

**Operation "Epsom" (46th Brigade Attack on Cheux and Haut de Bosq)
26th June, 1944
(Near Cheux, Normandy)**

**A Rapid Fire 2 scenario V1.3 (21/6/09)
By Mark Piper**

Background

Having failed to capture Caen, Montgomery planned a thrust around the right flank of the city and across the River Odon. The attack began in unseasonal rain with the infantry and supporting arms advancing across open ground and through extensive minefields towards the dug-in troops of the 12th SS Panzer Division. The British 46th Infantry Brigade had a particularly long exposed advance before reaching the hedge lined country around the villages of Cheux and Haut de Bosq. Once captured the plan was for British 29th Armoured Brigade to cross the river Odon and exploit to the high ground at Hill 112. The British attack met initial success but bogged down as the Germans reinforced the area.



British forces deployed at the beginning of the scenario
(all photos and models from collection Mark Piper)

The Wargame Scenario

The game is played on an 8' x 6' table. *Buildings* start intact except for the four buildings in Cheux which are ruins. All movement through Cheux is restricted to 6". *Woods* are open. *Hedges* are not bocage. *Standing crops* provide soft cover to infantry but are not an obstacle to movement nor restrict visibility. Tank riders may not be used by either side. The game is 8 moves long.

The Allies win if they control the crossroads in Cheux AND have at least 16 infantry south of the line G2 at the end of the game. The crossroads is considered controlled if only one side has combat elements (not OP teams, abandoned AFVs or crews or empty transports) deployed within 9" of it's centre. The Germans win if they prevent the Allies from achieving both of their victory conditions. Any other result is a draw.

Sources

Operation Epsom (Battleground Europe series) - Tim Saunders

Operation Epsom (Battlezone Normandy series) - Lloyd Clark

The 12th SS - History of the HJ Panzer Division (Volume 1) - Huber Meyer

Over the Battlefield - Operation Epsom - Ian Dalglish

Operation Epsom scenario (Battlefront) <http://www.fireandfury.com/extra/downloads/scottishcorridor.pdf>

German Order of Battle - all regular except AFV units which are elite elements 12th SS Panzer Division & 101st SS Heavy Tank Battalion

[on-board]

26th Panzer Grenadier Regiment HQ* (Lt Col Mohnke) [south line G2]
3 figures, staff car, 3 figures, Sdkfz 251/3 HT (* higher level HQ - use rule 10.9)

12th SS Panzer Pioneer Battalion (Maj Muller) [south of line G1] ** 6 figures made up of crew
test @ 20 casualties

HQ	CO + 4 figures, P/schrecke, Sdkfz 251/11 "Stuka Zu Fuss" #**
1 st & 2 nd Companies	each 8 figures, P/faust, medium truck
3 rd Company	8 figures, P/faust, F/thrower, Sdkfz 251/7 HT (LMG)
4 th (HW) Company	3 figures, 75mm PAK 40 ATG, Sdkfz 10 HT prime mover Sdkfz 251/16 (FT)** HT 3 figures, Sdkfz 251/2 HT (81mm mortar)

2nd (motorised) Battalion, 26th Panzer Grenadier Regiment (Maj Siebken) [south of line G1]
test @ 20 casualties

HQ	CO + 4 figures, P/schrecke, personnel carrier
5 th , 6 th & 7 th Companies	each 8 figures, P/faust, medium truck
8 th (HW) Company	3 figures, 120mm mortar, Sdkfz 10 HT 6 figures, 2x MMG, P/faust, medium truck 3 figures, 75mm (Pak 40) ATG, Sdkfz 11 HT prime mover

14th (AA) Company, 26th SS Pz Gren Regt 3 figures, towed quad 20mm AA gun, medium truck, [south of line G2]
3 figures, single 20mm SP AA gun

5th & 6th Companies, 12th SS Panzer Artillery Regiment OP team # 1 with transport [south of line G2]
each 4 gunners, 105mm howitzer, medium truck prime mover

[reinforcements]

2nd Battalion (-), 12th SS Panzer Regiment [turns 2 & 3 - 1 company per turn @ G3]
5th & 8th companies each 2 x Panzer IV (long 75mm)

3rd Company, 101st SS Heavy Tank Battalion [turn 5 - G4]
2 x Tiger I (88mm^)

15th (Reconnaissance) Company, 26th SS Panzer Grenadier Regiment [turn 6 - G4]
8 figures, P/faust, 2 x Schwimmwagen

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

The rocket crates mounted on the Sdkfz 251/11 apply the normal multiple rocket launcher method for firing (using the grid), but with only 'one shot' per game. Maximum range is 36", min range 12" with a fire effect per hit of 15 points table 5. No IDF.

[off-board artillery]

1st (SP) Battalion, 12th SS Artillery Regiment OP team # 2 with transport [south G1]
1 x 150mm, 2 x 105mm

12th SS Werfer Battalion OP team # 3 with transport [south G1]
2 x batteries each 1 x 150mm MRL

German scenario rules

German forces set-up first as shown on the scenario map. Troops start dismounted and towed guns are unlimbered. Pioneers are in prepared defences. All other infantry and artillery crews are dug-in to hard cover slit trenches and weapon positions. In either case -1 hard cover modifier for HE fire applies. Reinforcements arrive as indicated on the turn indicated. Rule 13.1 German LMGs (+1 modifier to fire effects only) applies. Prior to the game 9 marked minefields (each 4" x 4") are pre-positioned by the German player south of line Br1. The German player may pre-register 3 targets prior to the game for 1st Artillery Battalion, 12th SS Artillery Regiment (rule 14.8). The German player moves first.



5th & 6th Companies, 26th SS Panzer Grenadier Regiment dug-in near Haut de Bosq



German Tigers move up supported by the dismounted infantry of the 15th Company.

British Order of Battle - all regular elements of 46th (Highland) Brigade group & 29th Armoured Brigade group

[on board - North of line B1]

9 th Battalion, the Cameronians (Scottish Rifles)	(Lt Col Villiers)	test @ 20 casualties
HQ	CO + 6 figures, PIAT, 2" mortar	
Carrier Platoon	3 figures, PIAT, Bren Carrier	
4 x companies	each 8 figures	
Support Company	6 figures, 6pdr ATG, 3" mortar, 2 x carriers	
Motor pool	15 cwt truck (capacity 8 figures), 2 x 3 ton trucks (16 figures each)	
2 nd Battalion, the Glasgow Highlanders	(Lt Col Campbell)	as per 9 th Battalion
B & C Squadrons, 7 th Battalion, The Royal Tank Regiment (7 RTR)		each 3 x Churchill (75mm)
Recce Troop, 7 RTR		2 x Stuart (37mm)
B Company, 1 st Battalion (Machine Gun), the Middlesex Regiment	CO + 3 figures, PIAT, Bren Carrier	
	12 figures, 4.2" mortar, 3 x Vickers MMG, Lloyd carrier, 3 x Bren Carriers	
2 troops, 141 st (The Buffs) Regiment, Royal Armoured Corp		each 1 x Churchill (75mm/FT) "Crocodile" **\$
161 st AT Battery, Royal Artillery	M10 (76mm) tank destroyer \$, Achilles (17pdr)^\$	
[on-board - North of line BR2]		
HQ, 7 RTR		Churchill CS (95mm howitzer), Crusader AA (2 x 20mm)
A Squadron, 7 RTR		as per B Squadron
B Squadron, 22 nd Dragoons		2 x Sherman (75mm) "flail" **#\$
278th Field Company, Royal Engineers		8 figures, mine clearing equipment, M5 HT
7 th Battalion, the Seaforth Highlanders	as per 9 th battalion	(Lt Col Grant) ORANGE
81 st Squadron, 6 th Assault Regiment, Royal Engineers		2 x Churchill (Petard) AVRE **#



British Churchill "Crocodile" supported by infantry moves through the defences formerly held by the 2/26th Panzer Grenadier regiment. The artillery piece in the foreground has had its crew killed by HE fire.

[reinforcements - turn 2 @ BR3]

A Squadron, 2nd Northamptonshire Yeomanry 1 x Sherman Firefly (17pdr) ^, 2 x Cromwell (75mm)

^17pdr AT ranges = short 12", medium 36", long 60" - no HE or hull MG ** test as independent AFV
may not fire when mine clearing. \$ No hull MG

[off board artillery]

181st Field Regiment, Royal Artillery (DSF) 3 batteries each 2 X 25pdr field gun
3 x OP teams with transport

190th Field Regiment, Royal Artillery 3 batteries each 2 X 25pdr field gun
predicted and GSF (must be requested) rule 14.1 (maximum 3 turns)

[air-support] Typhoon from 83 TAF armed with multiple 20mm autocannon / 8 x rockets

Allied scenario rules

Allied forces set-up second as shown on the scenario map. Allied forces do not start dug-in or on reserve fire. Reinforcements arrive along the northern edge on the turn indicated. On turn 1 there is a single 3 turn barrage using 2 x field regiments from the 8th Army Group Royal Artillery - AGRA (each 6 x 4.5") (see rule 14.7) starting at any point along the Caen - Fontenay road nominated by the British player. At the beginning of each British turn roll a D6. On a 5 or a 6 a Typhoon is available for two moves only. British player moves second.



British forces split into two "waves" (top & bottom) by the extensive minefield (middle).
Cheux is in the top left corner of the photo.

Battle Map: Cheux

