

CORRIDOR OF DEATH - FALAISE GAP
19th August, 1944
(Near St Lambert sur Dives, Normandy)

A Rapid Fire 2 scenario V1.0.8 (25/11/07)
By Mark Piper

Background

In the middle of August 1944, remnants of the German Seventh and Fifth Panzer Armies were in danger of being enveloped by Allied forces pressing from the north, west and south. The only escape route lay through a gap, 17kms wide, south of Falaise, which was rapidly being closed. By the 19th August, the corridor was only 3 kilometres wide between the villages of St Lambert to the north and Chambois to the south, across which the River Dives. So severe were their losses that the Germans called the area Das Corridor des Todes - the Corridor of Death.

The Wargame Scenario

The game is played on a 8' x 6' table. *Elevations* are not a continuous obstacle for movement. *Standing crops* provide soft cover to infantry only but are not an obstacle to movement nor restrict visibility. *Buildings* start intact. *Woods* are open. *Hedges* are not bocage. The *Dives River* may only be crossed by vehicles at the bridge or either ford. The game length is 10 turns. The Canadian player wins if less than 25 figures of the German force are exit off the northern edge (C-D) within 9 moves. The German player wins if at least 50 figures exit within the same period. Vehicles are not counted. Any other result is a draw.



Major David V. Currie (left, with pistol in hand) of The South Alberta Regiment accepting the surrender of German troops at St. Lambert-sur-Dives, France, 19 August 1944.

Sources

Falaise Pocket (Battle Zone Normandy series) - Paul Latawski
Steel Inferno - Michael Reynolds
Ruckmarsch - The German Retreat from Normandy (Then and Now) - Jean Paul Pallud
Great Battles of World War II - John Macdonald
Falaise 1944 (Osprey Campaign series) - Ken Ford
The 12th SS - The History of the Hitler Youth Panzer Division - Vol. 2 - Hubert Myer
Rapid Fire - Scenarios for NW Europe 1944 / 45 - Richard Marsh
Caen Anvil of Victory - Alexander McKee
The Killing Ground - The Battle of the Falaise Gap August 1944 - James Lucas and James Baker

German Order of Battle all regular except AFV units
elements German Seventh and Fifth Panzer Armies

Kampfgruppe Meindl (3rd Parachute Division) - turn 1 @ E

(#1) CO + 16 figures, 2 x P/faust test @ 8 figures
(#2) CO + 16 figures, 2 x P/faust test @ 8 figures
remnants 101st Heavy Tank Battalion Tiger I (88mm)^*

Kampfgruppe Olboeter (12th SS Panzer Division HJ) - turn 2 @ F

tank company Panther (75mm)^, Panzer IV (75mm), Jagdpanzer IV (75mm)^
remnants Panzer Grenadier Battalion
CO + 12 figures, Panzerschrecke, Sdkfz 251/1, Sdkfz 251/9** SPG (75mm)

1st Panzer Division LAH Kampfgruppe

turn 3 @ G

HQ 6 figures, light truck (no morale test)

remnants of Panzer Grenadier Regiments

(#1) CO + 16 figures, 2 x P/faust, 2 medium trucks test @ 8 casualties

(#2) CO + 16 figures, 2 x P/faust, 2 medium trucks test @ 8 casualties

(#3) CO + 16 figures, 2 x P/faust, 2 medium trucks test @ 8 casualties

remnants 1st Battalion, 1st Panzer Regiment 2 x Panthers (75mm)^

turn 4 @ E, F or G

remnants 2nd Battalion, 1st Panzer Regiment 2 x Panzer IV (75mm), Stug III (75mm)

1st SS Reconnaissance Battalion Sdkfz 234/1 (20mm), Sdkfz 234/2 (Puma)

test as AFV unit

turn 5 @ E, F or G

1st & 2nd battalions of the LAH SS Artillery Regiment

6 gunners, 2 x 105mm, 2 x horse drawn limbers

3rd Battalion 105mm Wespe

4th SS Flak Battery Flak Panzer (20mm)

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

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

Reinforcements arrive on the turn indicated above and at the location shown on the scenario map. Rule 13.1 German LMGs does not apply. German forces enter along the west edge of the table (A-B) within 12" either side of the entry point (E, F or G). Tank riders may be used. The German player moves first.

Canadian Order of Battle all regular
elements 4th Canadian Armoured Division

29th Canadian Armoured Reconnaissance (South Alberta) Regiment (Lt Col Wotherspoon)

*highest level HQ use rule 10.3

HQ	Humber s/car, Sherman (75mm), Crusader AA (2 x 20mm)
Recce Troop	2 x Stuart (37mm)
A & B & C Squadrons	each 3 x Sherman (75mm)

Argyll and Sutherland Highlanders Regiment (Lt Col Dave Stewart) 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, 3" mortar, Bren carrier (LMG)
	3 figures, 6pdr ATG #, Loyd Carrier
Transport Platoon	15cwt truck, 2 x 3 ton trucks

K Troop, 5th AT Regiment, RCA M10 Tank destroyer (76mm)**

[air support pre-ordered turn 2]

Typhoon (multiple 20mm auto-cannon / 8 rockets)

(test for arrival D6 by rolling a D6. On a 4,5, or 6 = arrives one turn later. May target any German element in the open.)

[off board artillery]

15th Field Regiment, RCA (DSF) 3 batteries each 2 X 25pdr field gun
OP team, Bren carrier

15th Medium Regiment, RCA (GSF) 3 batteries each 2 X 5.5" guns

[reinforcements - turn 4 @ H]

103rd Battery, 5th AT Regiment, RCA 8 figures, 2 x 17pdrs^, 2 M5 HT prime movers

** test as an independent AFV

^ AT ranges = short 12", medium 36", long 60"

Canadian forces set-up first. C Squadron and B & C Companies are in St Lambert-sur-dives. All other Canadian forces start on Hill 117. Infantry start dug-in to slit trenches and weapon positions. Tanks positioned behind hedges start partially concealed. Allied reinforcements arrive on turn 6 at E.

When any allied element is within 12" of a German element being targeted by the Typhoon, roll a D6. On a 5 or 6 switch the target to the nearest Canadian element and carry out the attack with the original nominated armament. If shot down there is a delay of two full moves before another aircraft automatically becomes available.

The Canadian player moves second.

Deployment and arrivals

