

THE BATTLE FOR LE MESNIL PATRY

11th June, 1944

(Le Mesnil Patry, Normandy)

A Rapid Fire 2 scenario V 1.1 (30/12/07)

By Mark Piper

Background

In a hasty operation Canadian forces were to carry out a "right hook" through the village of le Mesnil Patry and then cross open country to gain the Cheux hill feature (Hill 107) from the west. Clearing le Mesnil Patry was considered vital in order to secure the flanks of a much larger offensive by other allied forces towards the town of Villers Bocage. Due to a "friendly" minefield laid to the north of Norrey en Bessin the column was forced to negotiate the narrow streets before starting the attack. German defenders were dug in and well concealed amongst the wheat fields with tanks available as a counterattack force.



The Wargame Scenario

The game is played on an 8' X 6' table. The *High ground* is not a continuous feature for movement. *Buildings* start undamaged. *Orchards* provide soft cover for troops and partial cover for vehicles but do not restrict visibility or movement. *Standing crops* are not a continuous feature for movement but provide soft cover for infantry only but do not restrict visibility or movement. Vehicles & troops moving through *Norrey en Bessin* or *Le Mesnil Patry* do so at a maximum of 6". *Hedges* are not bocage. The game is 10 moves long.

The winning side must control 2 out of 3 objectives at game end (both the high ground, crossroads and the "Chateau"). An objective is controlled if only one side has combat elements (not OP teams, abandoned AFVs or crews and empty transports) within 9" of the centre. Any other result is a draw.

Canadian Order of Battle - all regular elements of 3rd Canadian Infantry Division

2nd Armoured Brigade TAC HQ (Brig Wyman) * higher order HQ use rule 10.3
Sherman (dummy gun, VMG)

6th Armoured (1st Hussars), Regiment 2nd Canadian Armoured Brigade (Lt Col Colwell)
HQ Sherman (75mm), Crusader (2 x 20mm), Humber s/car
Reconnaissance Tp 2 x Stuart (37mm)
A, B & C squadrons each 17pdr Sherman Firefly[^], 2 x Sherman (75mm)

10th Armoured (Fort Garry Horse) Regiment, 2nd Canadian Armoured Brigade
B & C squadrons each 17 pdr Sherman Firefly[^], 2 x Sherman (75mm)

Queen's Own Rifles of Canada, 8th Canadian Infantry Brigade (Lt Col Spragge)
(test @ 20 casualties)

HQ	CO + 6 figures, PIAT, 2" mortar, 15cwt truck
Carrier platoon	3 figures, PIAT, Bren Carrier
A, B, C & D companies	each 8 figures
Support company	3 figures, 6pdr ATG, Loyd prime mover
	3 figures, 3" mortar, Bren Carrier

C, Company, the Regina Regiment, 7th Canadian Infantry Brigade (no morale test)

[off board artillery]

12th Field Regiment, RCA

3 batteries, each 2 x 25pdr field gun, RAM OP tank (dummy gun)

[^]AT ranges = short 12", medium 36", long 60" - no HE or hull MG

On board forces setup as indicated along the road with infantry as tank riders.

- C Company, Regina Regiment in any building in Norrey
- B Squadron, 1st Hussars + D Company Queen's Own (tank riders) @ A
- C Squadron, 1st Hussars + A Company Queen's Own (tank riders) @ B
- RHQ, OP tank, BHQ Queen's Own, Recce Troop, Carrier platoon, Queen's Own @ C
- A Squadron, 1st Hussars @ D
- Brigade TAC HQ @ E

Reinforcements arrive on the road at F on the turn indicated:

- B Squadron, Fort Garry Horse + B Company, Queen's Own (tank riders) - turn 1
- C Squadron, Fort Garry Horse + C Company Queen's Own (tank riders) - turn 2
- Support Company Queen's Own - turn 2

The Canadian minefield north of Norrey-en-Bessin cannot be crossed by either side. Tank riders are treated as passengers in the open for small arms fire OR HE fire, cannot form a firing group, and dismount / embuss with a 6" penalty to the tank. Whilst carrying tank riders a tank cannot fire it's gun. See rules 8.50 & 8.87. The Canadian player moves first.

German Order of Battle - all regular except AFV units which are elite elements of 12th SS (Hitler Jugend) Panzer Division

[on-board]

12th SS Pioneer Battalion (-) (Maj Muller) [south of road]

test @ 15 casualties

HQ	CO + 4 figures, P/shrecke, Personnel carrier
1 st & 2 nd Companies	each 8 figures, P/faust, medium truck
4 th (HW) Company	3 figures, Sdkfz 251/2 81mm mortar HT
	3 figures, 1 x MMG, P/faust, medium truck
	3 figures, 75mm PAK 40 ATG, Sdkfz 10 HT

2nd (motorised) Battalion, 26th Panzer Grenadier Regiment (Maj Siebken) [north of road]

test @ 17 casualties

HQ	CO + 4 figures, P/shrecke, Personnel carrier
5 th , 6 th & 7 th Companies	each 8 figures, P/faust, medium truck
8 th (HW) Company	3 figures, 81mm mortar, Sdkfz 10 HT
	3 figures, 75mm (Pak 40) ATG, Sdkfz 11 HT prime mover

[reinforcements]

2nd Battalion (-), 12th SS Panzer Regiment

8 th company	Panzer IV (75mm) **	(Lt Siegel)	[turn 2 @ H]
5 th company	2 x Panzer IV (75mm)	(Lt Bando)	[turn 3 @ I]
6 th company	as per 5 th company	(Maj Prinz)	[turn 4 @ I]

** test as independent AFV

[off-board artillery]

2nd Battalion, 1st SS Panzer Artillery Regiment

2 x 105mm howitzers OP team, light car with 2nd battalion

3rd (Heavy) Battalion, 1st SS Panzer Artillery Regiment

2 x 150mm howitzers OP team, light car with Pioneer battalion

German forces set-up first as indicated. German infantry and AT guns start dug-in slit trenches and weapon positions. Rule 13.1 (German LMGs +1) applies. Pioneers were issued with extra AT grenades and mines so can use against a moving AFV on a 6 or open top on a 4,5 or 6. Reinforcements arrive along the western edge (H or I) as indicated. Tank riders may be used. The German player moves second.

Sources

Holding Juno - Mark Zuehlke

History of the Hitler Youth Panzer Division : Volume One - Hubert Meyer

Steel Inferno - Michael Reynolds

Panzers and the Battle of Normandy - Georges Bernage

The Battle of Le Mesnil Patry - A Battlefield scenario by Paddy Green

<http://www.fireandfury.com/extra/downloads/bloodhonourmesnilpatry.pdf>

Deployment & Arrivals

