

Wittman's Last Battle - Operation "Totalize"

8th August, 1944

(Near Cintheaux, Normandy)

A Rapid Fire 2 scenario V1.2 (13/5/07)

By Mark Piper

Background

Operation "Totalize" was conducted by Allied forces south of Caen to break through the German forces and join up with US forces advancing from the south. The resulting Falaise "pocket" was planned to trap the bulk of the German army in Normandy. On the second day of the assault Canadian and British forces halted briefly near the village of Cintheaux. Kurt Meyer (commander of the 12th SS Panzer Division), correctly surmised that a renewed attack was imminent and ordered the remnants of the division to counter-attack at once. Unfortunately for German Tiger ace Michael Wittman this would also be his last battle.

The Wargame Scenario

The game is played on an 8' x 6' table. *Buildings* start intact. *Single buildings* hold up to 11 figures. *Woods* are open. *Hedges* are not bocage. The *ravine* south of St-Aignan-de-Cramesil provides soft cover for infantry and partial concealment for AFVS for direct fire only and is a continuous obstacle to movement (3" wide). *Corn fields* provide soft cover to infantry only but are not an obstacle to movement or restrict visibility. *Elevations* (high ground on the western side of the table) are not a continuous obstacle to movement. The game is 9 turns long.

The Allies win if they have at least 4 tanks (not OP tanks) south of the German "stop line" (X-Y) or exited off the southern edge AND control both single buildings of Robert Mesnil and Gaumesnil. 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 Germans win if there are less than 3 Allied tanks (not OP tank) south of the German stop line or exited off the southern edge of the table AND they control both single buildings of Robert Mesnil and Gaumesnil. Any other result is a draw.

Sources

No Holding back - Brian Reid

Sledgehammers - Christopher Wilbeck

Steel Rain - Tim Ripley

Steel Inferno - Michael Reynolds

Road to Falaise - Stephen Hart (Battle Zone Normandy series)

Panzers in Normandy - Then & Now - Eric Lefevre

Tiger Ace - The Life Story of Panzer Commander Michael Wittman - Gary Simpson

Falaise 1944 (Osprey campaign Series) - Ken Ford

Allied Order of Battle - all regular

elements of 2nd (Canadian) Infantry Division, 51st (Highland) Division and 1st (Polish) Armoured Division

[on board]

A Squadron (-), 27th Armoured Regiment (Sherbrooke Fusiliers), 2nd (Canadian) Armoured Brigade [A]
Sherman (75mm), Sherman Firefly (17pdr)^

1st Northamptonshire Yeomanry, 33rd (British) Independent Armoured Brigade (Lt Col Forster)

| | |
|-----------------|---|
| HQ | Humber S/car, Sherman (75mm), Crusader AA (2 x 20mm) [turn 1 @ E] |
| Recce Troop | 2 x Stuarts (37mm) [turn 1 @ E] |
| A & C squadrons | 2 x Sherman (75mm), Sherman Firefly (17 pdr)^ [B & C] |
| B squadron | as per A & C squadron above [turn 1 @ E] |

1st Battalion, the Black Watch Regiment, 154th (British) Infantry Brigade [D] (Lt Col Hopwood)

test @ 20 casualties

| | |
|-----------------------|---|
| HQ | CO + 6 figures, PIAT, 2" mortar, M5 HT (HMG) |
| Carrier Platoon | 3 figures, Piat, Bren Carrier |
| A, B, C & D companies | each 8 figures, Priest "Kangaroo" APC (VMG) |
| Support Company | 3 figures, 6pdr ATG#, Lloyd prime mover (LMG) |
| | 3 figures, 3" mortar, Bren Carrier (LMG) |

[reinforcements]

FO (RAF "Tentacle" air-link vehicle) M3 S/car [turn 2 @ E]

elements, 79th (British) Armoured Division [turn 3 @ E]

Sherman Crab (75mm)**, Churchill AVRE (Petard)**, Churchill Crocodile (75mm & F/thrower) **

24th Lancers, 10th (Polish) Armoured Brigade (Lt Col Koszutski) [turn 4 @ E]

as per Northamptonshire Yeomanry

A Company, 10th Dragoon (motor) Regiment, 10th (Polish) Armoured Brigade [turn 3 @ E - no morale test]

3 figures, PIAT, Bren Carrier (LMG), 8 figures, M5 HT (HMG)

[air support]

Auster aircraft, C flight, 652nd AOP Squadron, RAF [medium altitude - pre-ordered turn 4]

Typhoon, 2nd Tactical Air Force (superior fighter bomber - multiple 20mm autocannon / 8 x rocket)

[low altitude - pre-ordered turn 4]

[off board artillery]

4th (Canadian) Field Regiment 3 batteries, each 2 X 25pdr field gun, RAM OP tank (dummy gun) [turn 1 @ E]

126th (British) Field Regiment as above, 1 Sherman OP tank (dummy gun), Bren Carrier OP [on-board]

1st (Polish) Motorised Artillery Regiment as above, 1 x Sherman OP tank (dummy gun) [turn 4 @ E]

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

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

Allied forces set-up first as shown on the scenario map. Black Watch are mounted and towed gun limbered. Allied forces do not start on reserved fire. On any turn when an 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 Allied element. OP teams control batteries from their regiment only. The Auster may be used to control batteries from any Regiment from turn 4. The Allied player moves second.

German Order of Battle - all regular except AFV units which are elite elements 12th SS Panzer Division & 101st SS Heavy Tank Battalion

[on-board]

Kampfgruppe HQ CO + 2 figures, Staff car, 3 figures, Sdkfz 251/3 HT (LMG) [F]
(Colonel Kurt "Panzer" Meyer - acts as "highest level" HQ for all German units - rule 10.9)

BHQ / 3rd Company, 101st SS Heavy Tank Battalion 2 x Tiger I (88mm)^ (Capt Wittman) [G]

4th (Light) Escort Company, 101st SS Heavy Tank Battalion [G - no morale test]
8 figures, P/faust, F/thrower, Sdkfz 251/7 HT (LMG)

2nd Battalion (-), 12th SS Panzer Regiment (Maj Wunsche) [H]
HQ Panzer IV (long 75mm), Möbelwagen (single 37mm - low + medium targets on a 4,5 or 6)
7th, 8th & 9th companies each 2 x Panzer IV (C2)

1st (motorised) Battalion, 25th SS Panzer Grenadier Regiment (Maj Waldmuller) [H]
test @ 20 casualties

HQ CO + 4 figures, P/shrecke, personnel carrier
1st, 2nd & 3rd Coys each 8 figures, P/faust, medium Truck
4th (HW) Company 3 figures, 80mm mortar, Sdkfz 10 HT
6 figures, 2x MMGs, P/faust, medium truck
3 figures, 75mm (Pak 40) AT gun, Sdkfz 11 HT prime mover

1st Company, 12th SS Sturmgeschütz Battalion [I] 2 x Jagdpanzer IV L/48 (long 75mm)^

12th SS Escort Company [I - no morale test]
6 figures, P/faust, MMG, 80mm mortar, medium truck
3 figures, 75mm (Pak 40) AT gun, medium truck prime mover

12th SS Flak Battalion (-) (Maj Fend) [J]
2 x heavy batteries each 4 figures, 88mm Flak 36/41 ^, towing vehicle
1 x light battery 3 figures, towed quad 20mm (low targets only), Sdkfz 10 HT

[reinforcements]

3rd Company, 1st Battalion, 12th SS Panzer regiment [turn 6 @ K] 2 x Panzer V Panther (75mm)^

[off-board artillery]

12th SS Panzer Artillery Regiment
1st Battalion 1 x 150mm gun, 1 x 105mm gun, Sdkfz 250/5 OP HT
2nd Battalion 2 x 105mm gun, 2 figure OP team, light car
3rd Battalion 2 x 150mm, 1 x 100mm, 2 figure OP team, light car

12th SS Werfer Regiment
2 x batteries each 1 x 150mm MRL, 2 figure OP team, light car

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

German forces set-up second as shown on the scenario map. Troops start mounted and all towed guns are limbered. Reinforcements arrive on the southern edge on the turn indicated. Rule 13.1 German LMGs applies (+1 firing only). OP teams set up anywhere south of line X-Y. OP teams are allocated to individual battalions or batteries and may not control other fire units. The German player moves first.

Deployment & arrivals

