

## FINAL BATTLE FOR GAVRUS

30<sup>th</sup> June 1944

(Gavrus, Normandy)

*A Rapid Fire 2 scenario V 1.1.1 (26/06/07)*

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### **Background**

Field Marshall Montgomery had "closed down" the Epsom offensive and the British 11<sup>th</sup> Armoured division was pulled out of the bitterly contested Odon bridgehead. The British 2<sup>nd</sup> Battalion, The Argyll and Sutherland Highlanders (A&SH) was positioned either side of the river Odon awaiting the inevitable German assault from the south. Under pressure the British were forced to withdraw.

### **The Wargame Scenario**

The game is played on an 8' x 6' table. *Elevations* do not affect movement but block LOS. *The "Odon River"* is a linear obstacle to movement (1 x D6" for infantry & 2 x D6" for vehicles). *Woods* are open. *Orchards* are not a continuous feature for movement, provide soft cover and restrict visibility. *Corn Fields* are not a continuous feature for movement, provide soft cover to infantry only but do not restrict visibility. *Buildings* start intact except for *Gavrus* which starts as ruins. *Sunken Roads* block LOS across the terrain and into the road but not along the road, count as soft cover for the defender. *Hedges* are treated as per the standard rules and are not bocage. The game is 9 moves long.

The *Germans* win if they destroy more points than the points that the British can exit from E-F. The British player wins if he can exit more points than the *Germans* can destroy. A draw occurs if the allies withdraw exactly as many points as are destroyed by the *Germans*.

### **Sources**

Caen - Anvil of Victory - Alexander McKee

Steel Inferno - Michael Reynolds

Steel Rain - Waffen SS in the West - Tim Ripley

Operation Epsom (Battlezone Normandy) - Tim Saunders

**German Order of Battle** [all regular except AFV units]  
Elements 10<sup>th</sup> SS Panzer Division "Frundsberg"

**[South of line A-B]**

1<sup>st</sup> Battalion, 22<sup>nd</sup> SS Panzer Grenadier Regiment (motorised)  
(less one infantry company and support company)

2<sup>nd</sup> Battalion, 22<sup>nd</sup> SS Panzer Grenadier Regiment (on foot)  
(less support company)

7<sup>th</sup> Coy, 2<sup>nd</sup> Bn, 10<sup>th</sup> SS Pz Regt 3 X Stug III

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**[Turn 1 Between E-F]**

Coy "infiltrators" 6 figures, Panzerfaust (from 1<sup>st</sup> Battalion, 22<sup>nd</sup> Pz Gren Regt)

**[off-board artillery]**

8<sup>th</sup> Werfer Brigade, 1<sup>st</sup> SS Artillery Battalion (Nebelwerfer)  
2 batteries (each 2 wpn)  
1 X observer team (kubelwagen)

The Germans deploy as indicated and move first.

**British order of Battle [all regular]**

**2<sup>nd</sup> Battalion, The Argyll and Sutherland Highlanders Group**

**[Within 12" of Area 1]**

HQ CO + 7 figures, Piat, 2" mortar

D Company 8 figures

**[Within 12" of Area 3]**

Support Company 6 figures, 3" mortar, 2 X Bren gun carriers, PIAT

**[Within 12" of Area 2]**

A Company 8 figures

B Company 8 figures

C Company 8 figures

**[North of line C-D]**

troop, 61<sup>st</sup> AT Regt, 8 figures, 2 X 17pdr ATG, 2 x towing vehicles

MMG Coy, 1<sup>st</sup> Bn, 7<sup>th</sup> Middlesex Regt (MG)

CO + 9 figures, Piat, 4.2" mortar, 2 X Vickers MMG

**[Entry Point X Turn 2]**

Artillery observer team 2 figures, jeep

**[Artillery support off-board]**

128<sup>th</sup> Field Regiment (3 X batteries @ 2 X 25pdr each)

British units that start south of the River Odon may not move north of the river until British turn 3. British deploy on-board troops first as indicated on the scenario map. All British units start dug in. British move second.

# Deployment and arrivals

