

**Breaking the Panzers - Defence of Rauray**  
**1<sup>st</sup> July, 1944**  
**(NEAR RAURAY, NORMANDY)**

*A Rapid Fire 2 scenario V1.0.8 (4/10/07)*  
*By Mark Piper*

**Background**

25 days after the Normandy landing on 6<sup>th</sup> June 1944 the Allies were still trying to force a break-out from the beach-head. At the end of Operation "Epsom", the British Second Army decided to pull in its defensive perimeter as intelligence reports suggested a German counter-attack was imminent. Over the course of 14 hours of fierce fighting on the 1<sup>st</sup> July 1944, elements of the British 70<sup>th</sup> Infantry Brigade managed to halt the advance of two formations of Hitler's crack Waffen SS.

**The Wargame Scenario**

The game is played on an 8' x 6' table. *Buildings* start intact. *Woods* are open. *Hedges* are not bocage. *Corn fields* provide soft cover to stationary infantry only but are not an obstacle to movement nor restrict visibility. The game is 8 turns long.

The German player wins if they have at least 5 tanks (not OP tanks) AND at least 16 figures north of the Allied "front line" (A-B) AND control both single buildings of Rauray. A building is considered controlled if only one side has combat elements (not OP teams, abandoned AFVs or crews and empty transports) within 9" of the centre of the building. The British player wins if there are less than 5 German tanks (not OP tanks) AND less than 16 figures north of the Allied front line or exited off the northern edge of the table AND they control both single buildings of Rauray. Any other result is a draw.

**Sources**

Breaking the Panzers Kevin Baverstock  
The Polar Bears - Patrick Delaforce  
Sons of the Reich - II SS Panzer Corps - Michael Reynolds  
Panzers in Normandy - Then and Now - Eric Lebefvre

**British Order of Battle** - all regular  
elements of 49<sup>th</sup> (British) Infantry Division

**[on board]**

1<sup>st</sup> Battalion, the Tyneside Scottish Regiment test @ 20 casualties  
HQ CO + 6 figures, PIAT, 2" mortar  
Carrier Platoon 3 figures, PIAT, Bren carrier (LMG)  
A, B, C & D companies each 8 figures  
Support Company 3 figures, 6pdr ATG#, Loyd prime mover (LMG)  
3 figures, 3" mortar, Bren carrier (LMG), 2 figures, flamethrower

11<sup>th</sup> Battalion, the Durham Light Infantry Regiment as per 1<sup>st</sup> Tyneside Scottish

4<sup>th</sup> Battalion, the Lincolnshire regiment as per 1<sup>st</sup> Tyneside Scottish

MG Company, 2<sup>nd</sup> Battalion, the Kensington Regiment  
CO + 3 figures, PIAT, Bren carrier (LMG)  
3 figures, 4.2" mortar, Loyd Carrier (LMG)  
9 figures, 3 x Vickers MMG, 3 x Bren carriers (MMG)

A & C Squadron, 24<sup>th</sup> Lancers 2 x Sherman (75mm), Sherman Firefly (17pdr)^

C Squadron, Sherwood Rangers Yeomanry As per A Squadron, 24<sup>th</sup> Lancers

217<sup>th</sup> Battery, 55<sup>th</sup> AT Regiment 4 gunners, 17pdr ATG^, 1 x M5 HT prime movers  
4 gunners, 6pdr ATG#, Bren carrier

troop, 141<sup>st</sup> Royal Armoured Corps Churchill (75mm) F/thrower "Crocodile"\*

**[off board artillery]**

143<sup>rd</sup> Field Regiment, RA 3 x batteries each 2 x 25pdr field guns  
2 x Bren carrier OP teams Direct Support Fire (DSF)

185<sup>th</sup> Field Regiment, RA as above,  
Sherman OP tank (dummy gun) Direct Support Fire (DSF)  
Bren Carrier OP team

69<sup>th</sup> Field Regiment, RA as above General Support Fire

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

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

\* test as independent AFV

British forces set-up first as shown on the scenario map. Infantry are dug-in to slit trenches. British forces do not start on reserved fire. OP teams control batteries from their regiment only ("Mike Target") but may request support from other regiments (up to a maximum of 12 guns - "Uncle Mission") as per rules pages 89. The British player moves first.

**German Order of Battle** - all regular except AFV units which are elite elements 2<sup>nd</sup> & 9<sup>th</sup> SS Panzer Divisions

**[on-board]**

**Kampfgruppe "Weidinger" (2<sup>nd</sup> SS Panzer Division "Das Reich) Turn 1 @ C**

2<sup>nd</sup> Battalion, 9<sup>th</sup> SS Panzer Regiment

HQ	1 x Panzer IV (75mm) *
6 <sup>th</sup> & 7 <sup>th</sup> companies	each 2 x Panzer IV (75mm)
8 <sup>th</sup> company	2 x Stug III (75mm)

1<sup>st</sup> Battalion, 3<sup>rd</sup> SS Panzer Grenadier Regiment "Deutschland" test @ 20 casualties

HQ	CO + 4 figures, P/shrecke
1 <sup>st</sup> , 2 <sup>nd</sup> & 3 <sup>rd</sup> Companies	each 8 figures, P/faust
4 <sup>th</sup> (HW) Company	3 figures, 120mm mortar
	6 figures, 2x MMGs, P/faust
	3 figures, 75mm (Pak 40) AT gun, medium truck

1<sup>st</sup> Battalion, 4<sup>th</sup> SS Panzer Grenadier Regiment "Der Fuhrer"  
as per 1<sup>st</sup>/ 3<sup>rd</sup> SS Panzer Grenadier Regiment

13<sup>th</sup> (gun) company Grille SP (150mm) \*

**Kampfgruppe "Hohenstaufen" (9<sup>th</sup> SS Panzer Division) - turn 1 @ D**

1<sup>st</sup> Battalion, 9<sup>th</sup> SS Panzer Regiment

HQ	1 x Panther (75mm)^*
1 <sup>st</sup> , 2 <sup>nd</sup> & 3 <sup>rd</sup> coys	each 2 x Panther (75mm)^

3<sup>rd</sup> Battalion, 19<sup>th</sup> SS Panzer grenadier Regiment test @ 20 casualties

HQ	CO + 4** figures, P/schrecke, Sdkfz 251/10 (37mm)\$
3 x companies	each 8 figures, p/faust, Sdkfz 251/1
HW company	6 figures, 2 x MMG, Sdkfz 251/1
	Sdkfz 251/9 HT (75mm)**
	3 figures, Sdkfz 251/2 HT (81mm mortar)

\*\* 3 figures for morale purposes \$ can fire hollow charge rocket up to 12"

1<sup>st</sup> Battalion, 20<sup>th</sup> SS Panzer Grenadier Regiment  
as per 1<sup>st</sup>/3<sup>rd</sup> SS Panzer Grenadier Regiment

**[off-board artillery]**

12<sup>th</sup> SS Nebelwerfer Brigade

1 <sup>st</sup> Battalion	2 x 150mm MRL, 2 figure OP team, light car
2 <sup>nd</sup> Battalion	2 x 150mm MRL, 2 figure OP team, light car
3 <sup>rd</sup> Battalion	2 x 210mm / 300mm MRL, figure OP team, light car

\* test as independent AFV ^AT ranges = short 12", medium 36", long 60" / HE = 6 X 10"

German forces arrive on the turn indicated and as shown on the scenario map. Rule 13.1 German LMGs applies (+1 firing only). OP teams are allocated to individual artillery battalions. Tank riders may be used. Germans have 2 snipers which are plotted on the map as per rules on page 88. The German player moves second.

# Deployment & arrivals

