference point)

German Forces

- 1x Company HQ: TQR 4
- 2x Platoon HQ: TQR 3 & 4
- 4x Rifle Squad: TQR 1–4 (2x panzerfaust 60 per squad)
- 1x Pak 40 (7.5cm) ATG: TQR 3
- 2x MG42 MMG: TQR 3 & 4
- 1x Panzerschreck Team: TQR 2 (6 HEAT)

Victory Conditions

The Canadians have six turns to capture Troteval Farm. The Germans must avoid this.

Aftermath

Dextrase got his men to advance within seventy-five yards of the farm, while it was being shelled and cleared the buildings in fifteen minutes.⁶

⁴ Ibid.

⁵ Ibid.

⁶ Ibid.



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Map 5. *Troteval Farm*

GM NOTES: Because the scenario takes place at night, visibility is limited to 150-yards (45cm). The Germans may begin hidden and dug-in anywhere within twelve-inches of Troteval Farm. The Canadians enter along the west edge of the map. The artillery bombardment begins before the first chit is drawn. However, because the Germans are hidden, placement of the TRP should take place before revealing the location of any foxholes. They should be recorded secretly before the commencement of play. Furthermore, the bombardment results should be determined without the Canadian player's knowledge.



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F Company – Les Fusiliers Mont-Royal

(Company HQ: 2x Sten SMG, 6x Enfield Rifle)

(Platoon HQ: 2x Sten SMG, 4x Enfield Rifle)

(Squads: 1x Sten, 1x Bren Gun, 8x Enfield Rifle)

(PIAT Team: 1x Sten SMG, 1x Enfield Rifle)

Movement: 6mm

Slow	Standard	Tactical	Double Time	Dash
3cm	6cm	4.5cm	10.5cm	18cm

FPF

Range	Point Blank 0–15cm	Short 15.1–30cm	Medium 30.1–60cm	Long 60.1–120cm	Extreme 120.1–240cm
CO HQ	9	3	3	3	3
Platoon HQ	8	2	2	2	2
Squad	10	6	6	6	6
PIAT Team	5/4	1/0	1/0	1/0	1/0

HQ Company **TQR: 4**

Damage Rating: 12

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HQ Platoon 1 **TQR: 4**

Damage Rating: 10

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HQ Platoon 2 **TQR: 3**

Damage Rating: 9

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HQ Platoon 3 **TQR: 3**

Damage Rating: 9

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Squad 1/1 **TQR: 3**

Damage Rating: 13

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Squad 1/2 **TQR: 2**

Damage Rating: 12

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Squad 1/3 **TQR: 2**

Damage Rating: 12

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Squad 2/1 **TQR: 2**

Damage Rating: 12

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Squad 2/2 **TQR: 3**

Damage Rating: 13

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Squad 2/3 **TQR: 2**

Damage Rating: 12

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Squad 3/1 **TQR: 2**

Damage Rating: 12

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Squad 3/2 **TQR: 2**

Damage Rating: 12

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Squad 3/3 **TQR: 3**

Damage Rating: 13

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PIAT 1 **TQR: 3**

Damage Rating: 5

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HEAT

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PIAT 2 **TQR: 2**

Damage Rating: 4

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HEAT

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PIAT 3 **TQR: 2**

Damage Rating: 4

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HEAT

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M4A2 SHERMAN (Sherman III)							
8,053 produced from April 1942 to May 1944							
ER: 15/20		Speed: 21 mph		Weight: 35.1 tons		Crew: 5 (commander, gunner, loader, driver, co-driver)	
Main Gun: 75mm M3		Ammo: 97/4,750/300		Traverse: (hydraulic) 240°/phase		Elevation: -10° to +25°	
Coaxial: M1919A4		Bow: M1919A4		AA: M2 HB .50 caliber		Site: M55, M38	
Hit Locations/Armor Resistance							
Turret Face	Turret Flank	Turret Rear	Upper Hull	Lower Hull	Hull Flank	Hull Rear	Top/Bottom
9	5	5	14	13	4	4	2
Penetration Data							
Projectile	Point Blank	Short	Medium	Long	Extreme		
AP† M3	9	8	6	4	2		
APCBC† M3	10	10	9	8	6		
M2 HB (AP)	2	2	2	1	-		
Movement							
Terrain	Yards	6mm	10mm	12mm	15mm		
Road	103	30.9cm	51.5cm	61.8cm	77.3cm		
Cross-Country	77.3	23.2cm	38.7cm	46.4cm	58cm		
Reverse	25.8	7.7cm	12.9cm	15.5cm	19.3		

Tank 1: TQR 4

APCBC

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HE

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Smoke

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Tank 2: TQR 3

APCBC

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HE

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Smoke

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Tank 3: TQR 2

APCBC

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HE

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Tank 4: TQR 2

APCBC

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HE

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Tank 5: TQR 3

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HE

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1. Kompanie/GR 981/272 Infanterie Division

(Company HQ: 2x MP40 SMG, 2x StG 44, 4x Gewehr 43)

(Platoon HQ: 2x MP40 SMG, 4x Kar 98K)

(Rifle Squad: 1x MP40 SMG, 8x Kar 98K, 1x MG42)

(Medium Machine Gun: 1x MG42 w/ tripod, 1x MP40 SMG, 4x Kar 98K)

(Panzerschreck Team: 1x Raketenpanzerbüsche, 1x Kar 98K)

(Pak 40 ATG: 1x MP40, 4x Kar 98K)

Movement: 6mm

Slow	Standard	Tactical	Double Time	Dash
3cm	6cm	4.5cm	10.5cm	18cm

FPF

Range	Point Blank 0–15cm	Short 15.1–30cm	Medium 30.1–60cm	Long 60.1–120cm	Extreme 120.1–240cm
Company HQ	14	6	6	4	4
Platoon HQ	8	2	2	2	2
Rifle Squad	12	8	8	8	8
MMG	18	14	14	14	14
Panzerschreck	3/2	1/0	1/0	1/0	1/0

HQ Company **TQR: 4**

Damage Rating: 12

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HQ Platoon 1 **TQR: 4**

Damage Rating: 10

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HQ Platoon 1 **TQR: 3**

Damage Rating: 9

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MMG 2 **TQR: 3**

Damage Rating: 9

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Squad 1/1 **TQR: 3**

Damage Rating: 13

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Squad 1/2 **TQR: 2**

Damage Rating: 12

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Squad 2/1 **TQR: 2**

Damage Rating: 12

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Squad 2/2 **TQR: 1**

Damage Rating: 11

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MMG 1 **TQR: 4**

Damage Rating: 10

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Panzerschreck 1 **TQR: 2**

Damage Rating: 4

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HEAT

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Pak 40 ATG **TQR: 3**

Damage Rating: 8

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APCBC

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HE

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