

Operation "Bluecoat" (Armoured Clash at Chenedolle)
2nd & 3rd August, 1944
(Near Vire, Normandy)

A Rapid Fire 2 scenario V1.1 (5/4/08)
By Mark Piper

Background

By the end of July 1944, Montgomery's overall strategy of holding the bulk of the German Army in the east and breaking out in the west had achieved its aim. Operation Bluecoat involved two British Corps advancing through Caumont towards Vire. Opposing them were less than two German infantry divisions however extensive minefields had been laid and the ground was the most hilly and dense in the whole Normandy bocage. The initial breakthrough was slow but threatened to create a significant wedge between German forces. With the vital road centre of Vire under threat by British forces the German II SS Panzer Corps was ordered to stop and eliminate this incursion. This scenario covers the actions of the afternoon of the 2nd August and the morning of the 3rd August.



British 23rd Hussars and 8th Battalion, the Rifle Brigade, move through Presles (foreground) towards Chenedolle (in the distance).
Vehicles various plastic and Dragon diecast. Buildings painted by Colin Rumford.

The Wargame Scenario

The game is played on an 8' x 6' table. *Buildings* start intact. *Woods* are open. *Hedges* are not bocage. *Standing crops* provide soft cover to infantry but are not an obstacle to movement nor restrict visibility. *Elevations* are not a continuous obstacle to movement. The game is 9 moves long.

The Allies win if they control both Chenedolle and Preselles crossroads AND there are more than 3 Allied tanks and 16 dismounted allied figures south of the Chenedolle - Vire road (B3). The Germans win if they prevent the Allies from achieving all of their victory conditions. Any other result is a draw.

An objective is considered controlled if only one side has combat elements (not OP teams, abandoned AFVs or crews or empty transports) deployed within 12" of the centre of the objective.

Sources

Operation Bluecoat (Battleground Europe series) - Ian Daglish

The Black Bull - Patrick Delaforce

Sons of the Reich - Michael Reynolds

Normandy 1944 - German Organisation - Niklas Zetterling

<http://web.telia.com/~u18313395/normandy/index.html>

German Order of Battle - all elite except 1/19th SS Battalion which is regular elements 9th (Hohenstaufen) SS Panzer Division & 102nd SS Heavy Panzer Battalion

[Kampfgruppe Weiss - enter along edge G1]

[turn 1] 102nd SS Heavy Panzer Battalion (Lt Col Weiss)
 1st, 2nd & 3rd companies each 2 x Tiger I (88mm) ^
 9th SS Divisional Escort Company 11 figures, P/faust, Sdkfz 251/1 (LMG), SP AA (single 20mm)

[turn 2] 9th SS Reconnaissance Battalion (recon) (Maj Grabner) test @ 20 casualties
 HQ CO + 3 figures, Sdkfz 250/10*(37mm) HT
 1st Company 2 x Sdkfz 250/9 (20mm) HT (AFV unit)
 2nd Company 7 figures, P/faust, Sdkfz 250/1 HT (LMG)
 3rd Company 7 figures, P/faust, Sdkfz 250/1 HT (LMG)
 4th Company 7 figures, P/faust, Sdkfz 250/1 HT (LMG)
 5th Company Sdkfz 250/8 (75mm)*, 3 figures, Pak 40 (75mm) ATG, Sdkfz 251/1 HT

[Kampfgruppe Zollhofer - reinforcements along edge G1]

[turn 3] 1st company, 1st Battalion, 9th SS Panzer Regiment 2 x Panther (75mm)^

2nd Battalion, 9th SS Panzer Regiment

[turn 4] 5th Company 2 x Panzer IV (75mm)

[turn 5] 7th & 8th Companies each 2 x Stug III (75mm)

[turn 6] 1st Battalion, 19th SS Panzer Grenadier Regiment test @ 20 casualties
 HQ CO + 4 figures, P/schrecke, personnel carrier
 1st, 2nd & 3rd Companies each 8 figures, P/faust, medium Truck
 4th (HW) Company 3 figures, 81mm mortar, Sdkfz 10 HT
 6 figures, 2 x MMG, P/faust, medium truck
 3 figures, 75mm (Pak 40) ATG, Sdkfz 11 HT prime mover

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

[off-board artillery]

1st (SP) Battalion, 9th SS Artillery Regiment **[turn 1 - along edge G1]** Sdkfz 250/5 OP HT
 1 x 150mm, 2 x 105mm

9th SS Werfer Battalion **[turn 3 - along edge G1]** 2 x OP teams each 2 figures, light car
 2 x batteries each 1 x 150mm MRL

German scenario rules

Reinforcements arrive at any point along the eastern edge on the turn indicated. Rule 13.1 German LMGs (+1 only) applies. Reconnaissance battalion elements test observation at reconnaissance ranges. The German player moves first.



German Tigers advance up the Estry-Vire road (painted by Ian Fainges)

British Order of Battle - all regular elements of 11th Armoured Division

[29th Armoured Brigade Group - enter @ B1]

[turn 1] 23rd Hussars Regiment (Lt Col Harding)
HQ Sherman (75mm), Crusader (2 x 20mm), Humber s/car
Reconnaissance Troop 2 x Stuart (37mm)
A, B & C squadrons each 17pdr Sherman Firefly[^], 2 x Sherman (75mm)

[turn 2] 8th (motorised) Battalion, the Rifle Brigade test @ 20 casualties
HQ CO + 5 figures, 2" mortar, M3 S/car (HMG)
3 x companies each 3 figures, Bren carrier (LMG)
8 figures, M5 HT (HMG)
Support Company 3 figures, Vickers MMG, Bren carrier (LMG)
3 figures, 3" mortar, Bren carrier (LMG)
3 figures, 6pdr AT gun #, Loyd carrier

[turn 3] Air link vehicle M5 HT (no MG)

[159th Infantry Brigade Group - enter @ B2]

[turn 4] 2nd Fife and Forfar Regiment (as per 23 Hussars Regiment)

[turn 5] 3rd Battalion, the Monmouths Regiment test @ 20 casualties
HQ CO + 6 figures, PIAT, 2" mortar
Carrier Platoon 3 figures, PIAT, Bren Carrier (LMG)
4 x companies each 8 figures
Support Company 3 figures, Bren Carrier (LMG), 6pdr AT gun #
3 figures, 3" mortar, Loyd prime mover
Motor pool 15cwt truck, 2 x 3 Ton truck

[B2 - turn 6] 119th Battery, 75th AT Regiment, Royal Artillery
M10 (76mm) tank destroyer, Achilles (17pdr)[^]

[^]17pdr AT ranges = short 12", medium 36", long 60" - no HE or hull MG
6pdr APDS 2 rounds gun 2

[off board artillery]

13th Field Regiment, Royal Artillery (DSF) 3 batteries each 2 x towed 25pdr field gun
[B1] Sherman OP tank**[turn 1]**, Bren Carrier OP **[turn 2]**

151st Field Regiment, the Ayershire Yeomanry (DSF) 3 batteries each 2 x Sexton SPG 25pdr field gun
[B2] Sherman OP tank **[turn 4]**

[air-support] Typhoon OR Thunderbolt (see scenario rules)

British scenario rules

British forces enter on the turn and point indicated on the scenario map.

At the *beginning* of each British turn roll a D6. On a 6 a Typhoon is available for one move only. On a 5 it is a Thunderbolt. Aircraft can target any enemy element in the open or a target that is visible to the airlink vehicle or has been "illuminated" by red smoke fired from a 75mm armed tank in the firing phase. Normal direct HE rules apply to determine a hit or a miss. If the target is within 12" of a friendly element roll a second D6. On a 5 or 6 switch targets to the nearest friendly element and carry out the attack. If an German element is targeted it is not subject to a suppression test. The British player moves second.

Battle Map: Chenedolle

