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S. OPERATIONS OF SS PANZER ABTEILUNG 102 IN THE NORMANDY CAMPAIGN

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1. INTRODUCTION: This package contains a number of scenarios built around a series of battles which followed the British *Epsom* offensive of June 27, 1944. This situation was chosen to highlight some of the operations which took place during the tumultuous month of July 1944 during the Normandy Campaign around a hotly contested terrain feature near Caen known as Hill 112. The overall battle is broken down into a number of phases which reflect the ebb and flow of the battle for this crucial hill.

2. CG SSR: The following SSR apply during all CG unless stated otherwise in the applicable phase.

2.1 HEDGES: All hedges are Bocage (B9.5).

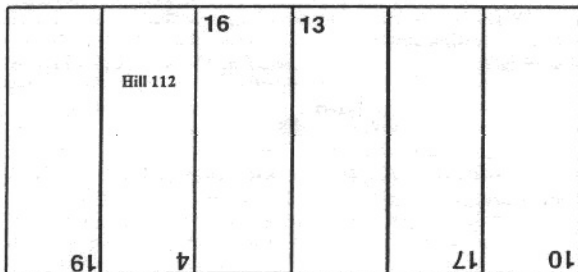
2.2 WEATHER AND ENVIRONMENTAL CONDITIONS: EC are dry with no wind at start for all CG phases. Weather is clear for all CG phases.

2.3 TERRAIN ON HILL 112: The terrain on Hill 112 includes Shellholes (B2) and Slope Hexsides (P2).

2.4 NUMBER OF TURNS PER PHASE: Each phase has a variable number of turns. At the end of the CC phase of Turn 6, a dr is made. On a dr of 1-2 the phase ends. On Turn 7, a dr of 1-4 ends the phase. Otherwise, all phases end after 8 Turns.

2.5 TERRAIN CHANGES: All terrain blazing (not marked with a flame) at the conclusion of a phase is replaced by rubble if a building or shellholes if brush or orchard. Any other terrain is replaced in its entire hex with open ground, defined by the hex spines. All fortifications in a terrain blaze are eliminated. Wreck blazes transfer to the terrain in their hex and are replaced with a Burnt Out Wreck. All wrecks remain in play. 6.3 and 6.4 apply to British AFV's also at the end of a phase.

3. BOARD SET UP:



3.1 Place the Hill 112 overlay on 4FF5-4FF6.

4. CAMPAIGN GAME: Operations of Schwere SS Panzer Abteilung 102 in The Normandy Campaign is played as a campaign which consists of a series of scenarios known as *phases*. The game is meant to progress through the entire set of phases to recreate the battle of attrition this German unit faced during the battle. The campaign begins with phase 1 and 1(a) and concludes with phase 5. The Campaign Game (CG) is won by the side with the highest total CGVP at the end of phase 5. CGVP are awarded for every win, or draw obtained during a given phase. Each win is worth 3 CGVP and a draw is worth 1 CGVP. Additionally, in each phase in which the British player earns more CVP's than the German (prisoners DO count toward the CVP total), 2 CGVP are earned towards their total.

4.1 AUTOMATIC BRITISH VICTORY: The British player wins the campaign game immediately upon eliminating 14 German Pz VIE. Recalled tanks do not count toward this total.

5. PHASES: Phases (P) 1 and 1(a) through 5 are listed below.

P1 July 9, 1944: Elements of the 11th Armored's Motor Battalion have taken up positions on and around the bitterly contested Point 112. Only a few hundred yards to the south lie the SS troopers of the 21st Panzergrenadier Regiment preparing for another push to secure the heights. Support in the form of a smokescreen, and 2nd Kompanie Schwere SS Panzer Abteilung 102 has been brought up to insure that this time the Germans carry the day.

P1 VICTORY CONDITIONS: The German must have at least a three to one advantage in good order squads on Hill 112 at games end. AFV's do not count towards that total.

P1 SETUP SEQUENCE: British set up first; German moves first.

⊕ P1 GERMAN OB:

Elements of the 3rd Battalion, 21st Panzergrenadier Regiment of the Frundsberg Division and 2nd Kompanie Schwere SS Panzer Abteilung 102 [ELR 4] set up south of hexrows 19M, 4M and 16U (SAN 4):

- | | |
|-------------------|-------------------|
| 16 x 6-5-8 | 9 x 5-4-8 |
| 7 x LMG | 3 x MMG |
| 2 x HMG | 4 x PSK |
| 1 x 9-2 | 1 x radio |
| 4 x 9-1 | 2 x SPW 251/9 |
| 2 x 8-1 | 2 x 8-0 |
| 7 x PzkwVIE | 1 x 9-1 armor ldr |
| 1 x 9-2 armor ldr | 1 x 8-1 armor ldr |

⊙ P1 BRITISH OB:

Elements of the Motor Battalion, 11th Armored Division [ELR 4] set up anywhere north of hexrows 19N, 4N, and 16T (SAN 4):

- | | |
|----------------|---------------|
| 12 x 4-5-7 | 3 x 4-5-8 |
| 4 x 1S Foxhole | 4 x Piat |
| 5 x LMG | 1 x HMG |
| 3 x MMG | 1 x radio |
| 3 x 51mtr | 3 x 2-2-8 |
| 3 x 57L AT | 3 x Carrier A |
| 1 x 9-2 | 2 x 9-1 |
| 1 x 8-1 | 1 x 7-0 |

P1 SCENARIO SPECIAL RULES:

P1.1 See 2.4 for EC. Only Boards 19, 4 and 16 are in play for this phase.

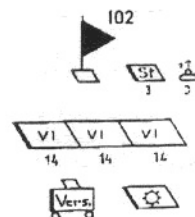
P1.2 The Germans have one module of 81mm Battalion MTR OBA available on turn one. The British have one module 76mm Battalion MTR OBA available on turn one. Prior to set up both sides may Pre-Register one hex per module that is available at start. The German smoke FFE's each get a pre-registered hex.

P1.3 No German reserves are available for this phase.

P1.4 As the first action of Prep Fire on Turn 1, the German player may place two SMOKE FFE's on any hill hex. Accuracy is rolled for normally and these two FFE's function normally in every other respect and are in addition to OB given OBA. No additional battery access is available for these smoke fire missions.

P1.5 All German and British forces are restricted to Boards 19, 4 and 16 during play and may not enter any other boards (EXC. units of both sides may rout onto Board 13 but must attempt to return to Board 16 during the next movement phase following their return to good order). Any units which end the game off of the above allowed boards are counted as double towards the opposing side's CVP total.

AFTERMATH: On July 9, the SS tankers had been ordered up to Point 112, a few kilometers north of their current position at Evrecy. The attack was planned to take place at the junction of the SS Frundsberg Division on the left and the SS Hitlerjugend Division on the right. SS-Sturmbannführer Weiss received the order to attack and 2. Kompanie advanced from positions in St. Martin with seven tanks. In front of them the hill lay shrouded in a smokescreen that enveloped everything. Then, as the Tigers began their ascent, the smoke suddenly dispersed and they opened fire. Moving forward with SS-Untersturmführer Schroif's platoon on the left and SS-Untersturmführer Rathsack's platoon on the right the tank commander's eyes were trained mainly towards a copse on the south-east slope. The first anti-tank shell to hit tank 213 spun it around in a half circle. Tank 212 managed to destroy an anti-tank gun. Around 10:00 A.M. the 2. Kompanie's Tigers managed to occupy the whole of the eastern slope of the hill and gave continuous supporting fire to the troops of SS-Panzergrenadier Regiment 21 from the SS Frundsberg Division.





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P1(a) July 9, 1944: To protect 2 Kompanie's right flank, SS Hauptscharfuhrer Baral's 2nd platoon was ordered to make its way toward the village of Maltot. British forces had been reported in the village at dawn.

P1(a) VICTORY CONDITIONS: The German wins if no British tank is within 5 hexes of 10Y5 at scenario end. Any other result is a British victory.

P1(a) SETUP SEQUENCE: See SSR P1(a).1. British set up first. German moves first.



P1(a) GERMAN OB:

Elements of the 1st Kompanie, Schwere SS Panzer Abteilung 102 enter on the south edge of Board 10 and/or 17 on Turn 1 {SAN 2}:
4 x PzkwVIE 1 x 9-1 armor ldr



P1(a) BRITISH OB:

Elements of the 31st Armored Brigade enter on the north edge of Board 10 on Turn 1 {SAN 2}:
4 x Sherman III(a) 1 x 8-1 armor ldr

P1(a) SCENARIO SPECIAL RULES:

P1(a).1 This phase is to be played at the same time as P1. German and British units may not exit Boards 10 and 17 (half hexes included) at any time during the phase. Both side's units may fire at any target on the entire map area.

P1(a).2 See 2.4 for EC.

P1(a).3 At the conclusion of P1(a), all mobile German tanks are withdrawn from the entire map area. All other German vehicles and infantry remain in place subject to further SSR. All British units are removed.

AFTERMATH: Baral's tanks pushed on right into the village and came across four Shermans. Three were dispatched by the Tigers while the fourth was forced to withdraw, last being seen making off to the north.

P2 July 10, 1944: Following the battle on July 9, and into the evening of July 10, Allied artillery continually bombarded the hill. In the confused situation, the Germans gave up the hill and withdrew southward. While German troops pulled back, off the hill, their infantry forces were able to move in and consolidate Maltot without incident on July 10.

P2 SETUP SEQUENCE: This phase represents the German withdrawal from Hill 112 during the evening of July 10 and the consolidation of Maltot on the same date.

P2 SCENARIO SPECIAL RULES:

P2.1 There are no turns played during this phase.

P2.2 All German on map units remaining north of hexrows 19P, 4P, and 16R (inclusive) after P1(a) must be moved south of these hexrows and set up in new hexes. See 6.1 for redeployment rules and restrictions. This redeployment takes place after play has ended, and without the opponent's knowledge of the new unit locations. All units in concealment terrain gain concealment automatically after redeployment has been concluded.

P2.3 A minimum of 5 squads and one leader from the German force described in P2.2 must be set up within 10 hexes of 10Y5 (Maltot).

P3 July 12, 1944: Another day of inactivity on July 11 followed July 10. The German panzergrenadiers watched the British pound the hill with artillery, and then move back into positions on 112. The 102nd's Tigers were once again ordered to support the panzergrenadiers of the 3rd Battalion in an effort to re-occupy Hill 112. At precisely 5:20 A.M. the first Tiger reached a copse on the south side of the hill.

P3 VICTORY CONDITIONS: The side to have a 2-1 advantage in squads on hexes of Hill 112 at game's end is the victor. AFV's count as 2 squads toward this total. Any other result is a draw.

P3 SETUP SEQUENCE: British set up first. Germans move first.



P3 GERMAN OB:

Elements of the 1st and 3rd Kompanie of Schwere SS Panzer Abteilung 102 enter on the south edge on Turn 1 {SAN 5}:
12 x PzkwVIE 2 x 9-1 armor ldr
1 x 9-2 armor ldr 1 x 8-1 armor ldr

Elements of the remainder of the 3rd Battalion, 21st Panzergrenadier Regiment of the SS Frundsberg Division [ELR 4]: Any forces remaining from the conclusion of P1 and P1(a) set up on map as indicated. Any reinforcements purchased enter on the south edge on Turn 1.



P3 BRITISH OB:

Elements of the 31st Armored Brigade enter on Turn 1 on/between 4GG5 and 19GG5 {SAN 6}:
3 x Sherman III(a) 4 x Churchill IV
4 x Churchill VII 1 x 9-1 armor ldr

Elements of the Wessex Battalion [ELR 4] set up on or north of hexrows 19Q, 4Q, 16O and 13O on Boards 19, 4, 16 and 13:
12 x 4-5-7 6 x 4-5-8

6 x LMG 1 x HMG
2 x MMG 1 x radio
3 x 51mtr 4 x 2-2-8
4 x 57L AT 1 x Carrier A
1 x 10-2 1 x 9-2
2 x 9-1 1 x 7-0
4 x Piat

P3 SCENARIO SPECIAL RULES:

P3.1 See 2.4 for EC.

P3.2 The British radio represents one module of 76mm Battalion Mortars. The British also receive one module of 150mm OBA with plentiful ammo directed by a spotter aircraft available on Turn 1.

AFTERMATH: Just as the first Tiger neared the copse on the south east side of the hill, 3 Shermans and some anti-tank guns opened up. A light aircraft hung about overhead and minutes later the British heavy artillery entered the battle. The Tigers were able to deal with a number of Churchills which then entered the fray, but British artillery forced the grenadiers to ground. Despite checking the grenadiers advance, the British brought down a smoke screen and began an attempt to evacuate the hill. The Tigers halted at the summit of the hill while British scout cars were ferrying men and equipment back and forth in a withdrawal. Two more Churchills covering this effort were brewed up before the remaining British forces could retire behind a fresh layer of smoke. The Tigers pulled back to St. Martin, leaving one behind at all times on the hill to stick it out on Hill 112 until August 1, when orders came through assigning the Abteilung to the SS Hohenstaufen Division and ordering it to move southwards during the night. In the interim, the Abteilung was kept busy both day and night a little to the east.

P4 July 15/16, 1944: As Allied pressure began to mount, the 102nd was temporarily moved out of St. Martin after British radio signals were picked up ordering artillery and air strikes against the town. The Abteilung was back in action shortly in the form of the 1st Kompanie. A British night attack on the night of July 15/16, on Maltot led to orders for the weary tankers to get back into action. As the unit raced to Maltot, reports of flamethrowing tanks reached Oberscharfuhrer Roderger of 1 Kompanie.

P4 VICTORY CONDITIONS: The side which holds the majority of multi-hex stone buildings at game's end is the winner. Any other result is a draw.

P4 SETUP SEQUENCE: German sets up first. British move first.



P4 GERMAN OB:

Elements 1 Kompanie Schwere SS Panzer Abteilung and any reinforcements enter anywhere on the south edge of Board 10 and 17 on Turn 1 {SAN 5}:
7 x PzkwVIE 9-1 armor ldr

Elements of the 3rd Battalion, 21st Panzergrenadier Regiment of the SS Frundsberg Division garrisoning Maltot [ELR 4]:
Units set up at the conclusion of Phase 2. No reinforcements may be set up on map with this force.



P4 BRITISH OB:

Elements of the 227th Scottish Brigade and tanks of the 29th Armored Brigade [ELR 4] enter Turn 1 on the north edge of Board 10 and/or 17 {SAN 4}:
4 x Crocodile 6 x Churchill VII
7 x 4-5-7 2 x 4-5-8
3 x LMG 3 x Piat
1 x MMG 2 x 9-1
1 x 8-1

P4 SCENARIO SPECIAL RULES:

P4.1 See 2.4 for EC. Night rules are in effect with a Base NVR of 4. Only Boards 13, 17 and 10 are in play for this phase. The German is scenario defender.

P4.2 The German retains remaining infantry for P5. See 6.1.

AFTERMATH: Called in to restore the situation, the 1 Kompanie arrived in time to bolster the defending infantry. The British attack made continual progress regardless, and at one point a British captain approached Roderger's tank and called on him to surrender. The 102nd was able to extricate themselves from Maltot. But they would be back in a repeat performance on July 17 after receiving orders to advance on the town again at 6:00 P.M. in another attempt to clear Maltot of enemy troops. While the SS troopers would be able to hold a line Feuguerolles - Maltot through July 23, they would not be able to force the British to relinquish Maltot. Before long, British armor would be boiling out of the town.



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