

**OPERATION JUPITER (1) - Phase 1**  
**130 BRIGADE'S ATTACK ON ETTERVILLE**  
**10<sup>th</sup> July, 1944**  
**(Odon Valley, Normandy)**

*A Rapid Fire 2 Scenario V 1.0.7 (28/06/07)*

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**Background**

As a preliminary to a British attempt to seize a crossing of the River Orne south of Caen. The 9th Royal Tank Regiment were tasked to support an attack by the British 130<sup>th</sup> Infantry Brigade, to capture the Chateau de Fontaine and the village of Etterville. Elements of the 10th SS Panzer Division stood in their way.

**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. *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 (Chateau de Fontaine and both buildings in Etterville) 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

43<sup>rd</sup> (Wessex) Inf Div at Hill 112, 10<sup>th</sup> July 1944

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

10<sup>th</sup> SS Panzer Division "Fruntsberg" at Hill 112, 10<sup>th</sup> July 1944

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

Operation Jupiter scenario

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

Steel Inferno (1<sup>st</sup> SS Panzer Corps) - Michael Reynolds

Sons of the Reich (2<sup>nd</sup> SS Panzer Corps) - Michael Reynolds

Operation Jupiter campaign

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

Caen 1944 (Osprey Campaign series) - Ken Ford

Rapid Fire Scenarios for NW Europe 1944/45 - Richard Marsh

**German Order of Battle** all regular except AFV units  
elements of 10th SS Panzer Division & 12<sup>th</sup> SS Panzer Division

**[on-board]**

22<sup>nd</sup> Panzer Grenadier Regiment HQ (Maj Schulze)

3 figures, staff car, 3 figures, Sdkfz 251/3 HT \* higher level HQ use rule 10.9

1<sup>st</sup> Battalion, 22nd SS Panzer Grenadier Regiment (motorised) (vicinity Etterville)  
test @ 20 casualties (Capt Richter)

HQ	CO + 4 figures, P/schrecke, 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

2<sup>nd</sup> Battalion, 22nd SS Panzer Grenadier Battalion (motorised) (Maj Loffler)  
(vicinity Chateau de Fontaine) as for 1<sup>st</sup> Battalion, 22<sup>nd</sup> SS Panzer Battalion

13<sup>th</sup> (Gun) Company 3 figures, 150mm Infantry Gun, prime mover

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

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

**[off board artillery]**

1<sup>st</sup> Battalion, 12<sup>th</sup> SS Pz Artillery Regiment (GSF) OP team, 2 figs, on foot  
2 x 105mm, 1 x 150mm

1<sup>st</sup> Battalion, 1<sup>st</sup> Regiment, 8<sup>th</sup> Nebelwerfer Brigade (DSF)  
2 x Nebelwerfers with OP team, 2 figures, on foot

**[reinforcements]**

5<sup>th</sup> Company, 1<sup>st</sup> Battalion, 12<sup>th</sup> SS Panzer Regiment (Lt Kandler)

3 x Panzer IV (long 75mm) - arrive German turn 3 at random entry point

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

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

On board German forces deploy dug-in in prepared defences south of line A-B. All on-board. Reinforcements enter within 6" of the entry roads (random D6 roll - see map). Germans move first.

**British Order of Battle** - all regular elements of 43<sup>rd</sup> (Wessex) Infantry Division

**[on-board]**

130<sup>th</sup> Brigade HQ 6 figures, Humber S/car, 15cwt Radio truck (Brigadier Leslie)  
\* higher level HQ use rule 10.9

B & C Squadrons, 9<sup>th</sup> Battalion, The Royal Tank Regiment, 31<sup>st</sup> Tank Brigade  
each 3 x Churchill (75mm)

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

4<sup>th</sup> Battalion, The Royal Dorsets Regiment test @ 20 casualties (Lt Col Ray)  
HQ CO + 6 figures, Piat, 2" mortar, 15cwt truck  
Carrier Platoon 3 figures, PIAT, Bren carrier  
4 x companies each 8 figures  
Support Company 6 figures, 6pdr AT Gun#, Lloyd carrier, 3" mortar, B/carrier

5<sup>th</sup> Battalion, the Dorsets Regiment as per 4<sup>th</sup> Dorsets (Lt Col Coad)

223<sup>rd</sup> Battery, 59<sup>th</sup> AT Regiment, Royal Artillery  
1 x M10 (76mm) tank destroyer, 3 figures, 1 x 17pdr ATG^, towing vehicle

**[reinforcements - move 1]**

7<sup>th</sup> Battalion, the Hampshire Regiment, as for 4<sup>th</sup> Dorsets (Lt Col Cowie)

A Squadron, 9 Royal Tank Regiment 3 x Churchill (75mm)

B company, 8<sup>th</sup> 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 moves predicted fire]**

3 x batteries, 112<sup>th</sup> Field Regiment, Royal Artillery (Direct support Fire)  
each 2 X 25pdr guns  
1 x Churchill OP tank, 1 x Bren carrier OP

2 x batteries, 13<sup>th</sup> Medium Regiment, Royal Artillery (General Support Fire)  
each 2 x 155mm guns

**[move 1 - 4 move delay]** 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 on-board forces setup north of line C-D. The British player has 3 turns of speculative indirect fire by two Field Regiments (a rolling barrage). On any turn when a German element is targeting by British air support and is within 12" of a British element roll a D6. On a 5 or 6 switch the target to the nearest British element and carry out the attack with the original nominated armament. Reinforcements arrive along northern edge. The British player moves second.

# Arrivals and Deployments

