

OPERATION JUPITER (3) - Phase 1 & 2
129th BRIGADE'S ATTACK ON HILL 112
10th July, 1944
(Odon Valley, Normandy)

A Rapid Fire 2 Scenario V 1.0.3 (28/06/07)

by Mark Piper

Background

While the British 130th Brigade was preparing the way for the 4th Armoured Brigade's exploitation to the Orne between Hill 112 and the river, 129th Brigade was to advance on a broad front. It's objective was the key ground of Hill 112.

The Wargame Scenario

The game table is played on an 8' X 6' table. *Woods* are open. *Les Duanes farm* and *Chateau de Fontaine* start as ruins. All other buildings start intact. *Corn Fields* are not a continuous feature for movement, provide soft cover to STATIC infantry only but do not restrict visibility. *Elevations* do not affect movement. The *crest* is treated as per the rules. *Hedges* are treated as per the rules. The game is 9 moves long.

The objective for both sides is to control two out of the three objectives (both crossroads and summit of Hill 112) by the end of the game. An objective is considered controlled if only one side has infantry deployed within 9" of the centre of the objective. The game is a draw if more than one objective is contested or unoccupied or both sides are forced to retire.

Sources

Tank Tracks - Peter Beale

Hill 112 - Battles of the Odon 1944 (Battleground Europe) - Tim Saunders

43rd (Wessex) Inf Div at Hill 112, 10th July 1944

<http://www.fireandfury.com/britinfo/43rdwessexhill112.pdf>

10th SS Panzer Division "Fruntsberg" at Hill 112, 10th July 1944

<http://www.fireandfury.com/britinfo/10sspzdivhill112.pdf>

Operation Jupiter scenario

<http://www.fireandfury.com/extra/scenjupiter1overview.shtml>

Steel Inferno (1st SS Panzer Corps) - Michael Reynolds

Sons of the Reich (2nd SS Panzer Corps) - Michael Reynolds

Operation Jupiter campaign

<http://www.milminusa.com/SKKS/OperationJupiter.htm>

Caen 1944 (Osprey Campaign series) - Ken Ford

German Order of Battle all regular except AFV units
elements of 10th SS Panzer Division & 102nd SS Heavy Panzer Battalion

[on-board]

21st SS Panzer Grenadier Regiment HQ (Maj Deisen Hofer)
3 figures, staff car, 3 figures, Sdkfz 251/3 HT * higher level HQ use rule 10.9

2nd Battalion, 22nd SS Panzer Grenadier Battalion (motorised)
test @ 20 casualties (Maj Bastian)

HQ CO + 4 figures, P/schreck, personnel carrier
3 X companies each 8 figures, P/faust, medium truck
Heavy Weapon Coy 3 figures, 120mm mortar, Sdkfz 10 HT
3 figures, 75mm (Pak 40) ATG, prime-mover
6 figures, 2 x MMG, P/faust, medium truck

3rd Battalion, 22nd SS Panzer Grenadier Battalion (motorised) (Maj Satler)
as for 2nd Battalion, 21st SS Panzer Battalion

13th (Gun) Company 3 figures, 150mm Infantry Gun, prime mover

14th (AA) Company 6 figures, 2 x 20mm towed AA gun,
2 X Sdkfz 10 HT

16th (Pioneer) Company 8 figures, P/faust, f/thrower, Sdkfz 251/7 HT
Sdkfz 251/16 (FT) HT

[off board artillery]

1st Battalion, 12th SS Pz Artillery Regiment OP team, 2 figs, on foot
2 x 105mm, 1 x 150mm (DSF)

2nd Battalion, 1st Regiment, 8th Nebelwerfer Brigade OP team, 2 figures, on foot
2 x Nebelwerfers

[reinforcements]

1st Company, 102nd Heavy Panzer Battalion 2 x Panzer VI Tiger I (88mm) ^

^ 88mm AT ranges = short 12", medium 36", long 60" HE = 6 X 10"

can fire hollow charge rockets * 3 figures towards infantry unit test

German on-board forces deploy first south line A-B. All on-board German forces start dug-in in prepared defences. The German tank company enters at any point along the eastern side of the table. Germans move first.

British Order of Battle - all regular
elements of 43rd (Wessex) Infantry Division

129th Brigade HQ 6 figures, Humber S/car, 15cwt radio truck (Brigadier Mole)
* higher level HQ use rule 10.9

A & C Squadrons, 7th Battalion, The Royal Tank Regiment, 31st Tank Brigade
each 3 x Churchill (75mm)

A Squadron, 141st Royal Armoured Corps, 79th Armoured Division
3 x Churchill Crocodile (75mm / FT) "Crocodile"

4th Battalion, Somerset Light Infantry test @ 20 casualties (Lt Col Lipscomb)
HQ CO + 6 figures, Piat, 2" mortar, 15cwt truck
Carrier Platoon 3 figures, PIAT, Bren carrier
4 x companies each 8 figs
Support Company 3 figures, 6pdr AT Gun#, Lloyd carrier
3 figures, 3" mortar, Bren carrier

5th Battalion, the Wiltshire Regiment as per 4th Dorsets (Lt Col Kenrick)

4th Battalion, the Wiltshire Regiment, as for 4th Dorsets (Lt Col Luce)

[reinforcements - turn 1]

235th Battery, 59th AT Regiment, Royal Artillery
1 x M10 (76mm) tank destroyer, 3 figures, 1 x 17pdr ATG^, towing vehicle
A Company, 8th Battalion, The Middlesex Regiment test @ 8 casualties
CO + 3 figures, PIAT, Bren carrier
3 figures, 4.2" mortar, Lloyd carrier
9 figures, 3 x Vickers MMG, 3 x Bren carriers

[off-board artillery]

3 x batteries, 94th Field Regiment, Royal Artillery (Direct Support Fire)
2 x Churchill OP tanks, 1 x Bren carrier OP
each 2 x 25pdr guns

2 x batteries, 59th Medium Regiment, Royal Artillery, 3 AGRA (General Support Fire)
each 2 x 155mm guns

[turn 1 - 4 turn delay as per rules]

Typhoon fighter bomber (4 x 20mm autocannon, 8 x rocket)

^ AT ranges = short 12", medium 36", long 60" - no HE or hull MG
may fire up to two AT class 2 rounds per game (representing APDS ammunition). No HE.

British forces setup north of line C-D (not dug-in). Reinforcements arrive along the western edge.
The British player has 3 turns of speculative indirect fire by two Field Regiments (a rolling
barrage). The British player moves second.

Arrivals and deployments

