

**OPERATION JUPITER (2) - Phase 2**  
**130<sup>th</sup> BRIGADE ATTACK ON MALTOT**  
**10th July, 1944**  
**(Odon Valley, Normandy)**

*A Rapid Fire 2 Scenario V1.0.8 (3/8/07)*  
*By Mark Piper*

**Background**

While 129<sup>th</sup> Brigade's advance on to Hill 112 was checked on the German "stop line", 130 Brigade, who had taken the German forward positions at Chateau de Fontaine and Etterville, launched 7<sup>th</sup> Hampshires into the depths of the enemy defences. Their objective was Maltot and the woods on the ridge to the south of the village. The plan was that with Maltot taken, 4<sup>th</sup> Armoured Brigade would then advance to the River Orne crossings and the open "tank country" beyond.

**The Wargame Scenario**

The game is played on an 8' X 6' table. The *River Odon* is a linear obstacle to movement. *Buildings* start intact. *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 (both crossroads and the Chateau) 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**

Tank Tracks - Peter Beale

Hill 112 - Battles of the Odon 1944 (Battleground Europe) - Tim Saunders

43<sup>rd</sup> (Wessex) Inf Div at Hill 112, 10<sup>th</sup> July 1944

<http://www.fireandfury.com/britinfo/43rdwessexhill112.pdf>

10<sup>th</sup> SS Panzer Division "Fruntsberg" at Hill 112, 10<sup>th</sup> July 1944

<http://www.fireandfury.com/britinfo/10sspzdivhill112.pdf>

Operation Jupiter scenario

<http://www.fireandfury.com/extra/scenjupiter1overview.shtml>

Steel Inferno (1<sup>st</sup> SS Panzer Corps) - Michael Reynolds

Sons of the Reich (2<sup>nd</sup> SS Panzer Corps) - Michael Reynolds

Operation Jupiter campaign

<http://www.milminusa.com/SKKS/OperationJupiter.htm>

Caen 1944 (Osprey Campaign series) - Ken Ford

Rapid Fire Scenarios for NW Europe 1944/45 - Richard Marsh

**German Order of Battle** all regular except AFV units which are elite elements of 10<sup>th</sup> SS Panzer Division & 102<sup>nd</sup> SS Heavy Panzer Division

**[on board]**

16<sup>th</sup> (Pioneer) company, 22<sup>nd</sup> SS Panzer Grenadier Regiment

8 figures, P/faust, f/thrower, Sdkfz 251/7 HT, Sdkfz 251/16 (f/thrower) HT

OP team, 2 figures, Kubelwagen

**[turn 2]**

1<sup>st</sup> Company, 102<sup>nd</sup> SS Heavy Panzer Battalion      2 X Panzer VI Tiger I (88mm) ^ (LT Kalls)

**[turn 3]**

3<sup>rd</sup> Battalion (motorised), 22<sup>nd</sup> SS Panzer Grenadier Regiment (Maj Bunning) test @ 20 casualties

HQ                                      CO + 4, Panzerschrecke, personnel carrier

3 x companies                      each 8 figures, P/faust, medium truck

Heavy company                      3 figures, 120mm Mortar, Sdkfz 10 HT

3 figures, 75mm (Pak 40) ATG, prime-mover

6 figures, 2 x MMG, P/faust, medium truck

OP team, 2 figures, Kubelwagen

**[turn 5]**

1<sup>st</sup> Company, 2<sup>nd</sup> Battalion, 12<sup>th</sup> SS Panzer Regiment      3 x Panzer IV (long 75mm)

**[turn 7]**

10<sup>th</sup> SS Panzer Divisional Reconnaissance Battalion (Maj Brinkman)      test @ 17 casualties

HQ Company      CO + 3 figures, Sdkfz 250/10\*#

AC Company      1 x Sdkfz 223\*, 2 x Sdkfz 250/9\* (20mm) AC

2<sup>nd</sup> Company      7 figures, Panzerfaust, Sdkfz 250/1

3<sup>rd</sup> Company      as per 2<sup>nd</sup> company

HW Company      Sdkfz 250/8\* (75mm), 3 figures, towed 75mm PAK 40, Sdkfz 251/1

\*count 3 figures towards unit morale test

**[off board]**

1<sup>st</sup> Battalion, 12<sup>th</sup> SS Pz Artillery Regiment (Direct Support Fire) OP team, 2 figs, on foot

2 x 105mm, 1 x 150mm

1<sup>st</sup> Battalion, 1<sup>st</sup> Regiment, 8<sup>th</sup> Nebelwerfer Brigade (General Support Fire)

2 x Nebelwerfers with OP team, 2 figures, on foot

^ 88mm AT ranges = short 12", medium 36", long 60"      HE = 6 X 10"

# can fire hollow charge rockets

German on-board forces set-up first south of line A-B dug-in to slit trenches and weapon positions. German reinforcements arrive as indicated at any point along the eastern edge of the board. Germans move first.

**British Order of Battle** all regular  
Elements 43<sup>rd</sup> (Wessex) Infantry Division

**[Turn 1]**

7<sup>th</sup> Battalion, The Hampshire Regiment- test @ 20 casualties (Lt Col Ray)

HQ	CO + 6 figures, Piat, 2" mortar
Carrier Platoon	3 figures, PIAT, Bren carrier
3 X companies	each 8 figs
Support Company	3 figures, 6pdr AT Gun#, Lloyd carrier
	3 figures, 3" mortar, Bren carrier

A Squadron, 9 Royal Tank Regiment	2 x Churchill (75mm)
troop, B Squadron, 141 <sup>st</sup> Royal Armoured Corps	Churchill (75mm/FT) "Crocodile" **
OP team	Churchill OP tank

**[Turn 2]**

troop, 233<sup>rd</sup> Battery, 59<sup>th</sup> AT Regiment, RA  
1 x M10 (76mm) tank destroyer

**[Turn 3]**

5 <sup>th</sup> Battalion, the Dorsetshire Regiment	as per 7 <sup>th</sup> Hampshires (Lt Col Coad)
OP team	2 figures, Bren Carrier
C Squadron, 9 RTR	as per A Squadron
troop, B Squadron, 141 <sup>st</sup> RAC	Churchill (75mm/FT) "Crocodile"
OP team	Bren carrier

**[Turn 4]**

troop, 233<sup>rd</sup> Battery, 59<sup>th</sup> AT Regt, Royal Artillery  
3 figures, 1 x 17pdr^ ATG, towing vehicle

B Company, 8 <sup>th</sup> Battalion, the Middlesex Regiment (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 Carrier

**[pre-ordered turn 5]**

Typhoon fighter bomber (4 x 20mm autocannon, 8 x rocket), 83rd Group

**[off-board artillery]**

112<sup>th</sup> Field Regiment, Royal Artillery (3 x batteries - each 2 x 25pdr) (Direct Support Fire)  
13<sup>th</sup> Medium Regiment, Royal Artillery, 3 AGRA (2 x batteries - each 2 x 155mm)  
(General Support Fire)

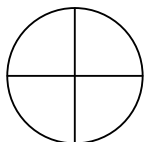
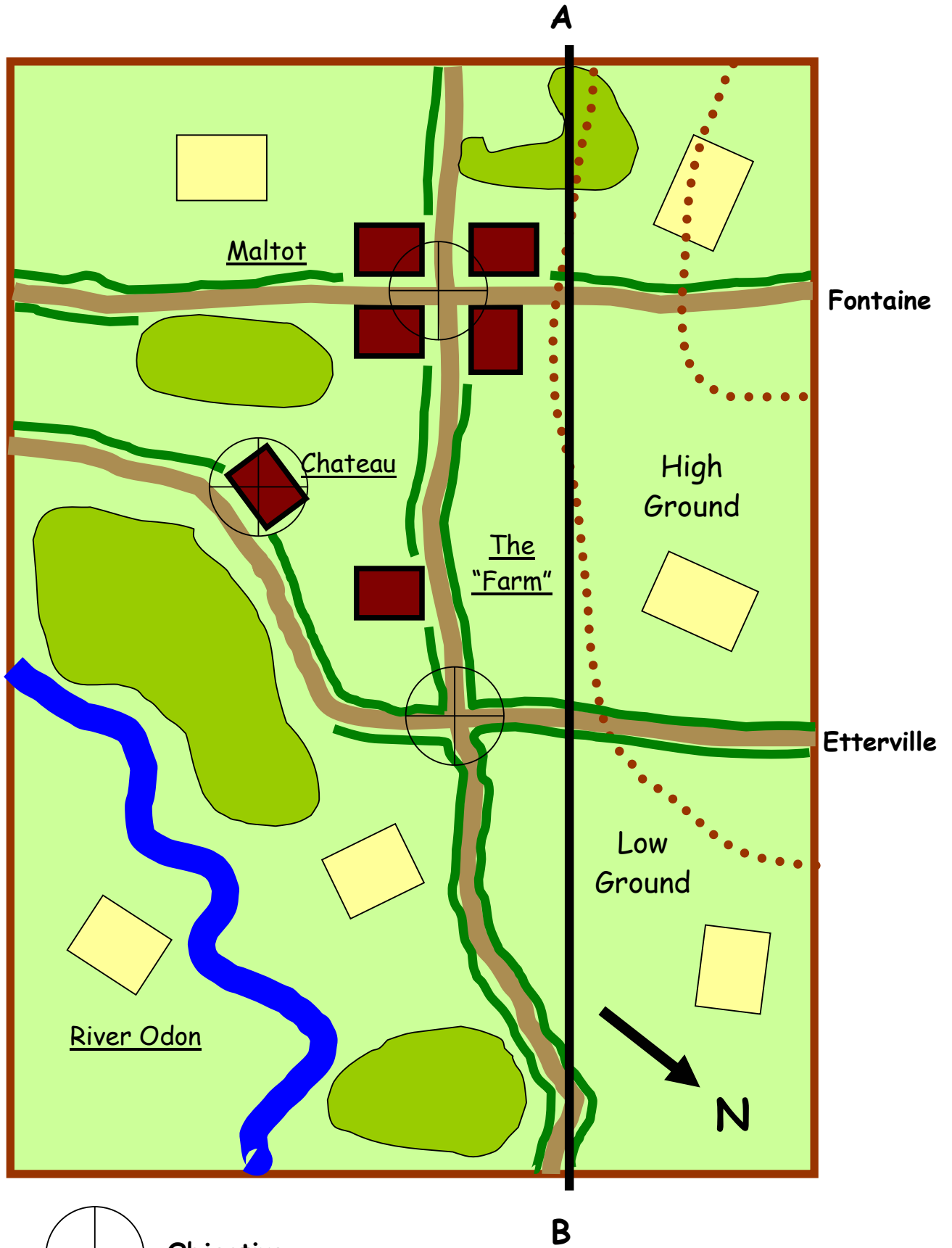
^17pdr AT ranges = short 12", medium 36", long 60" - no HE or hull MG

# may fire up to two AT class 2 rounds per game (representing APDS ammunition). No HE.

\*\* test as independent AFV

British forces arrive along the western edge on the turns indicated. On any turn when a German element is targeting by British air support and is within 12" of a British element roll a D6. On a 5 or 6 switch the target to the nearest British element and carry out the attack with the original nominated armament. British move second.

# Deployment and arrivals



Objective