

8TH Canadian Infantry Brigade Attack on Carpiquet Airfield
4th July, 1944
(West of Caen, Normandy)

A Rapid Fire 2 Scenario V 1.2.3 (26/06/07)

By Mark Piper

Background

The Canadian operation to capture Carpiquet and its airfield was code-named Windsor. It was considered an essential prerequisite to the capture of Caen itself. The attack was to be made by the 8th Canadian Infantry Brigade supported by tanks, artillery, naval gunfire and Typhoons. Holding both the village and the hangers of the airfield were elements from the 26th SS Panzer Grenadier Regiment.

The Wargame Scenario

The game is played on an 8' x 6' table. *Elevations* are a continuous feature for movement. *Buildings* in Carpiquet start as ruins. All *other buildings* including hangers are intact at the start of the game. Single buildings hold up to 11 figures. *Woods* are open. Vehicles on both sides may move through intact hangers without movement penalty but may not end their move in them. The *airfield perimeter fence* is a linear obstacle to movement. *Elevations* are not a continuous obstacle to movement. The game is 9 moves long.

The Canadians win if they control 3 out of 4 objectives (Carpiquet, Northern Hangers, Southern Hangers and the Airfield Administration) at the end of the game. 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 building. The Germans win if they control 2 or 3 objectives. Any other result is a draw.

Sources

Caen - Anvil of Victory - Alexander McKee

Steel Inferno - Michael Reynolds

Brittania On-Line Normandy Website <http://search.eb.com/normandy/week3/inland.html>

Aerial Photograph of Carpiquet Airfield (24th June 1944) www.wlu.ca/%7Ewwwmsds/apcarpiq

Battle for Caen (Battlezone Normandy Series) - Simon Trew and Stephen Badsey

Caen (Osprey Campaign Series) - Ken Ford

Canadian scenario rules.

The Canadian side has 2 turns of moving barrage prior to the start of the game. Both sides can use predicted fire from turn 1. The Canadian player may also draw up a fire plan commencing turn 1 with 3 geographical features pre-registered. Canadian forces arrive on the turns indicated. The Typhoon arrives automatically on Canadian turn 6. Canadians move second

An Auster observation plane is available to the British forces at the start of the game (as per p 91 rule 14.7). It may observe for either the field artillery regiment or naval gunfire in support of the brigade group. On any turn when a Canadian element is within 12" of a German element being targeted by a Typhoon, roll a D6. On a 5 or 6 switch the target to the nearest Canadian element.

German Order of Battle elements 12th SS Panzer Division (Hitler Jugend)
all elite except 1st Bn, 1st SS Panzer Grenadier Regiment which are regular

3rd Company, 1st Battalion, 26th Panzer Grenadier Regiment [within 6" of Carpiquet Buildings]
8 figures, panzerfaust, truck

IG Platoon, 4th (HW) Company, 1st Bn, 26th Pz Gren Regiment [within 6" of Carpiquet Buildings]
3 figures, 75mm infantry gun, light truck prime mover

1st (motorised) Battalion (-), 26th SS Panzer Grenadier Regiment test @ 20 figures
[vicinity southern hangers]

HQ CO + 4 figures, P/schrecke, personnel carrier
1st & 2nd Company each 8 figures, P/faust, medium truck
4th (HW) Company 6 figures, 2 x MMGs, P/faust, medium truck
3 figures, 75mm (Pak 40) AT gun, Sdkfz 11 HT prime mover

2nd Battery, 12th SS Flak Battalion [high ground to east of airfield]
4 figures, 88mm Flak 36/41[^], Sdkfz 7 HT prime mover
4 figures, 20mm towed quad AA, Sdkfz 1 HT

9th Company, 2nd Battalion, 12th SS Panzer Regiment 2 x Panzer IV (long 75mm) [SE corner of
airfield]

[reinforcements]

4th Company, 1st Battalion, 12th SS Panzer Regiment 3 x Panthers (75mm)[^] [turn 3 @ D]

1st (motorised) Battalion, 1st SS Panzer Grenadier Regiment [turn 5 @ E]
as per 1st Battalion, 26th Regiment (less 4th company) test @ 15 casualties

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

[off board artillery]

3rd SS Panzer (Heavy) battalion Sdkfz 250/3 OP HT
1 x 150mm guns, 2 x 105mm guns (treat as 1 battery)

12th Werfer Regiment 2 figure OP team Kubelwagen
2 x batteries each 1 x 150mm MRL

German Scenario rules

German troops start in prepared positions. German reinforcements arrive as indicated at any point along the western edge of the board. German forces have 3 observed pre-registered defensive fire (DF) targets. Germans move first.

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

[turn 1]

Le Regiment de la Chaudiere, 8th Brigade test @ 20 casualties [turn 1 @ A]

HQ CO + 6 figures, PIAT, 2" mortar
Carrier Platoon 3 figures, PIAT, Bren Carrier
4 x companies each 8 figures
Support Company 3 figures, 6pdr AT gun#, Lloyd prime mover
3 figures, 3" mortar, Bren carrier

A Squadron, Fort Garry Horse (10th Armoured Regiment) [turn 1 @ A]
2 x Sherman (75mm), Sherman Firefly (17pdr)^

North Shore Regiment, 7th Brigade as per Le Regiment de la Chaudiere [turn 1 @ B]

B Squadron, Fort Garry Horse (10th Armoured Regiment) as per A Squadron [turn 1 @ B]

Fort Garry Horse (-) (10th Armoured Regiment) [turn 2 @ C]

HQ Humber S/car, Sherman 75mm, Crusader AA (2 x 20mm), Sherman ARV
attached troop, 141st RAC Churchill (75mm/FT) "Crocodile" **
Reconnaissance troop 2 x Stuarts (37mm)
C Squadron 2 x Shermans (75mm), Sherman Firefly (17pdr)^

MG Company, 1st Cameron Highlanders of Ottawa [turn 2 @ C]

CO + 3 figures, PIAT, Bren Carrier
3 figures, 4.2" mortar, Lloyd carrier
9 figures, 3 x Vickers MMG, 3 x Bren Carriers

[Turn 4 @ C] Queen's Own Rifles of Canada, 8th Brigade (as per North Shore Regiment)

[Turn 5] Typhoon fighter bomber (4 X 20mm autocannon, 8 X rocket), 83rd Group

^ 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

[Off board artillery]

12th (Canadian) Field Artillery Regiment, Royal Canadian Artillery

3 x batteries (each 2 X 5.5"), 2 x Sherman OP, 1 x Bren Carrier OP

Naval Gunfire Support (HMS Rodney)

3 X 5.5" equivalent, 1 x Bren Carrier OP

Canadian scenario rules (see page 1)

Deployments and arrivals

