

Worthington Force At Point 140 - Operation "Totalize" (2)
9th August, 1944
(NEAR FALAISE, NORMANDY)

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

Background

2nd Canadian Corps was involved in a push from Caen in an effort to link up with American forces near Falaise. As the operation unfolded the attack became stagnated. Worthington force was tasked with capturing the high ground at Point 195. The Canadians advanced quickly through minimal German resistance but mistakenly mistook a secondary road for the main highway. High ground was sighted and the column headed for it. This was not Point 195 but Point 140 some 6500 yards north-east of the objective. Having discovered the Canadian threat Kampfgruppe Wunsche was despatched to contain it.

The Wargame Scenario

The game is played on a 8' X 6' table. *Elevations* are not a continuous obstacle for movement. *Buildings* start intact. *Woods* are open. *Hedges* are not bocage. *Wheat fields* provide soft cover to stationary infantry only but are not an obstacle to movement nor restrict visibility. The game length is 10 turns.

The German player wins if they eliminate (or force to surrender / rout off board) all allied forces (including reinforcements) by the end of 10 turns. The Canadian player wins if the German forces are prevented from achieving their objective. There is no possibility of a draw in this scenario.

Sources

No Holding Back - Brian Reid
Steel Inferno - Michael Reynolds
Invasion They're Coming - Paul Carrell
Road to Falaise - Stephen Hart (Battle Zone Normandy)
Falaise 1944 - Ken Ford (Osprey Campaign series)
The 12th SS - The History of the Hitler Youth Panzer Division - Vol. 2 (Hubert Myer)

German Order of Battle all regular except AFV units which are elite
"Kampfgruppe Wunsche" from 12th SS Panzer Division

[on-board - Hill 140]

battery, III Flak Corps 4 figures, 88mm Flak 36/41[^], towing vehicle

[turn 1 @ E]

2nd Company, 101st SS Heavy Tank Battalion 2 x Tiger I (88mm)[^]

[turn 1 @ F]

3rd Company, 1st Battalion, 12th SS Panzer Regiment 2 x Panther (75mm)[^]

[turn 2 @ E]

1st Battalion, 85th Infantry Regiment \$ test @ 15 casualties

HQ CO + 5 figures

3 x companies each 8 figures, P/faust

\$ mounted on bicycles 15" road move, 6" cross country (do not mount or dismount)

[turn 2 @ F]

5th Company, 12th SS Panzer Regiment 2 x Panzer IV (75mm)

[turn 2 @ G]

Kampfgruppe HQ* 3 figures, staff car, 3 figures, Sdkfz 251/3 HT
(Lt Col Wunsche) * higher level HQ for all units

1st Battalion (motorised) group, 25th SS Panzer Grenadier Regiment

test @ 20 casualties

HQ CO + 4, P/shrecke, personnel carrier

1st, 2nd & 3rd Companies each 8 figures, P/faust, medium truck

12th SS Div Escort Coy 6 figures, P/faust, MMG, 81mm mortar, medium truck

3 figures, PAK 40 ATG (75mm), medium truck

14th (AA) Company 3 figures, 20mm towed AA gun, Sdkfz 10 HT

[turn 3 @ G]

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

[off board artillery]

2nd Battalion, 12th SS Artillery Regiment

2 x 105mm guns 2 figure OP team, light car **[turn 2 @ E, F or G]**

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

Reinforcements arrive on the turn indicated above and at the location shown on the scenario map. Rule 13.1 German LMGs applies (+1 firing only) to Panzer Grenadiers.

The German player moves first.

Canadian Order of Battle all regular
"Worthington Force" from 4th Canadian Armoured Division

28th Canadian Armoured (British Columbia) Regiment (less C Squadron)
(Lt Col Worthington)*highest level HQ

HQ	Humber s/car, Sherman (75mm), Crusader AA (2 x 20mm), Sherman ARV
Recce Troop	2 x Stuart (37mm)
A & B Squadrons	each 2 x Sherman (75mm), Sherman Firefly (17pdr)^

troop, 141st Royal Armoured Corps Churchill (75mm) "Crocodile" f/thrower **

Algonquin Infantry Regiment (less A & D companies) (Lt Col Hay)	test @ 15 casualties
HQ	CO + 6 figures, PIAT, 2" mortar, M3 scout car (HMG)
Carrier Platoon	3 figures, PIAT, Bren carrier (LMG)
B & C companies	each 8 figures, M5 HT (HMG)
Support Company (-)	3 figures, 3" mortar, Bren carrier (LMG)

[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

[reinforcements - turn 6]

C Squadron, 1st Polish Armoured Regiment

(as per A Squadron, 28th Armoured Regiment)

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

** test as an independent AFV

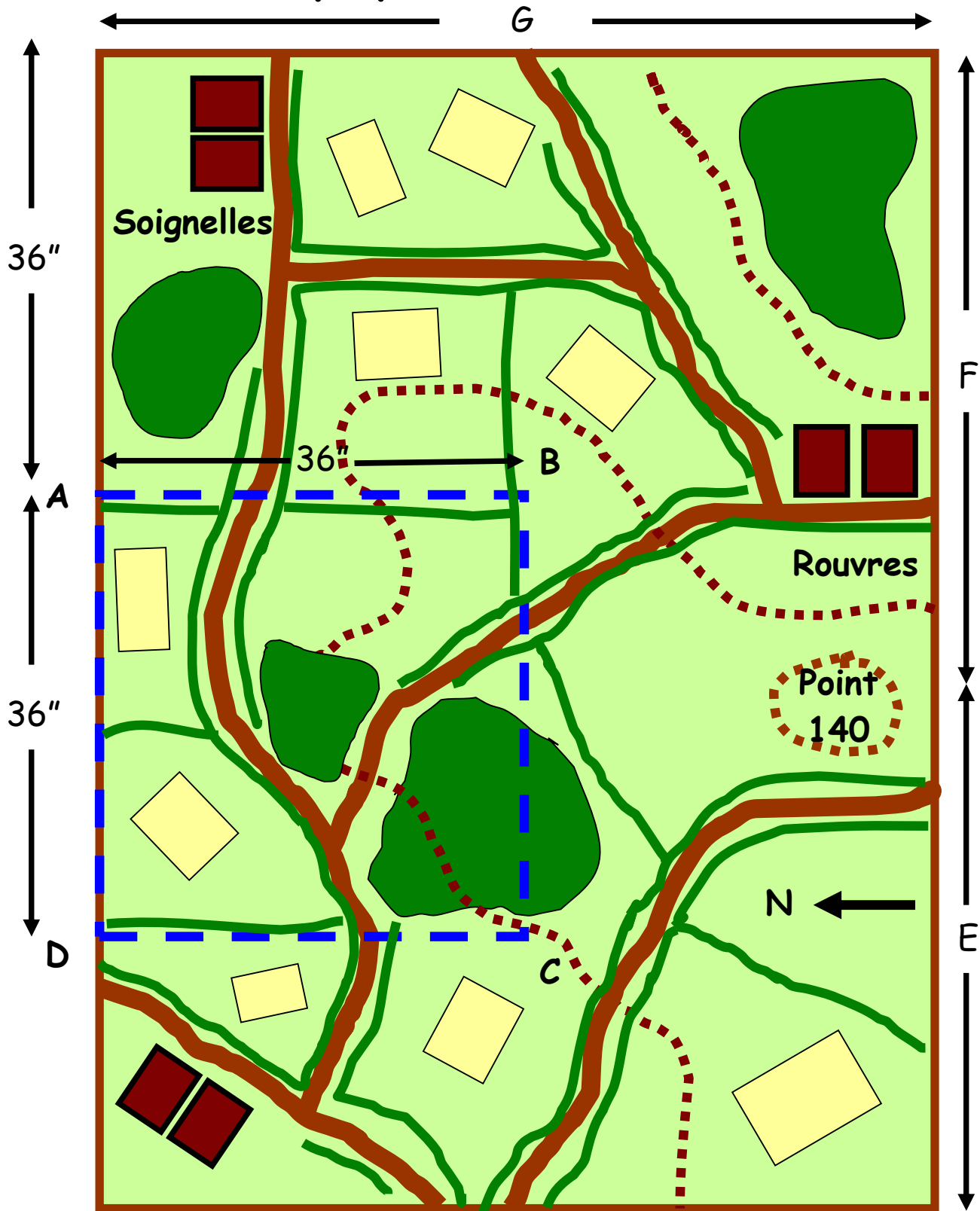
Canadian forces set-up first within the 36" x 36" blue box as shown on the scenario map. Infantry start dug-in to slit trenches and weapon positions. Tanks positioned behind hedges start partially concealed.

Allied reinforcements arrive on turn 6 at any point along the northern edge of the table west of point A.

On any turn 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



Estrees La Campagne