

# Morning at Mouen







**MOUEN, NORMANDY, 28 June 1944:** By June 27th, Operation Epsom had driven a wedge into the German defenses west of Caen, and elements of the 15th Scottish Division had managed to gain a small bridgehead over the vital River Odon. During the heavy midnight rains of the 27th, the 3rd Monmouthshires of the 43rd Wessex Division were ordered to move up to help solidify the British gains. But the inexperienced Monmouths lost their bearings in the dark. Finding themselves in the quiet village of Mouen, well off track, they set up a defensive perimeter to wait for dawn. Quickly reoriented with first light, most of the battalion promptly marched off for the bridgehead, leaving Major Richards and A Company behind to hold the village until relieved that afternoon. Neither the Monmouths nor higher command knew it, but Mouen was one of the first objectives of the morning counterattack by Panzergrenadiers of the 1st SS Division. Not realizing that Mouen was exposed on the flank of the Scottish advance, Richard's men had neither dug in nor set up a strong perimeter, and they suffered heavy casualties during the initial German bombardment. But the Monmouths rallied to give the following Panzergrenadiers fierce opposition. However, the Germans out-gunned 'Tommy Atkins' this day, and only Major Richards and 14 men managed to fight their way out of the village. The Germans lost the village the next day, but made the British fight for it a second time around.



**Panzergrenadiers from the 1st SS Division** enter on turn one or later along ONE edge chosen by the German player AFTER all British units are set up :










|  |  |  |  |
|--|--|--|--|
| <br>7 5 8 | <br>1 1 8 | <br>1 1 7 | <br>3<br>5 8 L MG |
| 9  | 2  | 3  |  |







**'A' Company, 3rd Monmouthshires, 43rd Wessex Division** set up first in hexes numbered  $\geq 6$ :



|  |  |  |  |  |   |   |
|--|--|--|--|--|---|---|
| <br>6 5 8 | <br>5 5 7 | <br>1 1 8 | <br>1 1 7 | <br>2<br>3 6 L MG | <br>2<br>7 12 M MG | <br>5 1 D L MTR |
| 4  | 2  | 2  | 2  |  |   |   |

Set first up in/adjacent to hex F4 and/or in any woods or grain hex on the map with all four counters in the same hex:

|  |  |  |   |
|--|--|--|---|
| <br>2 3 8 | <br>1 1 7 | <br>7 12 M MG |  |
|--|--|--|---|

**VICTORY CONDITIONS:** The Germans win at game end they control FIVE of the six buildings on the map. IF the Germans enter from the NORTH map edge, for each multiple of THREE German Stacking Points exited along the south edge, deduct ONE building from the total needed. For each multiple of three BRITISH SP exited along the south edge (no matter what edge is entered by the Germans), ADD one building to the German total needed for victory. No unit of either side may exit prior to turn four.

**SCENARIO SPECIAL RULES:**

1. The openings in the hedges along hexsides like C1/C2 represent 'gates', which allow units to move across such hexsides as if there was no hedge present. Cover for units behind hedge/gate hexsides is unchanged.
2. As an OPTIONAL rule, the British player may set up the F4 units hidden, within any allowable portion of the British set up area. Hidden units are not revealed unless they fire or an enemy unit attempts to enter their hex.
3. To orient the mapsheet, treat hex A1 as the north-westernmost hex.
4. Units enter from off-map as if adjacent to any hex that abuts the map edge, paying the cost of the first hex entered normally. Units exit the map from an edge hex, as if entering an off-map open ground hex adjacent to the last on-map hex.
5. Place the 'Victoria Cross' medal counter on the British 2|3|8 in the F4

group during set up. This counter is placed as if a '00' had been rolled during play.

6. The ONLY British units that may use a movement impulse during turn one are those in the F4 group. Infiltration may be used by all British units on turn one normally.

**MAP CONFIGURATION:** Basic Game mapsheet #3 is used for this scenario.

**TURN RECORD TRACK**

|   |   |   |   |   |
|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|

**MAP LAYOUT:**

