

STRIKE FOR THE SEA

When informed of the landings, the commander of 84. *Armee Korps* (84th Army Corps), General Erich Marcks, wanted 21. *Panzerdivision* to attack east of the Orne against the British airborne landings. But as the strategic picture became clearer, stopping the amphibious assault that was quickly gaining a beachhead became the priority.

Only part of the division was thus sent to attack east of the Orne, a *Kampfgruppe* (Battlegroup) under Major von Luck containing most of his 125. *Panzer Grenadier Regiment*, one of the division's five Panzer companies, assault guns, the reconnaissance battalion, and supporting elements. However von Luck was driven back by the defending British paras calling on support from the Royal Navy.

The task of breaking through to the sea fell to the remainder of the division. *Kampfgruppe* Oppeln, comprising his own 22. *Panzer Regiment*, part of 1125. *Panzer Grenadier Regiment*, the self-propelled guns of 1155. *Panzer Artillerie Regiment*, and a company of pioneers, would attack on the right.

Kampfgruppe Rauch with 192. *Panzer Grenadier Regiment* (less the battalion still detached to 716. *Infanterie Division*), the self-propelled guns of 1155. *Panzer Artillerie Regiment*, and most of the divisional pioneers would attack to Oppeln's left, aiming for Lion-sur-Mer and the radar station at Douvres-la-Délivrande.

As the invaders poured inland, further time was lost in reorganising the men who now had to re-trace their steps through Caen, now choked with rubble following naval and air bombardment, which also created hordes of refugees.

Oppeln's tanks did not begin to deploy near the village of Lebisey until 1600hrs. Frustrated with what he saw as *Generalleutnant* Feuchtinger's delay, General Marcks arrived to take charge of the deployment of the *Kampfgruppen*. He remarked to Oppeln 'If you don't succeed in throwing the British into the sea, we will have lost the war.'

Just how hard this was to be was quickly demonstrated. Oppeln's first objective was the high ground of the Périers Ridge, thought to be German held. It was not. His spearhead ran headlong into troops of 185 Brigade Group, British 3rd Division, who were pressing inland from the beaches.

The 2nd Battalion, The King's Own Shropshire Light Infantry were in the process of attacking Lebisey themselves with the support of the tanks of the Staffordshire Yeomanry. Hearing tanks they prepared for the onslaught, siting their anti-tank guns carefully. They held their fire until the first wave of 40 Panzer IV tanks came into view and then opened a devastating fire, quickly destroying sixteen of the attacking tanks. The Panzers tried to move around the British flank, but running into more British troops, ground to a halt.

Further to the left however, *Kampfgruppe* Rauch found the gap between the Canadian and British beachheads. The battlegroup forced their way through to the coast, linking up with troops from 736. *Grenadier Regiment* still holding coastal positions to the west of Lion-sur-Mer. This breakthrough caused considerable alarm among the Allied command who rushed troops to deal with the breakthrough. Rauch's men had no sooner reached the coast than they heard and saw masses of gliders flying overhead. Fearing he was about to be cut off, Rauch ordered a withdrawal, giving the initiative back to the Allies.

Overnight, Rauch's men, along with the remnants of Oppeln's group, dug in north of Caen. They had denied the city to the initial thrusts to take it, but their own strike to the sea had amounted to little. With *Panzer Lehr* and 12. *SS-Panzer Division* failing to arrive on D-Day, the planned hammer blow against the landings had fizzled. 21. *Panzer Division* was down to 70 of the 104 tanks with which it had begun the day—losses that it could ill afford with the Allies landing another 300 tanks the next day. The Allies were ashore to stay.



KAMPFGRUPPE OPPELN ATTACKS

As the afternoon of D-Day wears on, the British forces are nearing Caen. One last village stands in their way. As they launch their assault, the German counterattack begins.

The Kampfgruppe Oppeln Attacks scenario uses the **Airborne at Dusk** (below), **Ambush**, **Immediate Reserve**, **Meeting Engagement**, and **Scattered Delayed Reserves** special rules.

YOUR ORDERS

GERMAN

The Allies have landed. High command has finally released you to counterattack and push them back into the sea. You must punch through the leading British troops and breakthrough to the beaches.

BRITISH

Progress toward Caen was going well until your lead companies bumped into dozens of counterattacking German tanks. You must hold your gains and push on to Lebisey Wood, ready to push into Caen tomorrow.

PREPARING FOR BATTLE

1. Set up the terrain as shown on page 4. Place according to the new objectives at the indicated points. The table is 4'/120cm by 6'/180cm.
2. The German player places their starting troops at the indicated points. The remainder of their force is held in Immediate Reserve.
3. The British player places their starting troops at the indicated points. 5 (Anti-tank) Platoon and 41 Battery are held off the table in Ambush. The remainder of the force is in Delayed and Scattered Reserve.

BEGINNING THE BATTLE

1. The British player has the first turn.
2. This is a mobile battle, so for the British player's first turn of the game all teams (including those deploying from ambush) are considered to be moving.

ENDING THE BATTLE

The battle ends when:

- Either player starts their turn in possession of one of their objectives, or
- Dusk falls under the Airborne at Dusk special rule, and both sides break off the battle.

DECIDING WHO WON

If either player holds one of their objectives, they win the battle. Otherwise the outcome is inconclusive as both sides retire for the few hours of darkness before making another effort in the morning.

AIRBORNE AT DUSK

As dusk fell hundreds of gliders flew over the battlefield, reinforcing the 6th Airborne Division. Fearing being cut off, *General Feuchtinger* ordered the Panzers to break off.

At the start of the British player's turn 7, after Formation Last Stand, the British player rolls a die. On a roll of 5+, dusk falls and the game ends. Otherwise, the German player rolls two dice in their turn, also needing a 5+ on either die to end the game. Each player continues to roll in turn, adding one die each time, until they roll a 5+ and the game ends.

D-DAY MINI CAMPAIGN

Kampfgruppe Oppeln Attacks can be played as part of a mini campaign along with the Kampfgruppe Rauch Attacks scenario.

The winner of the Kampfgruppe Rauch Attacks scenario wins the campaign. However, your chances of winning that battle will be greatly enhanced or reduced by your performance in this battle.

OTHER PLACES, OTHER TIMES

As it turned out, the only significant armoured force to launch a counterattack on D-Day was *Kampfgruppe Oppeln* of 21. *Panzerdivision*. Scattered German tank units did counterattack against the Americans on Utah Beach, but never in more than platoon strength.

You could fight this battle with a US Rifle Company, or even better an Assault Company from *D-Day:Americans*, taking the part of the British. Replace both Armoured Troops with a single Tank Platoon of three M4 Sherman tanks and the M10 self-propelled guns with towed 3" guns.

To make the game interesting, you could give the Germans all of the tanks available to oppose the landings on Utah Beach. Equip the German counterattack force with obsolete

tanks being used for training. So, instead of Panzer IV tanks, the German Tank Platoons have Panzer III (5cm) tanks from *Fortress Europe*.

The Germans debated moving their 12. *SS-Panzerdivision* into a position opposite Omaha Beach. You could also play the scenario with the same American force facing off against a counterattack by fearless SS-Tank Platoons equipped with Panzer IV tanks.

Moving further afield, the Red Army conducted many river crossing operations. These often faced German counterattacks trying to push them back to the river line. You could play the scenario with a Soviet Strelkovy Batalon in place of the British force.

GERMAN KAMPFGRUPPE OPPELN

22. PANZERREGIMENT

Oberst von Oppeln-Bronikowski
5. Panzerkompanie
1./125. Panzergrenadierregiment

VERSTÄRKUNGEN

2. Panzerkompanie
3. Panzerkompanie
III/155. Panzerartillerieregiment

PANZER IV PANZER COMPANY

Company HQ (with two Panzer IV tanks at **A**)
Tank Platoon (with five Panzer IV tanks at **A**)
Panzergrenadier Platoon (at full strength, with no Panzerschreck or Panzerfaust anti-tank launchers, at **B**)

RESERVES

Panzer IV Tank Platoon (with five Panzer IV tanks)
Panzer IV Tank Platoon (with five Panzer IV tanks)
Artillery Battery (with six 10.5cm (Sf) Lorraine Schlepper self-propelled guns)

Oberst Hermann von Oppeln-Bronikowski was a cavalryman since before the First World War, although he won his Iron Cross fighting as an infantryman in that war. His service in Poland, France and Russia won him a second Iron Cross and a Knight's Cross. After being wounded at Kursk, he took command of 22. Panzerregiment. On D-Day he was given

the task of striking for the beaches with the only Panzer force available to intervene. With his 4. *Kompanie* fighting parachutists across the Orne and 1. *Kompanie* delayed, it was the composite 5. *Kompanie* from *II Panzerabteilung* that led the way. The remainder of the regiment followed as quickly as it could, pushing towards Lion-sur-Mer on the beach.

BRITISH 185 BRIGADE GROUP

2ND BATTALION, KINGS OWN SHROPSHIRE LIGHT INFANTRY

Lieutenant Colonel Maurice
W Company
X Company
Y Company
C Squadron, Staffordshire Yeomanry

FLANK GUARD

5 (Anti-tank) Platoon
41 Anti-tank Battery (SP), 20th Anti-tank Regiment

RESERVES

Z Company
A Squadron, Staffordshire Yeomanry
7th Field Regiment, Royal Artillery

RIFLE COMPANY

Company HQ
Rifle Platoon (at full strength at **W**)
Rifle Platoon (at full strength at **X**)
Rifle Platoon (at full strength at **Y**)
Sherman Armoured Troop (with three Sherman tanks and one Firefly tank at **C**)

AMBUSH

6 pdr Anti-tank Platoon (with four 6 pdr guns)
M10 Anti-tank Battery (with two M10 (3") SP)

DELAYED AND SCATTERED RESERVES

Rifle Platoon (at full strength)
Sherman Armoured Troop (as above)
Field Battery (with eight Priest self-propelled guns)

Lieutenant Colonel Maurice's Kings Own Shropshire Light Infantry led the push by 3rd Division's 185 Brigade to Caen on the afternoon of D-Day. After taking Beuville and Bieville, W and Y Companies (the KSLI used W, X, Y, and Z rather than the more usual A, B, C, and D for their companies) set out for Lebissey. This village was reported to be

lightly held, however the Panzergrenadiers of 125. *Panzergrenadierregiment* had just arrived there prior to their own attack. After halting at a tank obstacle, the Shropshires were preparing for another attack just as the first German tanks appeared over the ridge. Their tanks and anti-tank guns destroyed the leading German tanks as more approached.

TERRAIN

The terrain behind Sword Beach is open fields. There are no fences or hedges to break up the wide open spaces. Even the crops are still young, barely knee high, giving no cover.

The low ridges are tall enough to hide a tank, with gentle slopes that provide no obstacle to movement.

However, the wooded stream between Bieville and Lebisey has been transformed into a tank obstacle for German training exercises. It is rated as Difficult Going.

The villages of Beuville, Bieville and Lebisey are set amongst orchards and woods and bounded by Bocage hedgerows. The hedgerows are tall, far too tall to be seen over from the ridges, and gave the villages the appearance of woods from a distance.

The roads were wider than in the western part of Normandy and allow vehicles to manoeuvre normally and pass other vehicles if need be.

BOCAGE HEDGEROWS

All hedgerows on the table are Bocage hedgerows. These are Tall terrain and Difficult Going, and provide Bulletproof Cover to troops sheltering behind them.



KAMPFGRUPPE RAUCH ATTACKS

Soon after the tanks of *Kampfgruppe Oppeln* attacked, the *Panzergrenadiere* of *Kampfgruppe Rauch* launched their own attack on their western flank. Finding the gap between the British and Canadian beaches, they reached the radar station at Douvres-la-Délivrande before encountering opposition.

The *Kampfgruppe Rauch Attacks* scenario uses the **Airborne at Dusk** (see page 2), **Immediate Reserves**, and **Meeting Engagement** special rules.

YOUR ORDERS

GERMAN

You must reach the sea at Lion-sur-Mer, splitting the Allied invasion force in two. The division will then turn and thrust along the beaches pushing the invaders back into the sea.

CANADIAN

You have made it ashore with surprisingly light casualties. Progress inland has been delayed by massive traffic jams on the beaches and sporadic German opposition. You must strike inland towards Caen, clearing the strongpoint at Douvres-la-Délivrande on the way.

PREPARING FOR BATTLE

1. Set up the terrain as shown on page 6. Place the objectives at the indicated points. The table is 4'/120cm by 6'/180cm.

2. The Canadian player places their starting troops in their deployment area. The remainder of their force remains in Immediate Reserve. These will arrive between Tailleville and Beny-sur-Mer.

3. The German player places their troops in the indicated areas.

BEGINNING THE BATTLE

1. The Canadian player has the first turn.
2. This is a mobile battle, so for the Canadian player's first turn of the game all teams are considered to be moving.

ENDING THE BATTLE

The battle ends when dusk falls under the **Airborne at Dusk** special rule, and both sides break off the battle.

DECIDING WHO WON

The German player gets one victory point for holding the Douvres-la-Délivrande radar station objective and two victory points for holding the Lion-sur-Mer objective.

The Canadian player gets one victory point for holding the Douvres-la-Délivrande radar station objective and one victory point each for holding the Colomby-sur-Thaon and Cazelle objectives.

The player holding the most victory points at the end of the game wins.

D-DAY MINI CAMPAIGN

Kampfgruppe Rauch Attacks can be played as part of a mini campaign along with the *Kampfgruppe Oppeln Attacks* scenario on page 2. Play the *Kampfgruppe Oppeln Attacks* scenario first, then this scenario. The winner of the *Kampfgruppe Rauch Attacks* scenario wins the campaign.

If the German player won the *Kampfgruppe Oppeln Attacks* scenario, the victorious tanks of *Kampfgruppe Oppeln* arrive

to assist *Kampfgruppe Rauch*. The German player receives a Tank Platoon with three Panzer IV tanks as a Delayed Reserve arriving at the edge of the German deployment area **C** behind Douvres-la-Délivrande in this scenario.

If the British won the *Kampfgruppe Oppeln Attacks* scenario, the attack by *Kampfgruppe Rauch* is delayed and the German forces that would normally start in Douvres-la-Délivrande in area **C** start at Cazelle in area **E** instead.

OTHER PLACES, OTHER TIMES

Like the *Kampfgruppe Oppeln Attacks* scenario, you could easily fight this battle with other forces to represent different battles or possibilities. A perfect example would be the planned counterattack against Omaha Beach by *Kampfgruppe Meyer of 352. Infanteriedivision*. As it turned out they spent all day marching in the division's rear, but things could have been very different if they had been ordered to counterattack the beach.

Use a US Rifle Company, or even better an Assault Company from *D-Day: Americans*, in place of the Canadian force. Replace both Armoured Troops with a single Tank Platoon of three M4 Sherman tanks and the M10 self-propelled guns with towed 3" guns.

Use *D-Day: Germans* to create *Kampfgruppe Meyer* with a StuG Assault Gun Company with supporting Beach Defence Grenadier Platoons and a Artillery Battery.

The sort of confused breakthrough situation portrayed in *Kampfgruppe Rauch Attacks* happened many times on the Eastern Front. You could replace the Canadian force with a Soviet Motostrelkovy Batalon that has forced a river and is breaking through into the depths of the German defences with only a small 'Hedgehog' position between them and victory. The small German Panzergrenadier force is attempting to reach the river crossings to stem the tide.

TERRAIN

This battle takes place along a broad north-south ridge. A stream drains east cutting down the side of the ridge. In early summer the stream is shallow, barely an obstacle, and counts as Difficult Going.

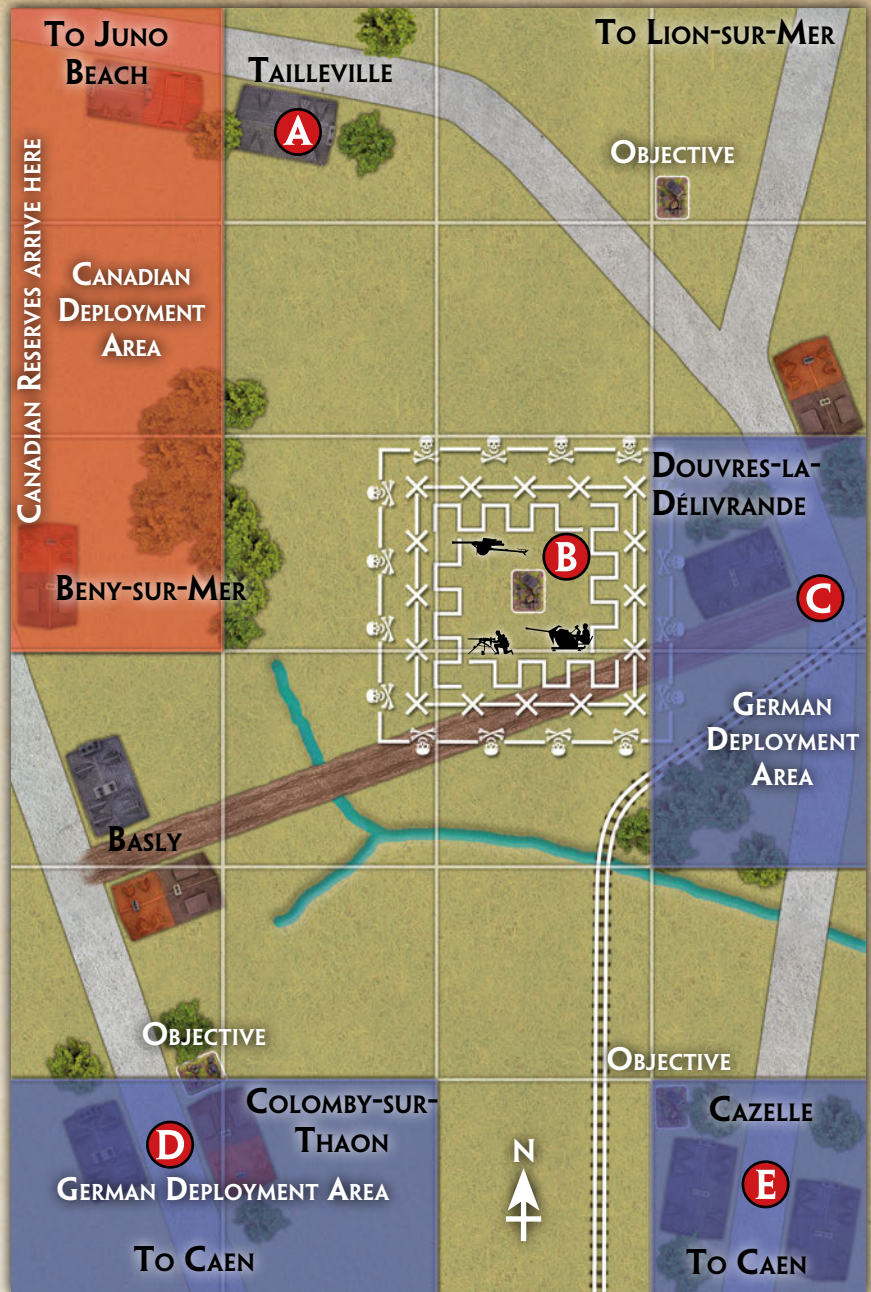
In the early summer the crops are low and provide little in the way of concealment, giving the defenders a wide-open field of fire, although they do provide good going for the attacking forces.

Only the low bed of the railway line provides much of an obstacle, but even that is just Terrain for movement and provides no concealment.

DOUVRES-LA-DÉLIVRANDE

The night-fighter control radar station at Douvres-la-Délivrande is well fortified. The first line of defence is a minefield. Inside that is a barbed wire entanglement (see *D-Day: Americans* for the rules on Barbed Wire Entanglements).

The garrison is protected by an HMG Tobruk Pit, a 5cm Anti-tank Nest, and a 2cm AA Nest (see *D-Day: Americans* for the rules on Tobruk Pits and Nests).



	Minefield		5cm PaK38 Nest
	Barbed wire		2cm FlaK38 Nest
	Trenches		HMG Nest



GERMAN KAMPFGRUPPE RAUCH

Originally serving in the army between the wars, *Oberst* Rauch rejoined the army in 1935. After commanding *Pionier* and *Panzergranadier* units in combat, he took over command of the newly formed 192. *Panzergranadierregiment*. On D-Day his command was deployed as a reserve for 716. *Infanteriedivision* manning the coastal defences.

Counterattacking with his armoured I Battalion, *Kampfgruppe* Rauch reached the night-fighter control station at Douvres-la-Délivrande, defended by a small force from 736. *Grenadierregiment* and the *Luftwaffe* (Air Force) signals troops manning it, before pushing on to the sea at Luc-sur-Mer.

GERMAN KAMPFGRUPPE RAUCH

192. PANZERGRENADIERREGIMENT

Oberst Rauch

I/192. Panzergranadierregiment

II/192. Panzergranadierregiment

4/192. Panzergranadierregiment

II/155. Panzerartillerieregiment

3/53. Luftwaffe Nachrichtenregiment

Stab/II/736 Grenadierregiment, 716. Infanteriedivision

21ST PANZER

ARMOURED PANZERGRENADIER COMPANY

Company HQ (at **C**)

Armoured Panzergranadier Platoon
(at full strength, at **C**)

Panzergranadier Platoon
(with 5 MG teams, at **D**)

Anti-tank Platoon
(with three S304(f) (PaK40) half-tracks, at **C**)

Artillery Battery (with three 15cm (Sf) Lorraine
Schlepper self-propelled guns, at **E**)

Beach Defence Grenadier Platoon (with 5 MG42 & K98
rifle teams, at **B**)

Two independent MP40 SMG teams (use Beach Defence
Grenadier Company HQ, at **A**)

No teams have Panzerschreck or Panzerfaust anti-tank launchers.



8 CANADIAN BRIGADE GROUP

8 Canadian Brigade Group under Brigadier Blackadder landed on the eastern half of Juno Beach. By midday the North Shore Regiments reported Tailleville clear and were set to move onto their final objective—the radar station. They did not set out until 1730hrs, though, as fighting flared up repeatedly against elements of the headquarters of

736. *Grenadierregiment*. The Queen's Own Rifles supported by the Fort Garry Horse pushed inland to Beny-sur-Mer and Basley. About this time the follow-on 9 Brigade Group finally escaped the massive traffic snarl-up on the beach and moved inland towards Carpiquet airfield at Caen, with the North Novas and the tanks of the Sherbrookes in the lead.

8 CANADIAN BRIGADE GROUP

8 (EASTERN) BRIGADE GROUP

Brigadier Ken Blackadder

The Queen's Own Rifles of Canada

The North Shore (New Brunswick) Regiment

The Cameron Highlanders of Ottawa (MG)

10th Armoured Regiment (The Fort Garry Horse)

3rd Anti-tank Regiment, Royal Canadian Artillery

14th Field Regiment, Royal Canadian Artillery

9 (HIGHLAND) BRIGADE GROUP

The North Nova Scotia Highlanders

27th Armoured Regiment (The Sherbrooke Fusiliers)

CANADIAN RIFLE COMPANY

Company HQ

Rifle Platoon (with 5 Bren gun & SMLE rifle teams, PIAT anti-tank, & 2-inch mortar)

Rifle Platoon (with 5 Bren gun & SMLE rifle teams, PIAT anti-tank, & 2-inch mortar)

Vickers Machine-gun Platoon (two Vickers MMG)

Sherman Armoured Troop (three Sherman tanks)

Anti-tank Battery (SP) (with two M10 (3-inch))

Field Battery (with four Priest self-propelled guns)

RESERVES

Rifle Platoon (at full strength)

Sherman Armoured Troop (with three Sherman tanks and one Firefly tank)



OUT OF LUCK

At 0745hrs on 18 July, 1944, 3rd Division began its part of Operation Goodwood. Initial progress was fast, the German defenders stunned after hours of heavy bombing and shelling, with Sannerville being captured around midday. The next objective was the chateau at Banneville-la-Campagne.

The Out of Luck scenario uses the **Disorganised Counterattack** (see page 78) and **No Retreat** (below) special rules.

YOUR ORDERS

BRITISH

Capture and clear Banneville-la-Campagne and the surrounding area. Hold this position as the flanking brigades exploit to Troarn and Manneville.

GERMAN

Halt the British attack at all costs. Do not give up your positions. You must protect the artillery positions at Banneville-la-Campagne and prevent a British breakthrough.

PREPARING FOR BATTLE

1. Set up the terrain as shown on page 10. The table is 4'120cm by 6'180cm.
2. The German player places their starting troops in their deployment area. The 8.8cm Tank-hunter Platoon is held off the table in Ambush. The rest of their force remains off-table using the Disorganised Counterattack rule.
3. The German artillery observer teams can deploy anywhere in the German deployment area.
4. The British player deploys their entire force in their deployment area.

BEGINNING THE BATTLE

1. All German troops on the table start the game in Prepared Positions.
2. The British player has the first turn.

ENDING THE BATTLE

The battle ends at nightfall at the start of British turn 10 after making their Company Morale Check if necessary.

DECIDING WHO WON

There are three objectives, all buildings. These are: Banneville-la-Campagne, the Chapel, and the House by the Caen-Troarn Road.

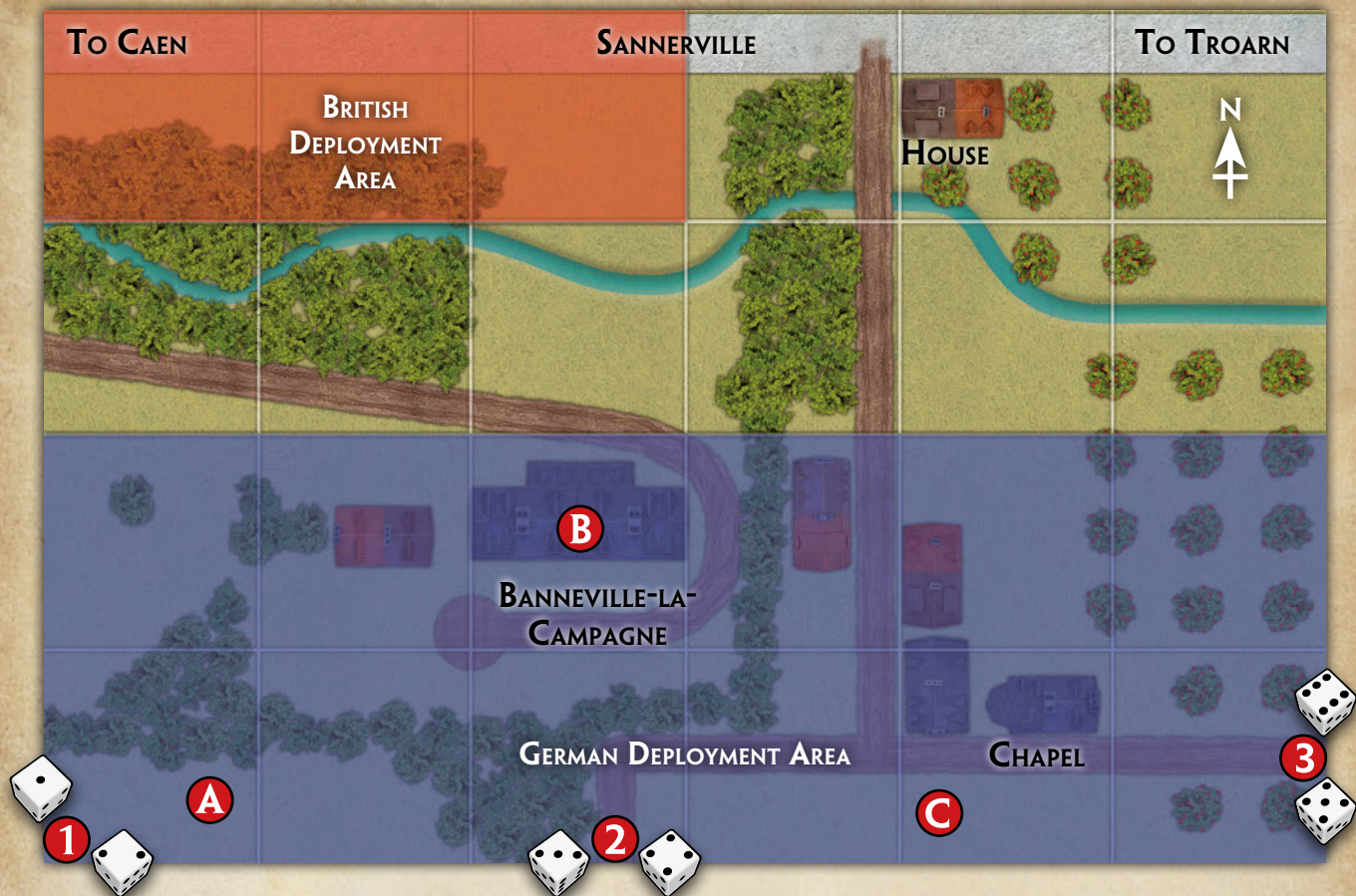
The player holding the most objectives at the end of the game wins.

NO RETREAT

The battle around Sannerville-la-Campagne Chateau was very disjointed from the German perspective. The heavy British bombing disrupted communications and left the German troops to fight their own individual battles. Aware of the importance of the battle and Hitler's 'No Retreat' orders, the soldiers fought, and died, where they stood.

The German forces in the Out of Luck scenario always pass Company Morale Checks that they need to take, even though they have no Company Command team.





TERRAIN

As the Suffolks continued their advance southward after capturing Sannerville, they crossed the main east-west Troarn-Caen road approaching the chateau of Banneville-la-Campagne, their final objective for the day.

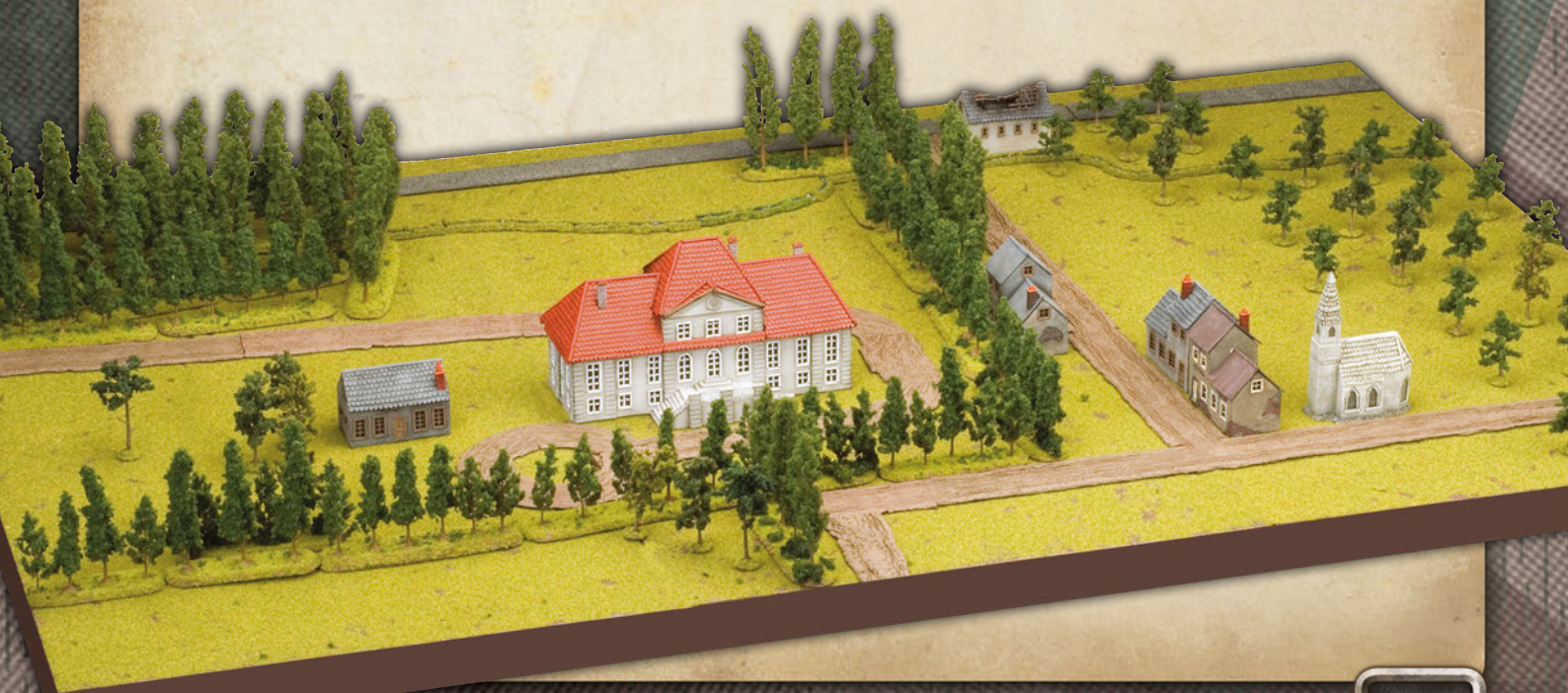
The Banneville-la-Campagne Chateau is a large building with a two-storey centre and two more rooms making up the east and west wings. Treat each room as a separate building.

The stream running across the battlefield is Difficult Going and provides Bulletproof Cover and Concealment to stationary infantry in the stream, sheltering against the steep banks.

Although the woods in the western half of the battlefield are badly damaged by bombing and shelling, they still count as normal Woods and are Difficult Going.

The Orchards to the east are more open. While they are Tall terrain like Woods and count as Difficult Going, they only Conceal teams within them. They are open enough that teams within or beyond the orchard can see and be seen at any distance.

The remaining terrain is open fields of dry grass, covered in thin grey dust from the bombed-out ruins of Sannerville.



GERMAN KAMPFGRUPPE LUCK

125. PANZERGRENADIERREGIMENT

- 6. Jägerkompanie, 46. Jägerregiment (LW)
- 2. Batterie, 155. Panzerartillerieregiment
- 10. Batterie, 155. Panzerartillerieregiment

HINTERHALT

- 3 Batterie, 1039. Artillerie Pak Abteilung

VERSTÄRKUNGEN

Major von Luck

- 7. Kompanie, 125. Panzergrenadierregiment
- 2. Kompanie, 125. Panzergrenadierregiment
- 8. Batterie, 52. Flakregiment
- 4. Batterie, 200 StuG Abteilung
- 4. Panzerkompanie, 22. Panzerregiment
- 1. Panzerkompanie, 503. Schwere Panzerabteilung

KAMPFGRUPPE LUCK

- Beach Defence Grenadier Platoon (at full strength with Panzerfaust, at **B**)
- Artillery Battery (with four 12.2cm howitzers at **C**)
- R-Vielfachwerfer Battery (with at **A**)

AMBUSH

- 8.8cm Tank-hunter Platoon (with two 8.8cm guns)

DISORGANISED COUNTERATTACK

Major von Luck (as SMG team from 21st Panzer Panzergrenadier Company HQ)

- Panzergrenadier Platoon (at full strength with Panzerfaust, but no Panzerschreck)
- 21st Panzer Armoured Panzergrenadier Platoon (at full strength with Panzerfaust, but no Panzerschreck)
- 8.8cm Heavy AA Platoon (with two 8.8cm AA guns)
- 21st Panzer StuG Platoon (with three 7.5cm or 10.5cm (Sf) Hotchkiss)
- Panzer IV Tank Platoon (with three to five Panzer IV tanks, roll 1 to 3 = 3 tanks, 4 or 5 = 4 tanks, 6 = 5 tanks)
- Tiger Tank Platoon (with one to three Tiger tanks, roll 1 to 3 = 1 tank, 4 or 5 = 2 tanks, 6 = 3 tanks)

Kampfgruppe Luck was one of the first units in combat on D-Day. It has been in constant combat since then. Despite being reinforced with part of 16. *Felddivision (LW)*, the con-

stant hammering of British artillery and battles fought to contain the bridgehead across the Orne have taken their toll. Most companies are now just platoons.

DISORGANISED COUNTERATTACK

Operation Goodwood penetrated deep into the German defensive lines. Banneville-la-Campagne was an artillery position with reserve tank units hidden in woods just a few thousand metres away, where they suffered heavily from the bombing. The main defences were manned by 16. *Felddivision (LW)* backed up by *Oberst von Luck's 125. Panzergrenadierregiment*. These were supported by 8.8cm anti-tank guns from 1039. *Artillerie-PaK-Abteilung* and 8.8cm anti-aircraft guns of III *Flaksturmkorps*.

The German forces counterattacking later in the day came from a wide variety of units. The new Königstiger tanks of 503. *Schwere Panzerabteilung* launched several counterattacks to protect Troarn. The surviving Panzer IV tanks of 21. *Panzerdivision* mainly headed south to counterattack the armoured penetration, joining Becker's StuG batteries fighting a running battle on the flanks of the attack.

Starting with their third turn, the German player rolls one die each turn for their reserves. The score on the die determines which platoon arrives from reserve. As an example, a roll of 4 would have a StuG Platoon arrive from reserve.

If the roll is the same as a number that has already been rolled, then take the next lower number if that platoon has not yet arrived, and bring it on now instead. If both the rolled platoon and next lower platoon have already arrived, then no reserves arrive this turn.

*Roll another die to determine which point the reserve platoon will arrive. On a roll of 1 or 2 the platoon arrives at **1** in the corner of the table. On a roll of 3 or 4 the platoon arrives at **2** along the southern road. On a roll of 5 or 6 the platoon arrives at **3** along the eastern road.*

Major Hans von Luck arrives with the first Reserve platoon to arrive.

8 BRIGADE GROUP

1ST BATTALION, THE SUFFOLK REGIMENT

Lieutenant Colonel Gough
7 Platoon, A Company
8 Platoon, A Company
16 Platoon, D Company
17 Platoon, D Company
7 Platoon, 2nd Bn, The Middlesex Regiment (MG)
45 Battery, 20th Anti-tank Regiment, Royal Artillery
303 (Fife) Battery, 76th (Highland) Field Regiment,
Royal Artillery

B SQUADRON, 13/18TH HUSSARS

B Squadron, 13/18th Hussars
6 Troop, 13/18th Hussars
7 Troop, 13/18th Hussars

RIFLE COMPANY

Company HQ
Rifle Platoon (with 5 Bren gun & SMLE rifle teams,
PIAT anti-tank, & 2-inch mortar)
Rifle Platoon (with 5 Bren gun & SMLE rifle teams,
PIAT anti-tank, & 2-inch mortar)
Rifle Platoon (with 5 Bren gun & SMLE rifle teams,
PIAT anti-tank, & 2-inch mortar)
Rifle Platoon (with 5 Bren gun & SMLE rifle teams,
PIAT anti-tank, & 2-inch mortar)
Vickers Machine-gun Platoon (with two Vickers MMG)
Anti-tank Battery (with four M10 3-inch SP)
Field Battery (with eight Priest self-propelled guns)

SHERMAN ARMoured SQUADRON

Company HQ (with two Sherman tanks)
Sherman Armoured Troop
(with three Sherman tanks and one Firefly tank)
Sherman Armoured Troop (as above)

The 1 Suffolks had the dubious honour of leading the advance for 8 Brigade. After clearing Sannerville, B and C Companies were left holding the town while the rest of the battalion attacked the defenders of Banneville-la-Campagne with B Squadron of the 13/18th Hussars in support. By this stage most companies were severely weakened by casualties and barely strong enough to field two platoons.

Casualties amongst supporting troops were much lighter, so they could count on plentiful support from the machine-guns and the Royal Artillery anti-tank and field artillery.

Fortunately the Germans were short of troops too and were unable to mount a strong defence. The Banneville-la-Campagne chateau was cleared in an hour and a half.

BRITISH KANGAROOS

Lieutenant General Simonds, commanding II (Canadian) Corps, wasn't the first to think of using armoured artillery carriages as armoured personnel carriers, just the first to actually do it.

Lieutenant General Crocker of I Corps had suggested converting Priest self-propelled guns into armoured personnel carriers for Operation Goodwood, but was turned down as the benefits were not perceived to be sufficient. After the problems caused in that operation by the inability of the

infantry to keep up with the armoured spearheads, things were rethought for Operation Totalize where the armoured personnel carriers were used.

There is an interesting question as to what might have happened had Crocker got his way. You could add four Kangaroos to the British force for the battle and see what difference it makes.

OTHER PLACES, OTHER TIMES

While a major breakout eluded the Allies for the first two months of the campaign, small-scale breakthroughs like the 3rd Division's were reasonably common in every operation from Epsom to Bluecoat.

You could play the Out Of Luck scenario with a US Rifle Company attacking to represent one of the small US breakthroughs on the road to St. Lô by the 29th Infantry Division. The battle represents the Americans pushing through the German lines on a narrow sector trying to take a chateau before the German counterattack arrives to stop them.

For this scenario, change the German Tiger tanks into Panther tanks.

You might also want to change the map to add fields surrounded by Bocage hedgerows around the Orchard and across much of the table apart from the chateau grounds. While this will slow the US advance, it will also limit the German fields of fire and slow down their reserves as well.