

Operation "Bluecoat" (Hill 309 - 21st Panzer Division Counter Attack)

1st August, 1944

(Near St Martin des Besares, Normandy)

A Rapid Fire 2 scenario V1.0.8 (24/5/08)

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Background

By the third day of Operation Bluecoat British forces had achieved a breakthrough into the German rear area and the night of the 31st August was mostly peaceful for the Scots Regiments around the important Hill 309 ("Quarry Hill"). At first light on the 1st August the silence was broken by German artillery and mortar fire. Shortly after this a battlegroup from the 21st Panzer Division launched a counter-attack from the area of Bois du Homme with the hope of exploiting a gap between the British defences on Hills 309 & 226.



Vehicles and figures from collection of Mal Taylor (photos provided by Jason Neilsen)

The Wargame Scenario

The game is played on an 8' x 6' table. *Buildings* start intact. *Woods* are open. *Hedges* are not bocage. *Standing crops* provide soft cover to infantry but are not an obstacle to movement nor restrict visibility. *Elevations* are a continuous obstacle to movement. The game is 9 moves long.

The Allies win if they control both Hill 309 and Hill 226. An objective is considered controlled if only one side has combat elements (not OP teams, abandoned AFVs or crews or empty transports) deployed within 9" of the centre of the objective. The Germans win if they prevent the Allies from achieving BOTH their victory conditions. Any other result is a draw.

Sources

Operation Bluecoat (Battleground Europe series) - Ian Daglish

Falaise Gap - Ken Ford

Panzer Commander - Hans Von Luck

Tigers in Combat - Wolfgang Schneider

History 21st Panzer Division - Werner Kortenhaus

Panzers in Normandy - Eric Lefevre

Falaise 1944 (Osprey Campaign Book) - Ken Ford

German Order of Battle - all regular elements 21st Panzer Division and 503rd Heavy Panzer Battalion

Kampfgruppe "Rauch"

Kampfgruppe HQ (higher level HQ - use rule 10.9)
CO + 4 figures, P/faust, SPW P107 Command HT

1st Battalion, 192nd Panzer Grenadier Regiment test @ 20 casualties
HQ CO + 5 figures, P/shrecke, SPW P107 HT* (37mm)
1st Company 8 figures, P/faust, SPW P107 HT (LMG)
2nd Company 8 figures, P/faust, SPW P107 HT (LMG)
3rd Company 8 figures, P/faust, SPW P107 HT (LMG)
4th Company SPW P107 (20mm AA) HT *, Somua (75mm AT) HT*

2nd Battalion, 192nd Panzer Grenadier Regiment test @ 20 casualties
HQ CO + 3 figures, car
5th Company 11 figures, P/schrecke, P107 HT
6th Company 11 figures, MMG, P/faust, P107 HT
7th Company 11 figures, MMG, P/faust, P107 HT
8th Company SPW P107 (20mm AA) HT *, Somua (75mm AT) HT*

9th Company Lorraine SP 150mm

10th Company, 192nd Panzer Grenadier Regiment 1 x 150mm MRL
Renault UE carrier OP

200th Assault Gun Battalion
2 x batteries each 75mm PAK 40 SPG, 105mm SPG
Lorraine command / OP vehicle

Composite company, 22nd Panzer Regiment
3 x Panzer IV (75mm)

1st Company, 503rd Heavy Panzer Battalion Tiger II (88mm)^**

2nd Company, 503rd Heavy Panzer Battalion 2 x Tiger I (88mm)^

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

* 3 figures for morale purposes ** test as independent AFV

[off-board artillery]

1st (SP) Battalion, 155th Artillery Regiment 150mm, 2 x 105mm OP team, light vehicle
2nd Battalion, 155th Artillery Regiment 2 x 105mm OP team, light vehicle
3rd Battalion, 155th Artillery Regiment 2 x 105mm OP team, light vehicle

German scenario rules

German forces setup in the area of Bois du Homme as indicated. Troops with vehicles start mounted guns limbered. Rule 13.1 German LMGs does not apply. The German player moves first.

British Order of Battle - all regular

elements of 15th (Scottish) Infantry Division & 6th Guards Tank Brigade

7th Battalion, the Seaforth Highlanders test @ 20 casualties [B1]
HQ CO + 8 figures, PIAT, 2" mortar, F/thrower
Carrier Platoon 3 figures, PIAT, Bren Carrier
4 x companies each 8 figures
Support Company 6 figures, 6pdr ATG, 3" mortar, Loyd prime mover, Bren Carrier (LMG)

2nd Battalion, Argyll & Sutherland Highlanders as per Seaforth Highlanders [B2]

6th Battalion, Kings Own Scottish Borderers as per Seaforth Highlanders [B3]

4th Armoured Battalion, the Coldstream Guards [B4]

HQ Churchill CS (95mm), Crusader (2 x 20mm), Humber s/car
Reconnaissance Troop 2 x Stuart (37mm)
3 x squadrons each 3 x Churchill (6pdr)#

Airlink vehicle M5 HT (no MG) [B4]

MG Company, 1st Battalion (Machine Gun), the Middlesex Regiment [B1, B2, B3]

CO + 3 figures, PIAT, Bren Carrier
12 figures, 4.2" mortar, 3 x Vickers MMG, Loyd carrier, 3 x Bren Carriers (LMG)

Battery, 75th AT Regiment, Royal Artillery

M10 (76mm) tank destroyer, Achilles (17pdr)^ [B5 - turn 3]

^17pdr AT ranges = short 12", medium 36", long 60" - no HE or hull MG # 2 rounds class 2 APDS

[off board artillery]

131st Field Regiment, Royal Artillery (DSF) 3 batteries each 2 X 25pdr field gun
Bren Carrier OP [B1], Sherman OP tank [B4]

181st Field Regiment, Royal Artillery (DSF) 3 batteries each 2 x 25pdr field gun
Bren Carrier OP [B2]

190th Field Regiment (DSF) 3 batteries each 2 x 25pdr field gun
Bren Carrier OP [B3]

[air-support]

"Limejuice" Typhoon OR Thunderbolt (rule 15.12)

Allied scenario rules

Allied forces set-up second as shown on the scenario map. Allied forces start dug-in. Reinforcements arrive on the turn indicated.

At the *beginning* of each British turn roll a D6. On a 6 a Typhoon is available for one move only. On a 5 it is a Thunderbolt. Aircraft can target any enemy element in the open or a target that is visible to the airlink vehicle or has been "illuminated" by red smoke fired from a 75mm armed tank in the firing phase. Normal direct HE rules apply to determine a hit or a miss. If the target of an air attack is within 12" (6" for IDF) of a friendly element roll a second D6. On a 5 or 6 switch targets to the nearest friendly element and carry out the attack. If a German element is targeted it is not subject to a suppression test. British player moves second.

Battle Map: Hill 309

