

OPERATION "EXPRESS"
129th BRIGADE'S ATTACK ON MALTOT
22nd July, 1944
(Odon Valley, Normandy)

A Rapid Fire 2 scenario V1.0.3 (5/8/07)

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Background

The British 43rd (Wessex) Division had been fought to a standstill during the Epsom offensive in the Odon Valley. Before it finally withdrew it was given one last attack - Operation Express. The village of Maltot had been the Operation Jupiter objective of the British 130th Infantry Brigade group. Both of these had suffered cruelly in the attempt to take and hold the village. Twelve days later the same task was to fall to the 129th Infantry Brigade group.

The Wargame Scenario

The game is played on an 8' X 6' table. The *River Odon* is a linear obstacle to movement. All *buildings* start as ruins. *Woods* are open. *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 10 moves long.

The objective for both sides is to control 2 out of the 3 objectives (the "farm", the Chateau and the crossroads in Maltot) 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

Hill 112 - Battles of the Odon 1944 - Tim Saunders

Caen - Anvil of Victory - Alexander McKee

Tank Tracks - 9 RTR at War - Peter Beale

Steel Rain - Waffen SS in the West - Tim Ripley

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

German Order of Battle - all regular except AFV units which are elite elements 272nd Infantry & 10th SS Panzer and Divisions

[on board]

composite infantry battalion from 272nd Infantry Division
test @ 20 casualties

HQ	CO + 5 figures
3 x companies	each 8 figures, Panzerfaust
Heavy company	9 figures, 2 x MMG, 81mm mortar

[reinforcements - turn 5]

1st Company, 101st SS Heavy Panzer Regiment (Lt Kalls)
2 x Panzer VI Tiger I (88mm)^

[reinforcements - turn 6]

composite panzer grenadier battalion (-) from 10th SS Panzer Division
test @ 15 casualties
(as per infantry battalion above less heavy company)

[reinforcements - turn 8]

7th Company, 2nd Battalion, 10th SS Panzer Regiment (Lt Riedel)
2 X Stug IV (long 75mm)^

* 3 figures towards infantry unit test

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

German forces set-up first as shown on the scenario map with infantry are dug-in slit trenches and weapon positions at the start of the game south of line A-B. German reinforcements arrive as indicated at any point along either edge of the German deployment area (E-F). Germans move first.

British Order of Battle [all regular]
Elements 43rd Infantry (Wessex) Division

[on-board]

4th Battalion, the Wiltshire Regiment (Lt Col Lipscomb)
test @ 20 casualties

HQ	CO + 6, PIAT, 2" mortar
4 x companies	each 8 figures
Support company	3 figures, 6pdr ATG#, Loyd Carrier
	3 figures, 3" mortar, Bren Carrier

5th Wiltshires (as per 4th Wiltshires) (Lt Col Kenrick)

A & B Squadrons, 9 Royal Tank Regiment each 3 x 75mm Churchill (75mm)

B Sqn (-), 151st RAC, 2 x Churchill (75mm / FT) "Crocodile"***

A Company, 8th Middlesex Regt (test @ 8 figures)

CO + 3 figures, PIAT, Bren Carrier
3 figures, 4.2" mortar, Loyd Carrier
9 figures, 3 x Vickers MMG, 3 x Bren Carriers

[air support - pre-ordered turn 1]

Typhoon (4 x 20mm, 8 x rocket)
Forward Air Controller (FAC), M3 S/car

[off-board support]

94th Field Regiment (-), Royal Artillery
2 x batteries (each 2 x 25pdr) OP team, 2 figures, Bren carrier

^17pdr 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.

** test as independent AFV

British forces set-up north of C-D as shown on the scenario map. The Typhoon may be requested from turn 1 as described in the rules. If the British FAC is used to direct the attack of the Typhoon then the normal procedure for IDF observed transmissions and spotting distances apply. In either case if the target is successfully spotted then the aircraft can attempt to attack the ground target. Both sides may use tank riders. The British OP team may control both artillery batteries. British move second.

Deployment and arrivals

