

BATTLE FOR THE HIGH GROUND

28th June, 1944

(Hill 112, Normandy)

A Rapid Fire 2 Scenario V 1.0.3 (5/08/07)

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Background

The British Epsom offensive had run out of steam due to aggressive local counter-attacks by German forces. The spearhead of the offensive, based on the 29th Armoured Brigade, was headed towards Hill 112 which dominated the south-western approach to Caen. The hill was thinly defended but had been recently reinforced by a Luftwaffe Motorised Flak Unit, equipped with the deadly dual-purpose 88mm guns. As the Shermans of 23rd Hussars roared up on to part of Hill 112 that unit was already in position to deny them control of the summit.

The Wargame Scenario

The game is played on an 8' X 6' table. *Woods* are open. The buildings of *Le Bons* 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. The *crest* is treated as per the rules. *Hedges* are also treated as per the rules. The game is 10 moves long.

The British win if they have any combat elements (not OP teams, abandoned AFVs or crews and empty transports) deployed within 9" of the highest point of Hill 112 within 10 moves. The German player wins if he prevents the British from achieving their objective. Any other result is a draw.

Sources

Hill 112 - Battles of the Odon 1944 - Tim Saunders

Caen - Anvil of Victory - Alexander McKee

Steel Inferno - Michael Reynolds

Tank Tracks - 9 RTR at War - Peter Beale

Steel Rain - Waffen SS in the West - Tim Ripley

German Order of Battle all regular except AFV units which are elite elements of 12th SS Panzer Division

[on-board]

1st Motorised Battalion, 53rd Flak Regiment (less Light AA Company)
test @ 20 casualties

HQ CO + 7, MMG, Panzerschrecke, Kubelwagen, Sdkfz 10 HT
Heavy Flak company 4 figures, 88mm AA ^ (may not be used in an AA role), Sdkfz 7 HT, 4 figures towed 20mm AA (quad), Sdkfz 11 HT
Rifle company 8 figures, P/faust, truck
Rifle Company 8 figures, P/faust, truck
Support Coy 8 figures, 75mm PAK, truck, 81mm mortar, Sdkfz 11 HT

[off-board artillery]

2 x batteries, 8th Nebelwerfer Brigade each 2 x 150mm MRL
2 x OP teams each 2 figs on foot

[Reinforcements]

[Turn 3 @ E]

1st Company, 1st Battalion, 12th SS Panzer Regiment
3 x Panzer V Panther^ (75mm)

[Turn 4 @ F]

5th Company, 2nd Battalion, 12th SS Panzer Regiment (F)
3 x Panzer IV (long 75mm)

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

The German initial forces set up first, south of the line (A-B) shown on the scenario map. They start dug-in to slit trenches and weapon positions. German reinforcements enter on the southern edge (E or F) as indicated. Germans move first.

British order of Battle all regular
elements 29th Armoured Brigade

[Turn 1]

B Squadron, 23rd Hussars

2 x Sherman (75mm), Sherman Firefly (17pdr)^

[Turn 2]

C Squadron, 23rd Hussars as per B Squadron

Regimental HQ

Humber S/car, Sherman (75mm), Crusader AA (2 x 20mm), Sherman ARV

Reconnaissance Troop 2 x Stuart (37mm)

A Company, 8th Battalion, the Rifle Brigade

11 figures, PIAT, M5 HT, Bren carrier

[Turn 3]

HQ, 8th Battalion, the Rifle Brigade CO + 5 figures, 2" mortar, M3 scout car

B Company, 8th Battalion, the Rifle Bde 11 figures, PIAT, M5 HT, Bren Carrier

C Company, 8th Battalion, the Rifle Bde 11 figures, PIAT, M5 HT, Bren Carrier

[Turn 4]

Support Company, 8th Battalion, the Rifle Brigade

3 figures, 6 pdr ATG#, Loyd Carrier

3 figures, 3" mortar, Bren Carrier

3 figures, Vickers MMG, Bren Carrier

A Squadron, 23rd Hussars as per B Squadron

[air support - pre-ordered turn 3]

1 x Typhoon

4 x 20mm (Gun class 5), 8 x rockets (gun class 4 or 10pts on table 4 HE)

^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.

British forces enter from the North edge (E-F) on the turn indicated.

Arrivals and deployments

