

MONTY'S MEATGRINDER

THE BATTLE FOR CAEN
NORMANDY, JUNE-AUGUST 1944

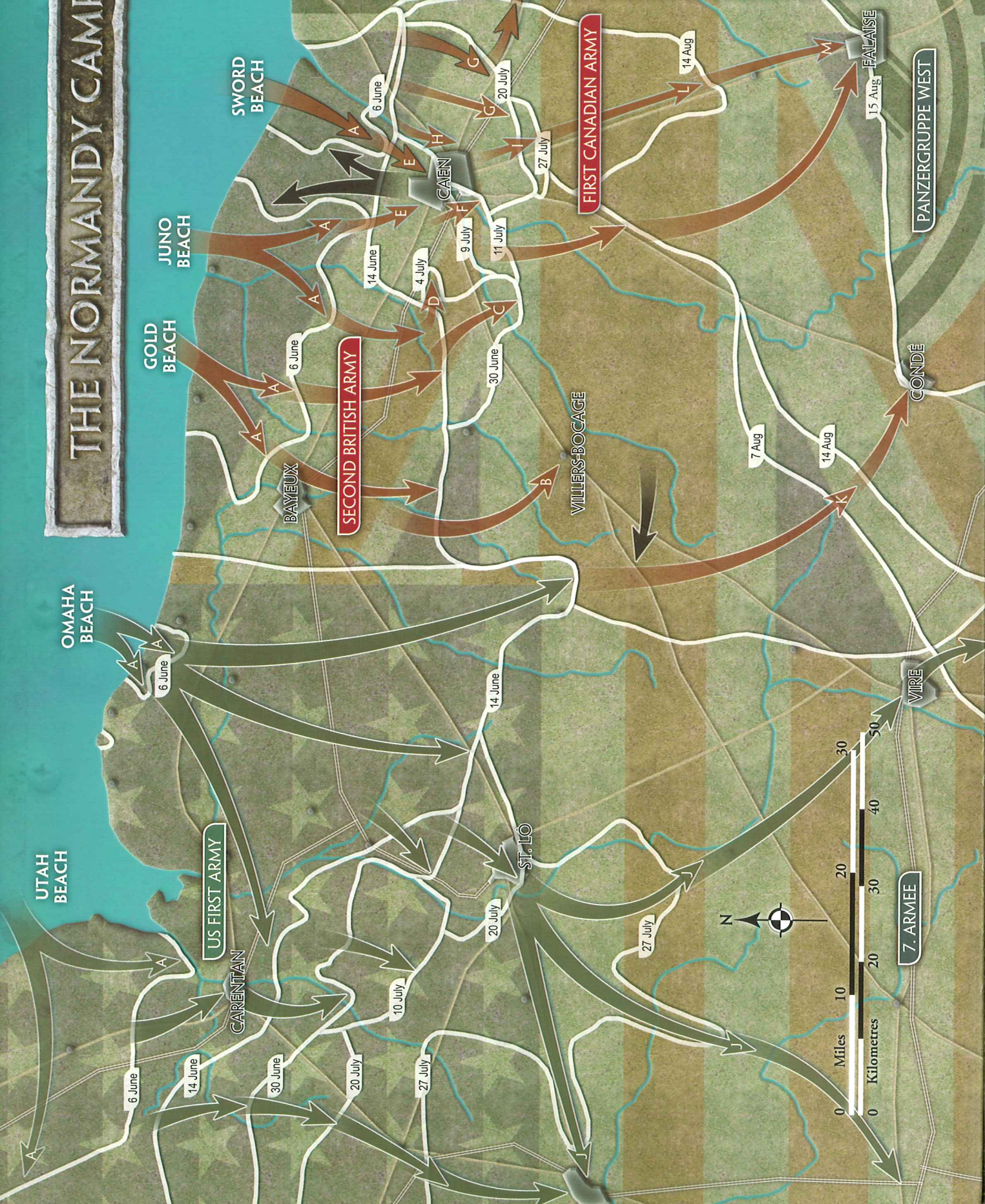


FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

THE NORMANDY CAMPAIGN

	US Attacks
	British Attacks
	Canadian Attacks
	3 rd Division Attacks
	21. Panzerdivision Counterattacks
	Front Line at Date

OPERATIONS	
A	D-Day
B	Perch
C	Epsom
D	Windsor
E	Charnwood
F	Jupiter
G	Goodwood
H	Atlantic
I	Spring
J	Cobra
K	Bluecoat
L	Totalize
M	Tractable



7. ARMEE

PANZERGRUPPE WEST

CONDÉ

VIRÉ

FALAISE

15 Aug

7 Aug

14 Aug

14 Aug

27 July

11 July

9 July

4 July

14 June

6 June

6 June

20 July

30 June

10 July

27 July

6 June

6 June

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THE BATTLE FOR CAEN, NORMANDY, JUNE-AUGUST 1944

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This is a supplement for *Flames Of War, the World War II miniatures game*.
A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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ROMMEL RETURNS

When Hitler sent armoured forces to aid the collapsing Italian forces in Africa at the start of 1941, no one anticipated that the *Deutsches Afrikakorps* would become a legend. 5. *Leichte Division* (5th Light Division) became 21. *Panzerdivision* (21st Armoured Division) in September 1941, and with 15. *Panzerdivision* fought in the desert battles that raged back and forth across North Africa. Despite always being outnumbered, they very nearly won. The soldiers of 21. *Panzerdivision* had confidence in their comrades, their equipment and their commander *Generalfeldmarschall* Erwin Rommel—the 'Desert Fox'. On 6 May, 1943, after more than two years in Africa, the *Deutsches Afrikakorps* surrendered to the combined British and American armies at Tunis.

As the final battle of Tunis was being fought, *Schnelle Brigade West* (Mobile Brigade West), the mobile reserve for France, was combined with 100. *Panzerregiment* to form *Schnelle Division West* (Mobile Division West). A month later on 27 June, 1943, *Schnelle Division West* was renamed 21. *Panzerdivision* in honour of those who fought and died in North Africa. Two thousand *Afrikakorps* veterans were assigned to this new division being assembled at Rennes, a city in the Brittany region of northwest France.

With the priority of men and material being given to the Eastern Front and the upcoming offensive at Kursk, limited resources were available for Army Group West to equip the new division. Fortunately, an answer was found in *Baustab* Becker (Construction Staff Becker), named after its commander *Oberst* Alfred Becker.

Becker was an enterprising soldier with a knack for creative use of captured equipment. He first served with the artillery regiment of 227. *Infanteriedivision* (227th Infantry Division) during the invasion of Holland in 1940. After the fighting ended, Becker seized captured British Mark VI light tanks and, with the aid of an arc welder, single-handedly converted his battery to self-propelled artillery. With six months of hard work, the first armoured artillery battery of the *Wehrmacht* was ready in time for the invasion of the Soviet Union.

Seeing his endeavours, Becker's commander transferred him to the Alkett Armour Works in Paris to create more self-propelled guns based on captured French chassis. Necessity is the mother of invention, and Becker earnestly began the task of salvaging all usable vehicles in France. A total of over 1800 tanks and vehicles were put back into service, many destined for *Schnelle Brigade West*.

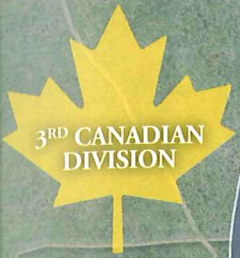
Two months after its formation, 21. *Panzerdivision* listed its strength at just 8,768 men, nine 7.5cm Pak40 guns, twenty-four 10.5cm leFH18 guns, twelve 15cm sFH13 guns, eight S307(f) *Reihenwerfer* self-propelled multiple mortars, and accompanying transports. Further units were slowly added to the division as they became available.

Nearly a year later, the shortages of men and equipment have finally been overcome and the 16,300 soldiers of 21. *Panzerdivision* are stationed around the strategically important city of Caen. The Allies consider this one of their most important D-Day objectives. With its communication routes, and the Orne and Divers Rivers securing the eastern flank of the invasion beaches, control of Caen bypasses the Bocage country and opens the shortest way to Paris.

The eve of D-Day finds the division's 22. *Panzerregiment* composed of eight tank companies. Fortunately, the first battalion of four companies is fully equipped with modern Panzer IV tanks, while the second battalion still retains 23 obsolete ex-French SOMUA 35S tanks that never do see battle. The divisional assault gun battalion is fully equipped with Becker's creations, as is two-thirds of the artillery regiment. Even the infantry regiments have plenty of Becker specials, making them one of the best equipped (if oddest looking) divisions in existence.

Rommel, now in charge of the defence of France, has eleven Panzer Divisions under his command. Of these, only three are available for an immediate counterattack against landings on the Normandy coast, and only 21. *Panzerdivision* is close enough to strike the beachheads early on D-Day. Thus it becomes the only German division to strike out to the sea.





0 Miles 1 2
0 Kilometres 2 3



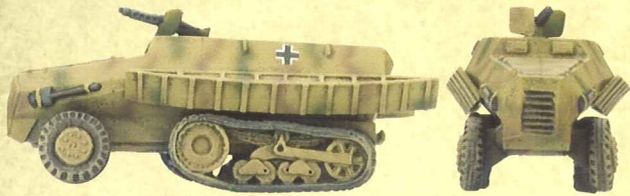
INVASIONFRONT—D-DAY

- | | | | | | | | |
|--|------------------------------|--|------------------------------------|--|--|--|-------------------------------------|
| | 48 Royal Marine Commando | | Sherbrooke Fusiliers | | East Riding Yeomanry | | 1st Battalion Royal Norfolk Rgt |
| | North Shore Regiment | | North Nova Scotia Highlanders | | 2nd Battalion Royal Ulster Rifles | | II/736 Grenadier Regiment |
| | Queen's Own Rifles of Canada | | 41 Royal Marine Commando | | Staffordshire Yeomanry | | 736 Grenadier Regiment |
| | Fort Garry Horse | | 2nd Battalion Lincolnshire Rgt | | 1st Battalion Suffolk Rgt | | Kampfgruppe Rauch
(See page 10) |
| | Régiment de la Chaudière | | 1st Battalion South Lancashire Rgt | | 2nd Battalion King's Shropshire Light Infantry | | Kampfgruppe Oppeln
(See page 14) |

3rd Canadian Division D-Day Attacks
 British 3rd Division D-Day Attacks
 German D-Day Counter-attacks

ROMMEL'S FUNNIES

S307(F) (PIONEER) HALF-TRACK



S307(f) (Pionier) mittlere Schützenpanzerwagen

The SOMUA MCG5 half-track was France's standard heavy artillery tractor in 1940. *Baustab* Becker converted a number of these into pioneer half-tracks for 220. *Panzerpionierabteilung*. Like the Sd Kfz 251/7 half-tracks of other Panzer divisions, these are equipped with light assault bridges strapped to the sides.

Weight: 7 tons (estimated) Crew: 2
Speed: 20 mph/31 km/h Engine: SOMUA 60 hp
Armament: Two MG 42
Armour: 1/2"/13mm (approximate)

S307(F) (PAK40) ANTI-TANK HALF-TRACK

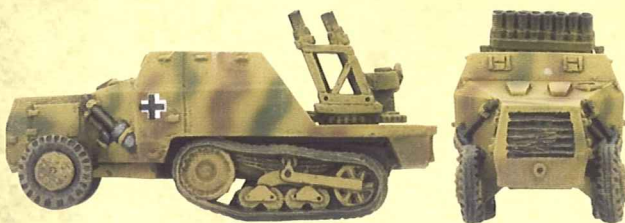
21. *Panzerdivision* is the only Panzer division to have all of its battalion anti-tank guns carried in self-propelled mountings. The standard 7.5cm PaK40 anti-tank gun is mounted in an open-topped armoured body on the SOMUA MCG5 half-track. Although the resulting vehicle is a little underpowered, it performs well.

Weight: 8 tons (estimated) Crew: 4
Speed: 20 mph/31 km/h Engine: SOMUA 80 hp
Armament: 7.5cm PaK40, MG 42
Armour: 1/2"/13mm (approximate)



7.5cm PaK40 (Sf) auf mSPW S307(f)

S307(F) (REIHENWERFER) MULTIPLE-MORTAR HALF-TRACK



8cm leichter Reihenwerfer auf mSPW S307(f)

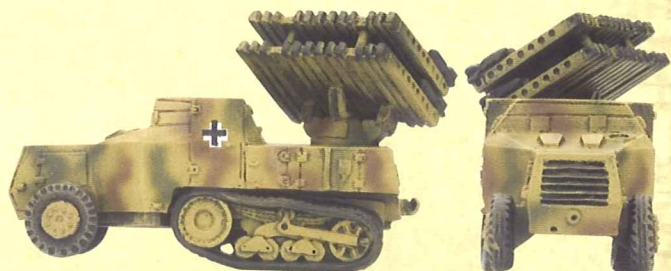
Baustab Becker invented a unique infantry support weapon in its Reihenwerfer (rack mortar, pronounced rie-en-vairr-ferr), an array of 16 mortars. The mortars are all linked together and aimed at the same target. A simple arrangement holds the mortar bombs as they are loaded, then releases them together when they are fired.

Weight: 8 tons (estimated) Crew: 3
Speed: 20 mph/31 km/h Engine: SOMUA 80 hp
Armament: 16x 8cm Brandt mortars, MG 42
Armour: 1/2"/13mm (approximate)

S307(F) (R-VIELFACHWERFER) ROCKET LAUNCHER HALF-TRACK

The *Waffen-SS* developed the *R-Vielfachwerfer* (multiple rocket launcher, pronounced ra-kay-ten feel-fach-vairr-ferr) as a copy of the Soviet BM-8-32 *Katyusha* rocket launcher. *Baustab* Becker took this weapon and mounted it on the MCG5 half-track giving 21. *Panzerdivision* its own rocket artillery.

Weight: 8 tons (estimated) Crew: 3
Speed: 20 mph/31 km/h Engine: SOMUA 80 hp
Armament: 24-rail 8cm rocket launcher, MG 42
Armour: 1/2"/13mm (approximate)

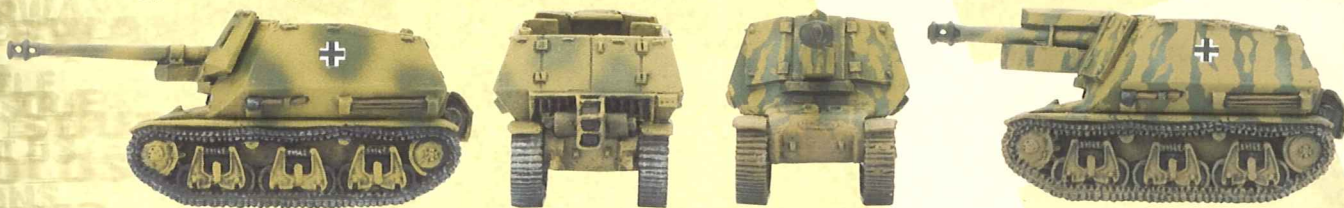


8cm R-Vielfachwerfer auf mSPW S307(f)

7.5CM (SF) 39H AND 10.5CM (SF) 39H ASSAULT GUNS

200. *StuG Abteilung* (200th Assault Gun Battalion) is unusual in being fully equipped with assault guns based on captured French Hotchkiss H39 tanks. The armament is mounted in a large open-topped fighting compartment built over the engine deck of the tank. Despite their ad hoc appearance, they are well-armed and effective.

Weight: 12.5 tons Crew: 4
 Speed: 22 mph/36 km/h Engine: Hotchkiss 120 hp
 Armament: 7.5cm PaK40 or 10.5cm leFH18, MG 42
 Armour: $\frac{3}{4}$ " to $1\frac{5}{16}$ "/20 to 34mm



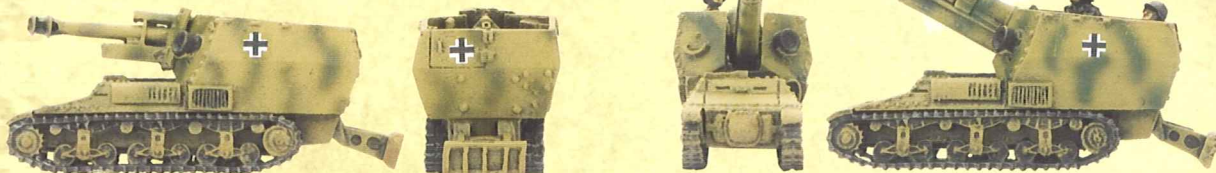
7.5cm PaK40 (Sf) auf Geschützwagen 39H

10.5cm leFH18 (Sf) auf Geschützwagen 39H

10.5CM AND 15CM (SF) LORRAINE SCHLEPPER SELF-PROPELLED GUNS

The first of *Baustab* Becker's creations to see combat was the 15cm (Sf) Lorraine Schlepper, a self-propelled gun on an old French *Tracteur Blindé 37L* chassis. These fought with 21. *Panzerdivision* in the desert. When the division was rebuilt they inherited two battalions of these from *Schnelle Brigade West* as their mobile artillery component.

Weight: 8.5 tons Crew: 4
 Speed: 21 mph/34 km/h Engine: Delahaye 103TT
 Armament: 10.5cm leFH18 or 15cm sFH13/1, MG 42
 Armour: $\frac{3}{8}$ "/10mm



10.5cm leFH18 (Sf) auf GW Lorraine Schlepper (f)

15cm sFH13/1 (Sf) auf GW Lorraine Schlepper (f)

U304(F) LESPW HALF-TRACK



U304(f) leichter Schützenpanzerwagen

The French had nearly 4000 Unic P107 light half-tracks in 1940, mainly used as light artillery tractors. With German Sd Kfz 251 half-tracks in short supply, *Baustab* Becker converted several hundred Unic half-tracks into light armoured personnel carriers in their place giving the division two armoured infantry battalions.

Weight: 5 tons (estimated) Crew: 2
 Speed: 28 mph/45 km/h Engine: Unic P-39 62 hp
 Armament: Two MG 42
 Armour: $\frac{1}{2}$ "/13mm (approximate)

U304(F) (2CM) ANTI-AIRCRAFT HALF-TRACK

As with all *Panzergrenadier* regiments, 125. *Panzergrenadierregiment* and 192. *Panzergrenadierregiment* have their own light anti-aircraft half-tracks. As you would expect for this division, they are built on French Unic half-track chassis, but are better protected than the normal Sd Kfz 10/5 half-tracks issued to other divisions.

Weight: 5 tons (estimated) Crew: 7
 Speed: 28 mph/45 km/h (est.) Engine: Unic P39 62 hp
 Armament: 2cm FlaK38
 Armour: $\frac{1}{2}$ "/13mm (approximate)



2cm FlaK (Sf) auf U304(f)

OPERATION GOODWOOD





21. PANZER

22. PANZERREGIMENT

(5x Panzer IV, 4x Panzer III tanks)

I/22 BATTALION

(5x Panzer IV, 2x Panzer III, 12x Flakpanzer 38(t) tanks)

1. Kompanie (17x Panzer IV tanks)
2. Kompanie (17x Panzer IV tanks)
3. Kompanie (17x Panzer IV tanks)
4. Kompanie (17x Panzer IV tanks)

II/22 BATTALION

(5x Panzer IV, 2x SOMUA tanks)

5. Kompanie (5x Panzer IV, 9x SOMUA tanks)
6. Kompanie (5x Panzer IV, 13x SOMUA, 2x Hotchkiss tanks)
7. Kompanie (5x Panzer IV, 13x SOMUA tanks)
8. Kompanie (6x Panzer IV (short) tanks)

All except the Panzer IV tanks were disbanded before combat. The battalion fielded 20x Panzer IV tanks as 5. Kompanie.

125. PANZERGRENADIER-REGIMENT

(3x 5cm PaK38 guns)

9. Kompanie (6x 15cm (Sf) Lorraine Schlepper self-propelled guns, 5x U304(f) half-tracks)

10. Kompanie (4x S307(f) Reihenwerfer, 1x U304(f) half-track)

I/125 (GEPANZERTE) BATTALION

(8x U304(f) half-tracks)

1. Kompanie (18x MG, 4x HMG, 28x U304(f) half-tracks)
2. Kompanie (18x MG, 4x HMG, 28x U304(f) half-tracks)
3. Kompanie (18x MG, 4x HMG, 28x U304(f) half-tracks)
4. Kompanie (4x U304(f), 4x S307(f) (PaK), 3x U304(f) (2cm) half-tracks)

II/125 BATTALION

5. Kompanie (18x MG, 4x HMG)
6. Kompanie (18x MG, 4x HMG)
7. Kompanie (18x MG, 4x HMG)
8. Kompanie (4x U304(f), 3x S307(f) (PaK), 3x U304(f) (2cm) half-tracks)

192. PANZERGRENADIER-REGIMENT

9. Kompanie (6x 15cm (Sf) Lorraine Schlepper self-propelled guns, 5x U304(f) half-tracks)

10. Kompanie (4x S307(f) Reihenwerfer, 1x U304(f) half-track)

I/192 (GEPANZERTE) BATTALION

(6x U304(f) half-tracks)

1. Kompanie (18x MG, 4x HMG, 28x U304(f) half-tracks)
2. Kompanie (18x MG, 4x HMG, 28x U304(f) half-tracks)
3. Kompanie (18x MG, 4x HMG, 28x U304(f) half-tracks)
4. Kompanie (4x U304(f), 4x S307(f) (PaK), 3x U304(f) (2cm) half-tracks)

II/192 BATTALION

5. Kompanie (18x MG, 4x HMG)
6. Kompanie (18x MG, 4x HMG)
7. Kompanie (18x MG, 4x HMG)
8. Kompanie (4x U304(f), 3x S307(f) (PaK), 3x U304(f) (2cm) half-tracks)

When the Allied storm broke at midnight on 6 June, 1944, *21. Panzerdivision* was one of the first units to go into action. Major von Luck's *125. Panzergrenadierregiment* (125th Armoured Infantry Regiment) was conducting anti-airborne night exercises east of the Orne River when the British 6th Airborne Division landed around them. They promptly counterattacked. Meanwhile, *Oberstleutnant Rauch's 192. Panzergrenadierregiment*, stationed to the north and west of Caen, dispatched their 8th Company to support elements of *716. Infanteriedivision* (716th Infantry Division) in a counterattack against Pegasus Bridge at Bénouville.

Driving back from Paris at breakneck speed, *Generalleutnant Feuchtinger* warned *Oberst von Oppeln-Bronikowski* to have his *22. Panzerregiment* (22nd Armoured Regiment) ready to counterattack as soon as Army Group B gave permission. It wasn't until 0700hrs that the division was given orders to crush the airborne landings east of the Orne! However, by then the naval bombardment of the coast had begun.

As the British and Canadian divisions stormed ashore, elements of *21. Panzerdivision* assigned to stiffen the defences of *716. Infanteriedivision* were drawn into the fighting along with Rauch's II Battalion. The heavy anti-tank guns of *200. Panzerjägerabteilung* (200th Anti-tank Battalion) were committed on Périers Ridge, and half of the divisional artillery was committed to the defensive battle by mid morning.

While this contribution slowed the advancing Allied troops, the folly of deploying von Luck and Rauch amongst the coastal defence divisions was now becoming apparent. Fully one-third of the division was caught up in the confusion

of the Allied assault and was pinned down, unable to take coordinated offensive action against the landings.

At 1000hrs the Panzers of *Kampfgruppe Oppeln* (Battlegroup Oppeln), having suffered remarkably little attention from the RAF during their march north from Falaise, were finally in a position to launch an assault against the British 6th Airborne Division at Ranville. But the situation had changed. 716th Division was already breaking under the strain of the seaborne assault and *General der Artillerie Marcks*, commanding *LXXXIV Armeekorps* (84th Army Corps), wanted *21. Panzerdivision* to attack into the gap between the allied beachheads at the Juno and Sword landings.

Delayed by air raids and traffic jams, it took another eight hours for Oppeln's tanks to cross the Orne River. There they joined *Kampfgruppe Rauch* in a delayed assault. By this time the British were just three miles from Caen, having eliminated *716. Infanteriedivision* from the German order of battle.

Driving northward, *Kampfgruppe Oppeln* ran head on into the British 3rd Division, and bounced. *Kampfgruppe Rauch* was more fortunate, reaching the sea at Luc-sur-Mer, before pulling back when yet more airborne troops landed behind him. For the next month the division would fight a grinding battle of attrition as part of *I. SS-Panzerkorps* (1st SS Armoured Corps).

East of the Orne, von Luck launched repeated counterattacks, all the time losing ground, tanks and men. North of Caen, Oppeln and Rauch just managed to hang on to the ground they held. When the division was finally relieved by

DIVISION B

200. STUGABTEILUNG

(1x 7.5cm (Sf) 39H,
6x U304(f) (2cm) self-propelled guns)

1. Batterie (4x 7.5cm (Sf) 39H,
6x 10.5cm (Sf) 39H self-propelled guns)
2. Batterie (4x 7.5cm (Sf) 39H,
6x 10.5cm (Sf) 39H self-propelled guns)
3. Batterie (4x 7.5cm (Sf) 39H,
6x 10.5cm (Sf) 39H self-propelled guns)
4. Batterie (4x 7.5cm (Sf) 39H,
6x 10.5cm (Sf) 39H self-propelled guns)
5. Batterie (4x 7.5cm (Sf) 39H,
6x 10.5cm (Sf) 39H self-propelled guns)

21. PANZERAUFKLÄRUNGS- ABTEILUNG

(6x 233 armoured cars)

1. Kompanie (9x 250, 16x 250/9 half-tracks)
2. Kompanie (3x 221, 7x 222, 6x 233,
8x 231 armoured cars)
3. Kompanie (18x MG, 2x HMG, 17x 250,
6x 250 (2cm), 2x 250/8, 3x 250/10 half-tracks)
4. Kompanie (18x MG, 4x HMG, 23x 250,
2x 250/8, 3x 250/10 half-tracks)
5. Kompanie (3x 7.5cm, 2x 7.5cm IeG guns,
27x 251, 6x 251/9, 2x 251/16 half-tracks)

200. PANZERJÄGERABTEILUNG

(24x 8.8cm Pak43/41 guns)

220. PANZERPIONIERABTEILUNG

(4x U304(f), 42x S307(f) half-tracks)

305. FLAKABTEILUNG

(8x 8.8cm FlaK36 guns, 15x Sd Kfz 10/5,
2x Sd Kfz 7/2 self-propelled guns)

155. PANZERARTILLERIE- REGIMENT

10. Batterie (2x S307(f) R-Vielfachwerfer)

I/155. BATTALION

(8x 12.2cm FH396(r), 4x 10cm K18 guns)

II/155. BATTALION

(6x 10.5cm (Sf) Lorraine Schlepper,
12x 15cm (Sf) Lorraine Schlepper
self-propelled guns)

III/155. BATTALION

(6x 10.5cm (Sf) Lorraine Schlepper,
12x 15cm (Sf) Lorraine Schlepper
self-propelled guns)

Divisional Strength: 16,925 soldiers, 1 tank battalion, 1 assault-gun battalion, 6 infantry battalions, 104 tanks, 57 assault guns, 366 half-tracks, 12 mortar half-tracks 14 anti-tank half-tracks, 2 flame-thrower half-tracks, 46 armoured cars, 48 self-propelled guns, 14 artillery pieces, 2 self-propelled rocket launchers, 8 heavy anti-aircraft guns, 35 self-propelled anti-aircraft guns, 30 anti-tank guns, 54 heavy machine-guns.

*Panzerregiment - Armoured Regiment, Stugabteilung - Assault Gun Battalion
Panzergrenadierregiment - Armoured Infantry Regiment, Gepanzerte - in armoured vehicles
Panzerartillerieregiment - Armoured Artillery Regiment
Panzerpionierabteilung - Armoured Pioneer Battalion
Panzeraufklärungsabteilung - Armoured Reconnaissance Battalion*

16. *Felddivision (LW)* (16th Air Force Field Division), combat units had less than half of their men left.

However, there was to be no time for rest. On 7 July the division was rushed back to Caen to defend against Operation Charnwood. Caen was finally evacuated on 9 July and the division went into defensive positions east of the city, supported by the Tiger heavy tanks of 503. *Schwere Panzerabteilung*.

Just over a week later, on 18 July, Operation Goodwood smashed into 21. *Panzerdivision* after a massive preliminary bombardment and bombing raid across their positions. While the division held its ground in the face of three British armoured divisions, success came at a bitter price—Oppeln was now down to his last twenty tanks. Nevertheless, the division was soon sent west against British forces driving southwards as part of Operation Bluecoat. Too weak to stop the attack, they fell back into the Falaise Pocket.

During the terrible days of August parts of 21. *Panzerdivision* succeeded in escaping encirclement, though it was now a division in name only. Fielding just ten tanks, the division had lost over 8000 men in the killing fields of Normandy.

The division's story did not end there. It fought on while being rebuilt during the autumn. Then it became part of the reserve for Operation *Nordwind*, which erupted on 31 December, 1944. After nearly a month of bitter fighting in Alsace the division was withdrawn from the front once again.

The division ended the war facing the Red Army in Silesia. In late April 1945, the division fought its last battle in the Halbe Pocket, where it was finally destroyed. Only a few elements managed to break out and surrender to US forces at Magdeburg. The long road from *Afrika* was at an end.

21. PANZERDIVISION RULES

21. *Panzerdivision* follows all of the German Special Rules on pages 166 to 168 of the main rulebook.

ROMMEL'S ZIRKUS

21. *Panzerdivision* has spent nearly a year training with their French equipment. They have marched back and forth, practising a quick response for when the invasion finally comes.

Their old equipment is unreliable. Their first training marches saw nearly every vehicle break down. Now they know their equipment inside out. They carry the spares and tools to repair them at need.

When a 21. Panzerdivision vehicle Breaks Down due to being Unreliable (see page 47 of the rulebook), any other Unreliable vehicle from the division can act as a Recovery Vehicle to repair it. Unlike a proper Recovery Vehicle, the vehicle requires a Skill Test to repair the Broken Down vehicle. A roll of 1 still leaves the Broken Down vehicle permanently Broken Down.

STRIKE FOR THE SEA

When informed of the landings, the commander of 84. *Armeekorps* (84th Army Corps), General Erich Marcks, wanted 21. *Panzerdivision* to attack east of the Orne against the British airborne landings. But as the strategic picture became clearer, stopping the amphibious assault that was quickly gaining a beachhead became the priority.

Only part of the division was thus sent to attack east of the Orne, a *Kampfgruppe* (Battlegroup) under von Luck containing most of his 125. *Panzergrenadierregiment*, one of the division's five Panzer companies, assault guns, the reconnaissance battalion, and supporting elements. However von Luck was driven back by the defending British paras calling on support from the Royal Navy.

The task of breaking through to the sea fell to the remainder of the division. *Kampfgruppe* Oppeln, comprising his own 22. *Panzerregiment*, part of II/125. *Panzergrenadierregiment*, the self-propelled guns of III/155. *Panzerartillerieregiment*, and a company of pioneers, would attack on the right.

Kampfgruppe Rauch with 192. *Panzergrenadierregiment* (less the battalion still detached to 716. *Infanteriedivision*), the self-propelled guns of III/155. *Panzerartillerieregiment*, and most of the divisional pioneers would attack to Oppeln's left, aiming for Lion-sur-Mer and the radar station at Douvres-la-Délivrande.

As the invaders poured inland, further time was lost in reorganising the men who now had to re-trace their steps through Caen, now choked with rubble following naval and air bombardment, which also created hordes of refugees.

Oppeln's tanks did not begin to deploy near the village of Leбіsey until 1600hrs. Frustrated with what he saw as *Generalleutnant* Feuchtinger's delay, General Marcks arrived to take charge of the deployment of the *Kampfgruppen*. He remarked to Oppeln 'If you don't succeed in throwing the British into the sea, we will have lost the war.'

Just how hard this was to be was quickly demonstrated. Oppeln's first objective was the high ground of the Périers Ridge, thought to be German held. It was not. His spearhead ran headlong into troops of 185 Brigade Group, British 3rd Division, who were pressing inland from the beaches.

The 2nd Battalion, The King's Own Shropshire Light Infantry were in the process of attacking Leбіsey themselves with the support of the tanks of the Staffordshire Yeomanry. Hearing tanks they prepared for the onslaught, siting their anti-tank guns carefully. They held their fire until the first wave of 40 Panzer IV tanks came into view and then opened a devastating fire, quickly destroying sixteen of the attacking tanks. The Panzers tried to move around the British flank, but running into more British troops, ground to a halt.

Further to the left however, *Kampfgruppe* Rauch found the gap between the Canadian and British beachheads. The Battlegroup forced their way through to the coast, linking up with troops from 736. *Grenadierregiment* still holding coastal positions to the west of Lion-sur-Mer. This breakthrough caused considerable alarm among the Allied command who rushed troops to deal with the breakthrough. Rauch's men had no sooner reached the coast than they heard and saw masses of gliders flying over head. Fearing he was about to be cut off, Rauch ordered a withdrawal, giving the initiative back to the Allies.

Overnight, Rauch's men, along with the remnants of Oppeln's group, dug in north of Caen. They had denied the city to the initial thrusts to take it, but their own strike to the sea had amounted to little. With *Panzer Lehr* and 12. *SS-Panzerdivision* failing to arrive on D-Day, the planned hammer blow against the landings had fizzled. 21. *Panzerdivision* was down to 70 of the 104 tanks with which it had begun the day—losses that it could ill afford with the Allies landing another 300 tanks the next day. The Allies were ashore to stay.



KAMPFGRUPPE OPPELN ATTACKS

As the afternoon of D-Day wears on, the British forces are nearing Caen. One last village stands in their way. As they launch their assault, the German counterattack begins.

The Kampfgruppe Oppeln Attacks scenario uses the Airborne at Dusk, Ambush, Delayed Reserves, Mobile Battle, Reserves, and Scattered Reserves special rules.

YOUR ORDERS

GERMAN

The Allies have landed. High command has finally released you to counterattack and push them back into the sea. You must punch through the leading British troops and breakthrough to the beaches.

BRITISH

Progress toward Caen was going well. Until your lead companies bumped into dozens of counterattacking German tanks. You must hold your gains and push on to Lebissey Wood, ready to push into Caen tomorrow.

PREPARING FOR BATTLE

1. Set up the terrain as shown on page 13. Place the objectives at the indicated points. The table is 4'120cm by 6'180cm.
2. The German player places their starting troops at the indicated points. The remainder of their force is held in Reserve.
3. The British player places their starting troops at the indicated points. 5 (Anti-tank) Platoon and 41 Battery are held off the table in Ambush. The remainder of the force is in Delayed and Scattered Reserve.

BEGINNING THE BATTLE

1. The British player has the first turn.
2. This is a mobile battle, so for the British player's first turn of the game all teams (including those deploying from ambush) are considered to be moving.

ENDING THE BATTLE

The battle ends when:

- Either player starts their turn in possession of one of their objectives, or
- Dusk falls under the Airborne at Dusk special rule, and both sides break off the battle.

DECIDING WHO WON

If either player holds one of their objectives, they win the battle. Otherwise the outcome is inconclusive as both sides retire for the few hours of darkness before making another effort in the morning.

AIRBORNE AT DUSK

As dusk fell hundreds of gliders flew over the battlefield, reinforcing the 6th Airborne Division. Fearing being cut off, General Feuchtinger ordered the Panzers to break off.

At the start of the British player's turn 7, after taking a Company Morale Check if necessary, the British player rolls a die. On a roll of 5+, dusk falls and the game ends. Otherwise, the German player rolls two dice in their turn, also needing a 5+ on either die to end the game. Each player continues to roll in turn, adding one die each time, until they roll a 5+ and the game ends.

D-DAY MINI CAMPAIGN

Kampfgruppe Oppeln Attacks can be played as part of a mini campaign along with the Kampfgruppe Rauch Attacks scenario on page 14.

The winner of the Kampfgruppe Rauch Attacks scenario wins the campaign. However, your chances of winning that battle will be greatly enhanced or reduced by your performance in this battle.

OTHER PLACES, OTHER TIMES

As it turned out, the only significant armoured force to launch a counterattack on D-Day was *Kampfgruppe Oppeln* of 21. *Panzerdivision*. Scattered German tank units did counterattack against the Americans on Utah Beach, but never in more than platoon strength.

You could fight this battle with a US Rifle Company, or even better an Assault Company from *Bloody Omaha*, taking the part of the British. Replace both Armoured Platoons with a single Tank Platoon of three M4 Sherman tanks and the M10 self-propelled guns with towed 3" guns.

To make the game interesting, you could give the Germans all of the tanks available to oppose the landings on Utah Beach. Equip the German counterattack force with obsolete French tanks being used for training. So, instead of Panzer IV tanks,

the German Panzer Platoons have Panzer 39H(f) Hotchkiss tanks (you could use the Italian R.35 model for these) with a Panzer III tank as the command vehicle.

The Germans debated moving their 12. *SS-Panzerdivision* into a position opposite Omaha Beach. You could also play the scenario with the same American force facing off against a counterattack by fearless SS-Panzer Platoons equipped with Panzer IV tanks.

Moving further afield, the Red Army conducted many river crossing operations. These often faced German counterattacks trying to push them back to the river line. You could play the scenario with a Soviet Strelkovy Batalon in place of the British force.

GERMAN KAMPFGRUPPE OPPELN

Oberst Hermann von Oppeln-Bronikowski was a cavalryman since before the First World War, although he won his Iron Cross fighting as an infantryman in that war. His service in Poland, France and Russia won him a second Iron Cross and a Knight's Cross. After being wounded at Kursk, he took command of 22. Panzerregiment. On D-Day he was given

the task of striking for the beaches with the only Panzer force available to intervene. With his 4. *Kompanie* fighting paratroopists across the Orne and 1. *Kompanie* delayed, it was the composite 5. *Kompanie* from *II Panzerabteilung* that led the way. The remainder of the regiment followed as quickly as it could, pushing towards Lion-sur-Mer on the beach.

22. PANZERREGIMENT

Oberst von Oppeln-Bronikowski

5. Panzerkompanie

1./125. Panzergrenadierregiment

VERSTÄRKUNGEN

2. Panzerkompanie

3. Panzerkompanie

III/155. Panzerartillerieregiment

PANZERKOMPANIE (CONFIDENT VETERAN)

Company HQ (with two Panzer IV H tanks at **A**)

Panzer Platoon (with five Panzer IV tanks at **A**)

Panzergrenadier Platoon (at full strength, with no Panzerfaust anti-tank launchers and no trucks, at **B**)

RESERVES

Panzer Platoon (with five Panzer IV tanks)

Panzer Platoon (with five Panzer IV tanks)

Armoured Artillery Battery (with six 10.5cm (Sf) Lorraine Schlepper self-propelled guns)

BRITISH 185 BRIGADE GROUP

Lieutenant Colonel Maurice's Kings Own Shropshire Light Infantry led the push by 3rd Division's 185 Brigade to Caen on the afternoon of D-Day. After taking Beuville and Bieville, W and Y Companies (the KSLI used W, X, Y, and Z rather than the more usual A, B, C, and D for their companies) set out for Leбіsey. This village was reported to

be lightly held, however the Panzergrenadiers of 125. *Panzergrenadierregiment* had just arrived there prior to their own attack. After halting at a tank obstacle, the Shropshires were preparing for another attack just as the first German tanks appeared over the ridge. Their tanks and anti-tank guns destroyed the leading German tanks as more approached.

2ND BATTALION, KINGS OWN SHROPSHIRE LIGHT INFANTRY

Lieutenant Colonel Maurice

W Company

X Company

Y Company

C Squadron, Staffordshire Yeomanry

FLANK GUARD

5 (Anti-tank) Platoon

41 Anti-tank Battery (SP), 20th Anti-tank Regiment

RESERVES

Z Company

A Squadron, Staffordshire Yeomanry

7th Field Regiment, Royal Artillery

RIFLE COMPANY (CONFIDENT TRAINED)

Company HQ (with Universal Carrier)

Rifle Platoon (at full strength at **W**)

Rifle Platoon (at full strength at **X**)

Rifle Platoon (at full strength at **Y**)

Armoured Platoon (rated Confident Veteran with three Sherman III tanks and one Firefly VC tank at **C**)

AMBUSH

Anti-tank Platoon (with four 6 pdr guns)

Anti-tank Battery (SP), Royal Artillery (with two M10 (3") SP)

DELAYED AND SCATTERED RESERVES

Rifle Platoon (at full strength)

Armoured Platoon (as above)

Field Battery (SP), Royal Artillery (with eight Priest self-propelled guns)

KAMPFGRUPPE RAUCH ATTACKS

Soon after the tanks of *Kampfgruppe Oppeln* attacked, the *Panzergrenadiere* of *Kampfgruppe Rauch* launched their own attack on their western flank. Finding the gap between the British and Canadian beaches, they reached the radar station at Douvres-la-Délivrande before encountering opposition.

The *Kampfgruppe Rauch Attacks* scenario uses the *Airborne at Dusk* (see page 11), *Reserves*, and *Mobile Battle* special rules.

YOUR ORDERS

GERMAN

You must reach the sea at Lion-sur-Mer, splitting the Allied invasion force in two. The division will then turn and thrust along the beaches pushing the invaders back into the sea.

CANADIAN

You have made it ashore with surprisingly light casualties. Progress inland has been delayed by massive traffic jams on the beaches and sporadic German opposition. You must strike inland towards Caen, clearing the strongpoint at Douvres-la-Délivrande on the way.

PREPARING FOR BATTLE

1. Set up the terrain as shown on page 15. Place the objectives at the indicated points. The table is 4'/120cm by 6'/180cm.

2. The Canadian player places their starting troops in their deployment area. The remainder of their force remains in Reserve. These will arrive between Tailleville and Beny-sur-Mer.

3. The German player places their troops in the indicated areas.

BEGINNING THE BATTLE

1. The Canadian player has the first turn.

2. This is a mobile battle, so for the Canadian player's first turn of the game all teams are considered to be moving.

ENDING THE BATTLE

The battle ends when dusk falls under the *Airborne at Dusk* special rule, and both sides break off the battle.

DECIDING WHO WON

The German player gets one victory point for holding the Douvres-la-Délivrande radar station objective and two victory points for holding the Lion-sur-Mer objective.

The Canadian player gets one victory point for holding the Douvres-la-Délivrande radar station objective and one victory point each for holding the Colomby-sur-Thaon and Cazelle objectives.

The player holding the most victory points at the end of the game wins.

D-DAY MINI CAMPAIGN

Kampfgruppe Rauch Attacks can be played as part of a mini campaign along with the *Kampfgruppe Oppeln Attacks* scenario on page 13. Play the *Kampfgruppe Oppeln Attacks* scenario first, then this scenario. The winner of the *Kampfgruppe Rauch Attacks* scenario wins the campaign.

If the German player won the *Kampfgruppe Oppeln Attacks* scenario, the victorious tanks of *Kampfgruppe Oppeln* arrive

to assist *Kampfgruppe Rauch*. The German player receives a Panzer Platoon with three Panzer IV tanks as a Delayed Reserve arriving at the edge of the German deployment area **C** behind Douvres-la-Délivrande in this scenario.

If the British won the *Kampfgruppe Oppeln Attacks* scenario, the attack by *Kampfgruppe Rauch* is delayed and the German forces that would normally start in Douvres-la-Délivrande in area **C** start at Cazelle in area **E** instead.

OTHER PLACES, OTHER TIMES

Like the *Kampfgruppe Oppeln Attacks* scenario, you could easily fight this battle with other forces to represent different battles or possibilities. A perfect example would be the planned counterattack against Omaha Beach by *Kampfgruppe Meyer* (See *Bloody Omaha for details on 352. Infanteriedivision*). As it turned out they spent all day marching in the divisions rear, but things could have been very different if they had been order to counterattack the beach.

Use a US Rifle Company, or even better an Assault Company from *Bloody Omaha*, in place of the Canadian force. Replace both Armoured Platoons with a single Tank Platoon of three M4 Sherman tanks and the M10 self-propelled guns with towed 3" guns.

If you have *Bloody Omaha*, then use that to create *Kampfgruppe Meyer*. Otherwise, just use a basic German motorised *Panzergrenadierkompanie* with a platoon of 3-4 StuG G assault guns and some towed artillery in support.

The sort of confused breakthrough situation portrayed in *Kampfgruppe Rauch Attacks* happened many times on the Eastern Front. You could replace the Canadian force with a Soviet *Motostrelkovy Batalon* that has forced a river and is breaking through into the depths of the German defences with only a small 'Hedgehog' position between them and victory. The small German *Panzergrenadier* force is attempting to reach the river crossings to stem the tide.

TERRAIN

This battle takes place along a broad north-south ridge. A stream drains east cutting down the side of the ridge. In early summer the stream is shallow, barely an obstacle, and counts as Difficult Going.

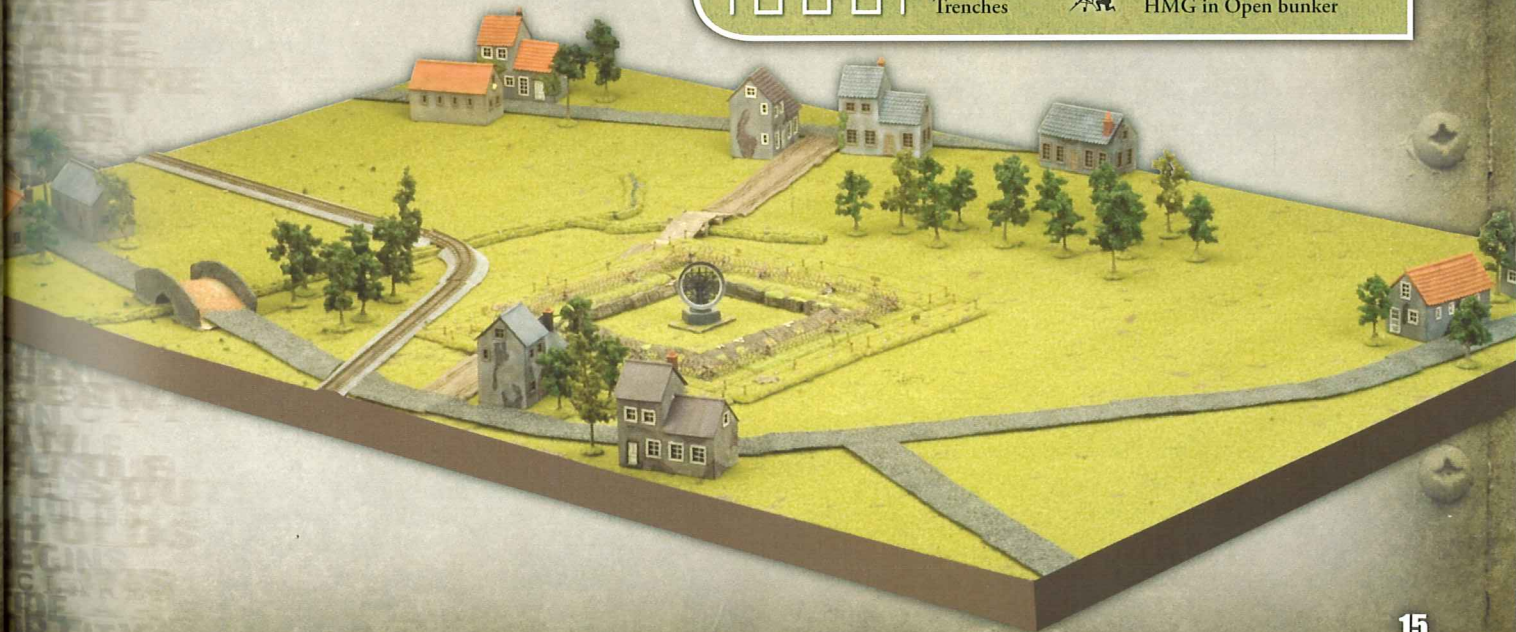
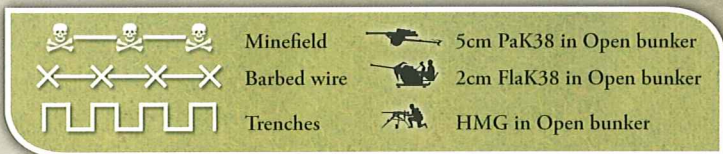
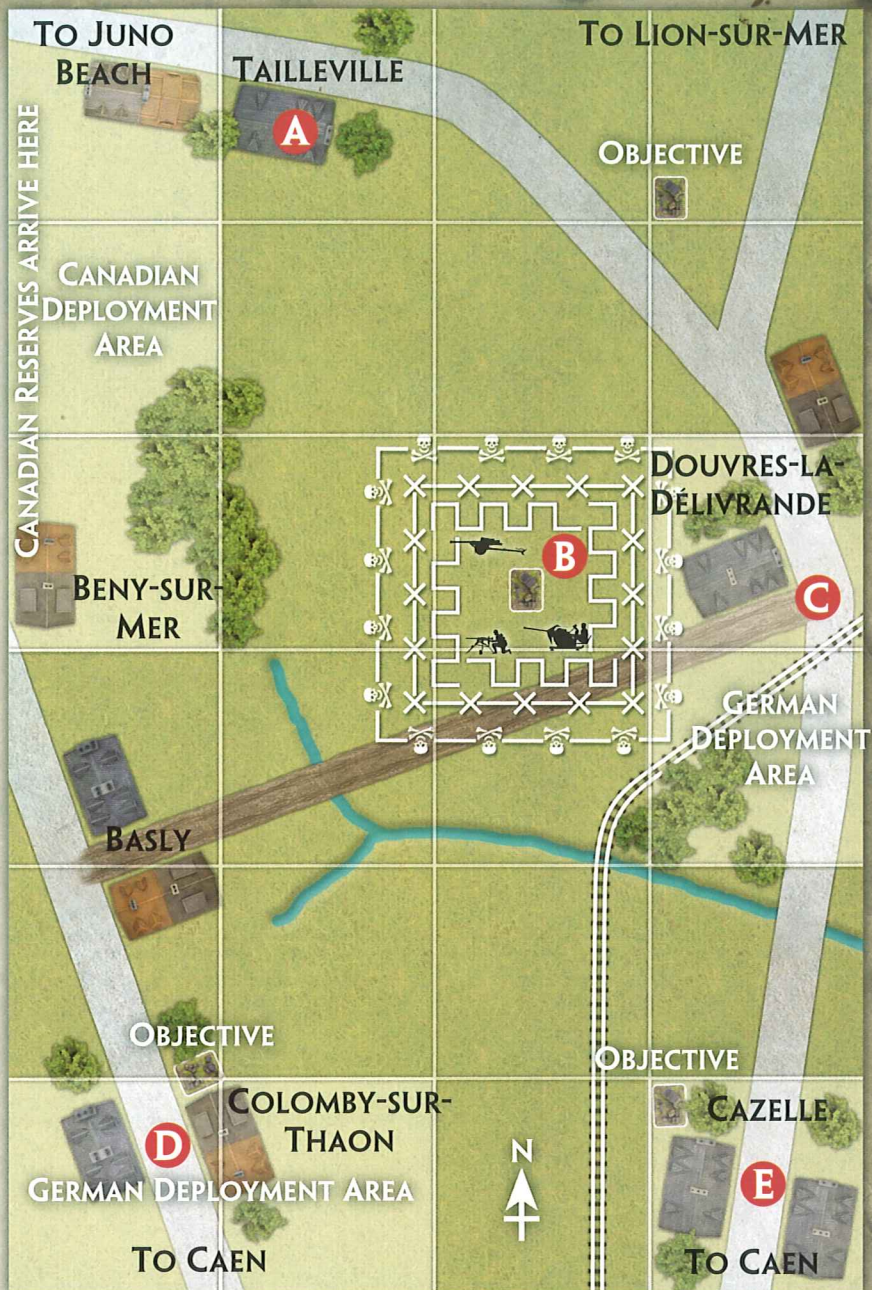
In the early summer the crops are low and provide little in the way of concealment, giving the defenders a wide-open field of fire, although they do provide good going for the attacking forces.

Only the low bed of the railway line provides much of an obstacle, but even that is just Difficult Going and provides no concealment, although it is Bulletproof Cover for stationary Infantry and Man-packed Gun teams immediately behind it.

DOUVRES-LA-DÉLIVRANDE

The night-fighter control radar station at Douvres-la-Délivrande is well fortified. The first line of defence is a minefield. Inside that is a barbed wire entanglement. As normal, each section of defences is usually 8"/20cm long by 2"/5cm wide. The exception to this is the barbed wire entanglements where each side of the fortification is made up of a 8"/20cm and a 4"/10cm section.

The garrison is well provided with Trench Lines for protection. They are protected by an HMG in an Open Bunker, a 5cm PaK38 gun in an Open Bunker, and a 2cm FlaK38 gun in an Open Bunker (see page 30 for the rules on Open Bunkers, and page 209 of the rulebook for the rules on Bunkers).



GERMAN KAMPFGRUPPE RAUCH

Originally serving in the army between the wars, *Oberst* Rauch rejoined the army in 1935. After commanding *Pionier* and *Panzergrenadier* units in combat, he took over command of the newly formed 192. *Panzergrenadierregiment*. On D-Day his command was deployed as a reserve for 716. *Infanteriedivision* manning the coastal defences.

Counterattacking with his armoured I Battalion, *Kampfgruppe* Rauch reached the night-fighter control station at Douvres-la-Délivrande defended by a small force from 736. *Grenadierregiment* and the *Luftwaffe* (Air Force) signals troops manning it, before pushing on to the sea at Luc-sur-Mer.

192. PANZERGRENADIERREGIMENT

Oberst Rauch

I/192. Panzergrenadierregiment

II/192. Panzergrenadierregiment

4/192. Panzergrenadierregiment

II/155. Panzerartillerieregiment

3/53. Luftwaffe Nachrichtenregiment

Stab/II/736 Grenadierregiment, 716. Infanteriedivision

GEPANZERTE PANZERGRENADIERKOMPANIE (CONFIDENT VETERAN)

Company HQ (with artillery Observer team, at **C**)

Gepanzerte Panzergrenadier Platoon (at full strength, at **C**)

Panzergrenadier Platoon (with two squads and no trucks, at **D**)

Armoured Anti-tank Platoon (with three S304(f) (PaK40) half-tracks, at **C**)

Armoured Artillery Battery (with three 15cm (Sf) Lorraine Schlepper self-propelled guns, at **E**)

Luftwaffe Field Platoon (rated Reluctant Trained with two squads, at **B**) with Gun teams in Open Bunkers as shown on the map

Two independent SMG teams (rated Reluctant Trained at **A**)

No command teams have Panzerknacker training or Panzerfaust anti-tank launchers.

8 CANADIAN BRIGADE GROUP

8 Canadian Brigade Group under Brigadier Blackadder landed on the eastern half of Juno Beach. By midday the North Shore Regiments reported Tailleville clear and were set to move onto their final objective—the radar station. They did not set out until 1730hrs, though, as fighting flared up repeatedly against elements of the headquarters of

736. *Grenadierregiment*. The Queen's Own Rifles supported by the Fort Garry Horse pushed inland to Beny-sur-Mer and Basley. About this time the follow-on 9 Brigade Group finally escaped the massive traffic snarl-up on the beach and moved inland towards Carpiquet airfield at Caen, with the North Novas and the tanks of the Sherbrookes in the lead.

8 (EASTERN) BRIGADE GROUP

Brigadier Ken Blackadder

The Queen's Own Rifles of Canada

The North Shore (New Brunswick) Regiment

The Cameron Highlanders of Ottawa (MG)

10th Armoured Regiment (The Fort Garry Horse)

3rd Anti-tank Regiment, Royal Canadian Artillery

14th Field Regiment, Royal Canadian Artillery

9 (HIGHLAND) BRIGADE GROUP

The North Nova Scotia Highlanders

27th Armoured Regiment (The Sherbrooke Fusiliers)

RIFLE COMPANY (CONFIDENT TRAINED)

Company HQ (with Universal Carrier)

Rifle Platoon (with two squads)

Rifle Platoon (with two squads)

Machine-gun Platoon (with one section in MMG Carriers)

Armoured Platoon (with three Sherman III tanks)

Anti-tank Battery (SP), Royal Artillery (with two M10 (3") SP)

Field Battery (SP), Royal Artillery (with four Priest self-propelled guns)

RESERVES

Rifle Platoon (at full strength)

Armoured Platoon (with three Sherman III tanks and one Firefly VC tank)



Major Hans von Luck

Hans-Ulrich von Luck und Witten was born into a family with a long military history, including service with Frederick the Great in the Eighteenth Century. Von Luck joined the German Army in 1929 and was quickly appointed to the newly-created *Panzerwaffe*, or Armoured Force.

When war broke out, von Luck commanded armoured reconnaissance battalions through Poland and France, and later fought on the Eastern Front in 1941. His reputation as a commander was sealed in the deserts of North Africa where he led the reconnaissance battalion of *21. Panzerdivision*. In the comradely atmosphere of the desert, even his opponents knew and respected his abilities.

Von Luck was seriously wounded in May 1942, but returned to North Africa for the fighting in Tunisia. Just before the surrender in Tunisia, von Luck was transferred back to Germany. After teaching at the reconnaissance school in

Paris, he took command of *125. Panzergrenadierregiment* of *21. Panzerdivision* under his old comrade Rommel.

Von Luck's regiment was conducting anti-invasion exercises when the British 6th Airborne Division began landing in the early morning hours of D-Day and he was one of the few German commanders to organise local counterattacks. His regiment continued to fight the British airborne position for the rest of the month of June.

On the day Operation Goodwood commenced, von Luck was on leave. He quickly returned and set about reorganising the German defence. Touring the German line in a borrowed Panzer IV tank, von Luck pulled his pistol and forced a Luftwaffe anti-aircraft battery to turn their 8.8cm FlaK18 anti-aircraft guns on the advancing Allied armour. His quick action delayed the advance of the British Guards Armoured Division, buying time for German counterattacks.

CHARACTERISTICS

Major Hans von Luck is a Warrior and a Higher Command SMG team with a Kübelwagen for transport. He is rated as **Confident Veteran**.

Von Luck may join a Gepanzerte Panzergrenadierkompanie or Panzergrenadierkompanie from *21. Panzerdivision* for +25 points.

Von Luck may be mounted in a Panzer IV H tank instead of being an SMG team for an additional +75 points. If he is mounted in a tank, you may not field one of your Panzer Platoons with more than four Panzer IV H tanks since he has the fifth one.

SPECIAL RULES

Get Moving: Von Luck knows the value of speed, and of caution. He's always on the move, seeking the critical point.

Major von Luck, and any platoon he leads, may re-roll failed Skill Tests to make Stormtrooper moves.

Better Late than Never: Major von Luck has an unfortunate habit of missing the start of battles. However, once he arrives, he orders every available unit to counterattack.

Major von Luck always starts the game off table in Reserve. The German player may re-roll one die each turn when rolling for Reserves. When the first unit arrives from Reserve, von Luck arrives with that unit.

If there are no reserves in the mission, von Luck is still in reserve and rolls to arrive as per the reserves rule with the exception of re-rolling as above. He will then arrive anywhere on the German table edge when successful.

Reconnaissance Expert: Von Luck is a reconnaissance man.

Unless he has joined a platoon, von Luck may Disengage as if he were a Recce team. Because of his experience, he is never Forced to Disengage (See pages 150 and 151 of the rulebook).

Panzerkompanie

(TANK COMPANY)

A force based around a Panzerkompanie must contain:

- 1 Company HQ, and
- 2 or 3 Panzer Platoons.

Weapons Platoons available to a Panzerkompanie are:

- 0 to 1 Armoured Anti-Aircraft Gun Platoon.

Support Platoons for a Panzerkompanie can be:

- 0 to 2 SS-Panzer Grenadier Platoons (p. 19), Gepanzerte Panzer Grenadier Platoons (p. 23), or Panzer Grenadier Platoons (p. 29),
- 0 to 1 Panzerpionier Platoon (p. 32),
- 0 to 1 Panzerspäh Patrol (p. 35),
- 0 to 1 Heavy Tank Platoon (p. 36),

- 0 to 1 Motorised Artillery Battery (p. 37), or Armoured Artillery Battery (p. 37),
- 0 to 1 R-Vielfachwerfer Battery (p. 38),
- 0 to 1 Rocket Launcher Battery (p. 39),
- 0 to 1 Anti-aircraft Gun Platoon (p. 38), and
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 39).

You may have any or all of the above support choices attached to your company.

MOTIVATION AND SKILL

The new *21. Panzerdivision* is built around a core of experienced *Deutsches Afrikakorps* soldiers. A Panzerkompanie is rated as **Confident Veteran**

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

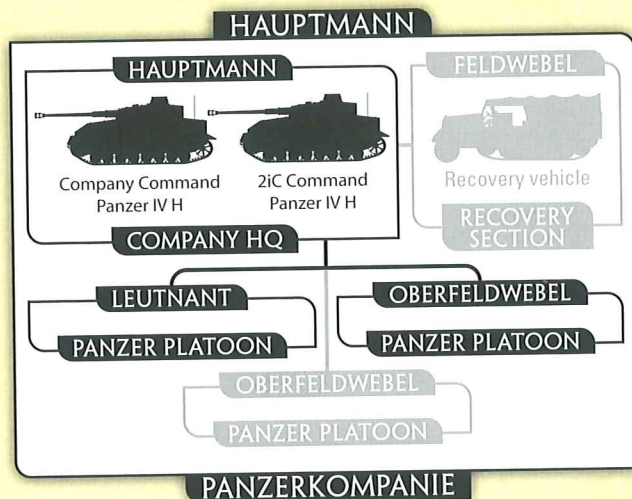
Company HQ with:

2 Panzer IV H 190 points

OPTION

- Add an Sd Kfz 9 (18t) recovery half-track for +5 points.

As the commander of a *Panzerkompanie*, you must be bold and strike hard. Your tanks are as good as anything the Allies have, and the crews better. The enemy will outnumber you, so use your wits and skill to outfight them.



COMBAT PLATOONS

2 OR 3 PANZER PLATOONS

PLATOON

5 Panzer IV H 475 points

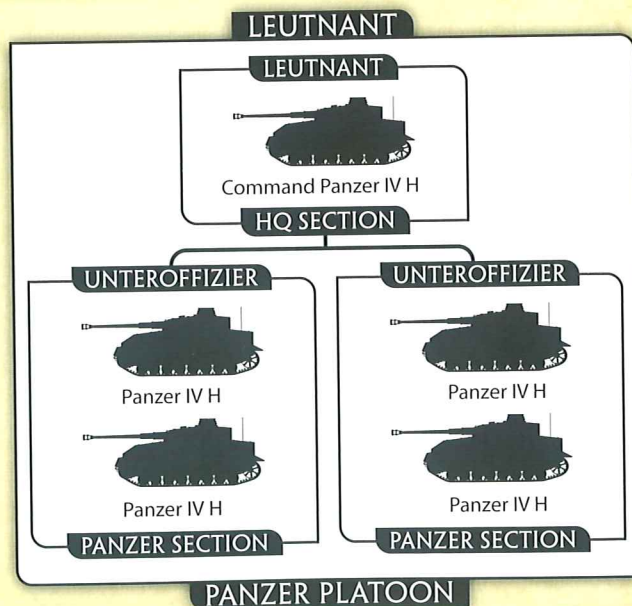
4 Panzer IV H 380 points

3 Panzer IV H 285 points

OPTIONS

- Replace one Panzer IV H tank with a Sherman V tank for -10 points.
- Replace one Panzer IV H tank with a Firefly VC tank for +5 points.

Your force may not have more than one Sherman III tank and one Firefly VC tank.



WEAPONS PLATOONS

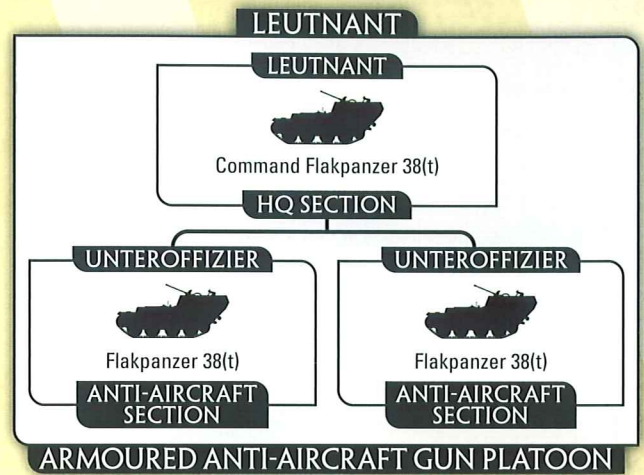
0 TO 1 ARMoured ANTI-AIRCRAFT GUN PLATOON

PLATOON

3 Flakpanzer 38(t)	120 points
2 Flakpanzer 38(t)	80 points

The Allied air forces have driven the *Luftwaffe* from the skies leaving the *Heer*, the Army, to fight the decisive battle alone. The new *Flakpanzer* anti-aircraft tanks accompany your Panzers into battle keeping the *Jabo* fighter-bombers at bay.

Keep the *Flakpanzer* platoon with the centre of your force, so that you can manoeuvre freely, undaunted by the constant threat of enemy air strikes.



PANZERKOMPANIE SUPPORT PLATOONS

0 TO 2 SS-PANZERGRENADIER PLATOON

PLATOON

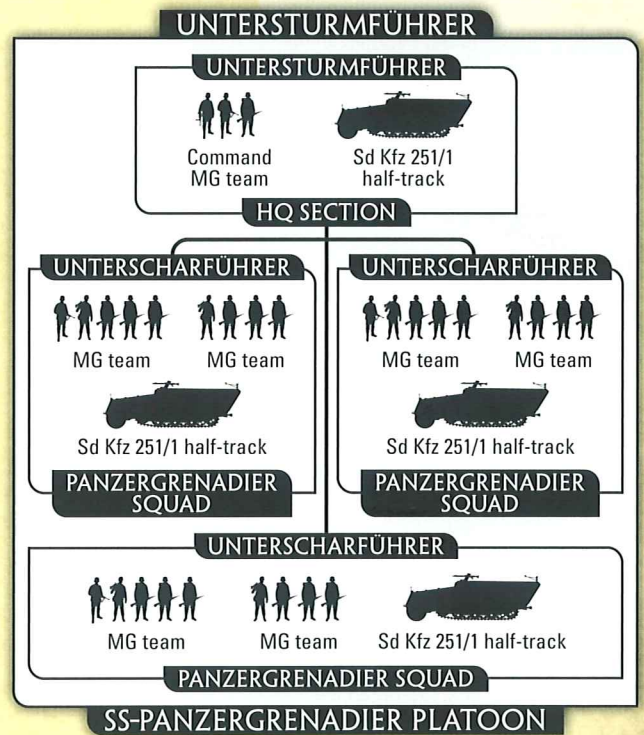
HQ Section with:

3 Panzergrenadier Squads	320 points
2 Panzergrenadier Squads	235 points

OPTIONS

- Replace the Command MG team with a Command Panzerfaust SMG team for +10 points.
- Replace the Sd Kfz 251/1 half-track in the HQ Section with an Sd Kfz 251/10 (3.7cm) at no cost.

An SS-Panzergrenadier Platoon is rated as Fearless Veteran rather than the usual Confident Veteran and is allied to your Panzerkompanie (see page 183 in the rulebook). SS-Panzergrenadier Platoons may use the Mounted Assault special rule.



OPERATION EPSOM

During Operation Epsom, launched by the British on 25 June, the defending 12. 'Hitlerjugend' SS-Panzerdivision was almost overrun. Reinforcements flooded in from every quarter. 21. Panzerdivision counterattacked with its 4. Panzerkompanie supported by the SS infantry.

12. SS-Panzerdivision was formed from a cadre of experienced veterans from 1. 'LSSAH' SS-Panzerdivision and volunteers from the Hitler Youth movement. These 18-year old soldiers fight hard and fight well. They are determined never to give in and make tough opponents.

✚ Panzer platoon with captured Firefly VC.

(TANK COMPANY)

A force based around a StuG Batterie must contain:

- 1 Company HQ, and
- 2 or 3 StuG Platoons.

Weapons Platoons available to a StuG Batterie are:

- 0 to 1 Pioneer Platoon (p. 26).

Support Platoons for a StuG Batterie can be:

- 0 to 2 Gepanzerte Panzergrenadier Platoons (p. 23), or Panzergrenadier Platoons (p. 29),
- 0 to 1 Panzerpionier Platoon (p. 32),
- 0 to 1 Panzerspäh Patrol (p. 35),
- 0 to 1 Heavy Tank Platoon (p. 36),
- 0 to 1 Motorised Artillery Battery (p. 37), or Armoured Artillery Battery (p. 37),

- 0 to 1 R-Vielfachwerfer Battery (p. 38),
- 0 to 1 Rocket Launcher Battery (p. 39),
- 0 to 1 Anti-aircraft Gun Platoon (p. 38), and
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 39).

You may have any or all of the above support choices attached to your company.

MOTIVATION AND SKILL

Despite their improvised equipment, 200. *StuG Abteilung* fought hard and well, knocking out an impressive tally of British and Canadian tanks. A StuG Batterie is rated as **Confident Veteran**

HEADQUARTERS

1 COMPANY HQ

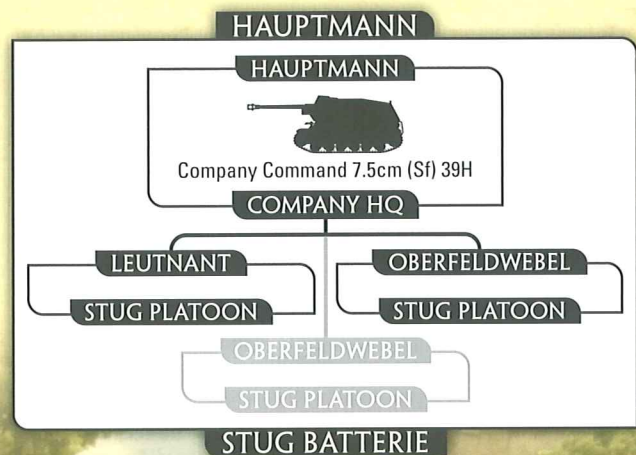
HEADQUARTERS

Company HQ with:

1 7.5cm (Sf) 39H

70 points

Major Becker equipped his *Stugabteilung* (Assault Gun Battalion) with the best equipment he could build. Every battery had ten light tank-hunters built on old French Hotchkiss light tank chassis. Despite their improvised vehicles, the battalion formed the mainstay of the division's anti-tank defence.





COMBAT PLATOONS

2 OR 3 STUG PLATOONS

PLATOON

7.5cm (Sf) 35H with:

2 10.5cm (Sf) 39H 210 points

1 10.5cm (Sf) 39H 140 points

Your assault guns are well-armed, but lightly armoured. You must mass your firepower to overcome the opposition before they can exploit your weaknesses. Manoeuvre a strong battlegroup into a covered firing position before opening fire, taking the enemy by surprise. If the enemy brings strong forces to bear, break off and seek a new approach rather than standing and fighting.



Gepanzerte Panzergrenadierkompanie

(MECHANISED COMPANY)

A force based on a Gepanzerte Panzergrenadierkompanie must contain:

- 1 Company HQ, and
- 2 or 3 Gepanzerte Panzergrenadier Platoons.

Weapons Platoons available to a Gepanzerte Panzergrenadierkompanie are:

- 0 to 1 Armoured Machine-gun Platoon,
- 0 to 1 Armoured Anti-tank Platoon,
- 0 to 1 Armoured Light Anti-aircraft Gun Platoon, and
- 0 to 2 Armoured Multiple Mortar Platoons.

Support Platoons for a Gepanzerte Panzergrenadierkompanie can be:

- 0 to 2 Panzer Platoons (p. 19), or StuG Platoons (p. 21),
- 0 to 1 Heavy Tank Platoon (p. 36),
- 0 to 1 Self-propelled Infantry Gun Platoon (p. 25),
- 0 to 1 Scout Platoon (p. 26),
- 0 to 1 Pioneer Platoon (p. 26),

- 0 to 1 Light Anti-tank Gun Platoon (p. 27), or Heavy Anti-tank Gun Platoon (p. 36),
- 0 to 1 Luftwaffe Field Platoon (p. 27) or Panzergrenadier Platoon (p. 29),
- 0 to 1 Motorised Artillery Battery (p. 37), or Armoured Artillery Battery (p. 37),
- 0 to 1 R-Vielfachwerfer Battery (p. 38),
- 0 to 1 Rocket Launcher Battery (p. 39),
- 0 to 1 Anti-aircraft Gun Platoon (p. 38), and
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 39).

You may have any or all of the above support choices attached to your company.

MOTIVATION AND SKILL

The *Grenadiere* know that they are the strike force that will halt the Allied invasion if anyone can. They are ready to fight and know what they are doing. A Gepanzerte Panzergrenadierkompanie is rated as **Confident Veteran**.

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

Company HQ 75 points

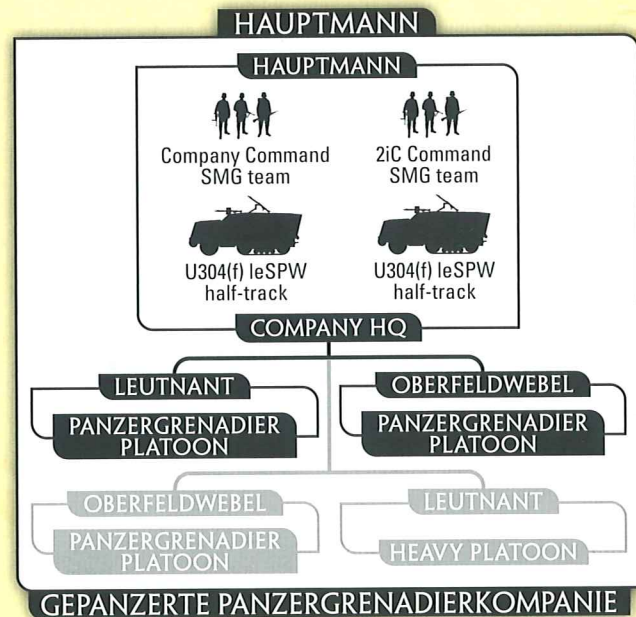
OPTION

- Replace either or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.

The Company HQ of an Gepanzerte Panzergrenadierkompanie may use the Mounted Assault special rule.

Although their equipment is all built from old French half-tracks by *Baustab* Becker, the *Gepanzerte Panzergrenadierbataillone* (Armoured Infantry Battalions, pronounced ger-pant-serrr-er pant-serr gre-nah-deerr ba-tal-yohn) of 21. *Panzerdivision* are some of the best equipped in the German Army. Almost all of their supporting weapons are armoured, with each battalion having self-propelled anti-tank guns, multiple-mortars, and heavy infantry guns.

As a *Panzergrenadierkompanie* commander, you must exploit the mobility of your half-tracks. If you allow the enemy to dictate the pace and course of the battle, they will overwhelm you with numbers. Do not allow this to happen. Instead, start the battle with a clear plan. Use your half-tracks to get your infantry into position to assault the enemy before they can react. If the opposition is weak, your Panzergrenadiers can remain in their half-tracks for the assault. Against stronger opposition, dismount and assault on foot.



COMBAT PLATOONS

2 OR 3 GEPANZERTE PANZERGRENADIER PLATOONS

PLATOON

HQ Section with

3 Panzergrenadier Squads 290 points

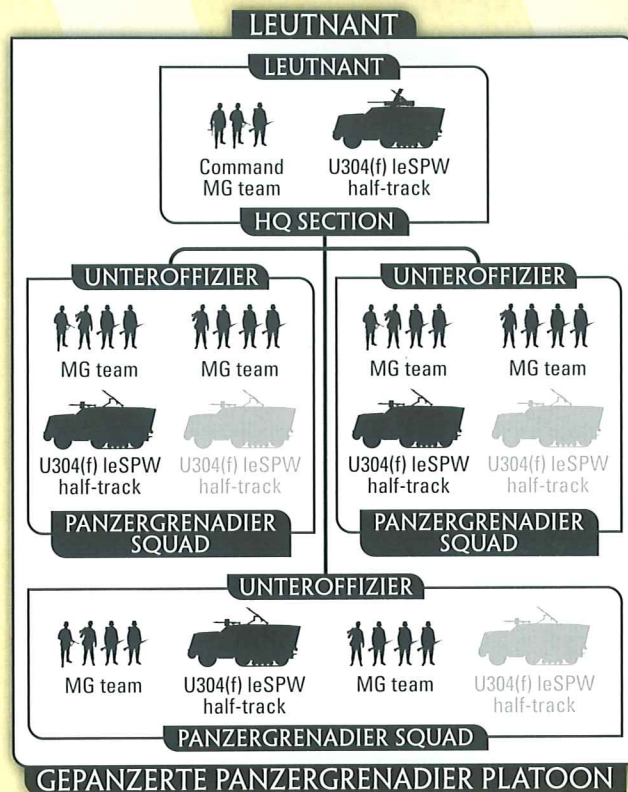
2 Panzergrenadier Squads 210 points

OPTIONS

- Replace the Command MG team with Command Panzerfaust SMG team for +10 points.
- Add an additional U304(f) leSPW half-track to each squad for +5 points per half-track.
- Equip the U304(f) leSPW half-track in the HQ Section with a 3.7cm PaK36 gun at no cost.

Gepanzerte Panzergrenadier Platoons may use the Mounted Assault special rule.

Your Panzergrenadier platoons have more firepower and mobility than almost any other infantry force. Exploit this to the full to strike hard where the enemy is weakest.



WEAPONS PLATOONS

0 TO 1 ARMoured MACHINE-GUN PLATOON

PLATOON

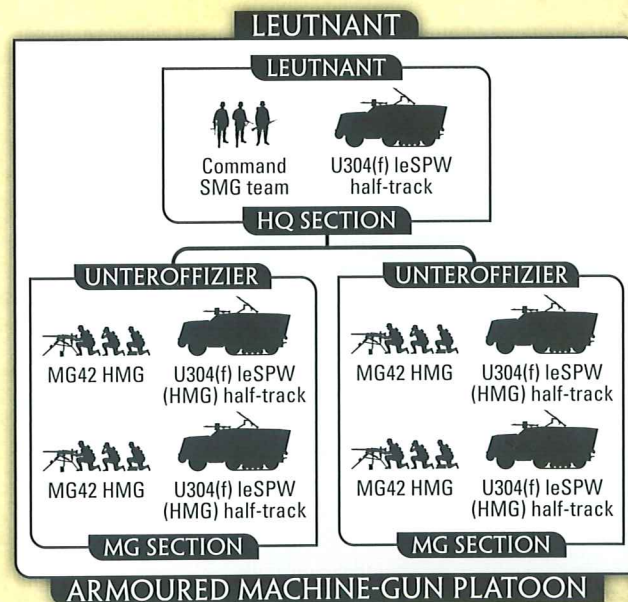
HQ Section with:

2 Machine-gun Sections 230 points

1 Machine-gun Section 135 points

Armoured Machine-gun Platoons may make Combat Attachments to Combat Platoons.

Although a machine-gun platoon may seem weak at this stage of the war, do not underestimate their ability to deliver concentrated firepower. With their heavy machine-guns mounted, the U304(f) leSPW half-tracks will pin down almost any platoon as your Panzergrenadiers prepare to launch their assault.



⊕ *Gepanzerte Panzergrenadier platoon.*

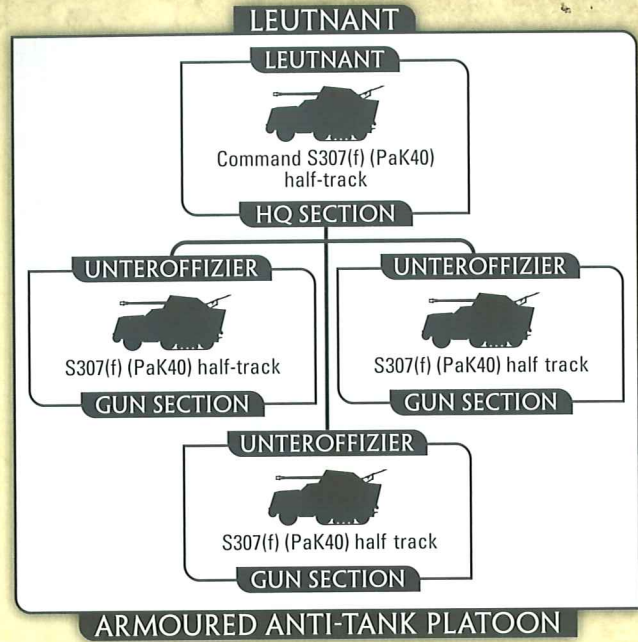
0 TO 1 ARMoured ANTI-TANK PLATOON

PLATOON

4 S307(f) (PaK40)	255 points
3 S307(f) (PaK40)	190 points
2 S307(f) (PaK40)	125 points

Unlike most Panzergrenadier units, your PaK40 anti-tank guns are in self-propelled mountings. This gives you far more flexibility in responding to enemy armoured thrusts.

Your *S307(f) (PaK40)* half-tracks are very lightly armoured, so you must fire from concealed positions to keep them alive. It is worthwhile taking a little extra time getting into the right position before engaging the enemy, rather than rushing into battle and being annihilated by the enemy return fire. Although your troops might suffer slightly more in the meantime, carelessly losing your anti-tank guns will hurt more in the long run.



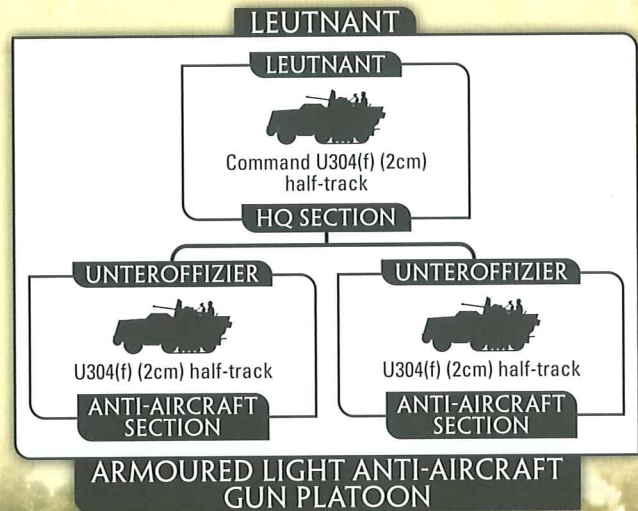
0 TO 1 ARMoured LIGHT ANTI-AIRCRAFT GUN PLATOON

PLATOON

3 U304(f) (2cm)	120 points
2 U304(f) (2cm)	80 points

British Typhoon *Jabo* fighter-bombers are everywhere and your lightly armoured half-tracks make perfect targets for their rockets.

Use your light anti-aircraft guns to protect your main thrust until they close with the enemy. Don't worry about the rest of your force, they can disperse to protect themselves if necessary.



0 TO 2 ARMoured MULTIPLE MORTAR PLATOONS

PLATOON

HQ Section with:

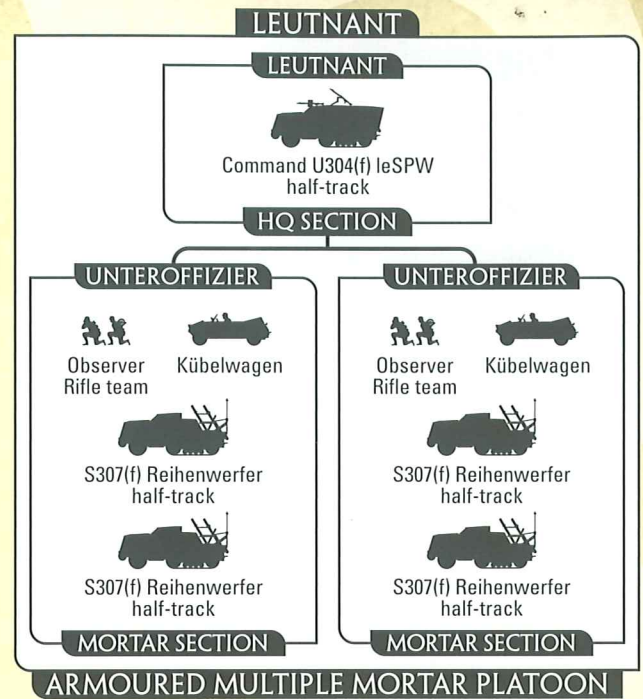
2 Mortar Sections 205 points

1 Mortar Section 115 points

Command U304(f) leSPW half-track counts as a Tank team in an Armoured Multiple Mortar Platoon.

Although they fire artillery bombardments as if they are Rocket Launchers, S307(f) Reihenwerfer half-tracks are actually armed with multiple-mortar arrays. As such, they do not create smoke trails and do not suffer from the Fire in the Sky rule (see page 131 of the rulebook).

Between your heavy companies and regimental mortar platoons, you have plenty of firepower. While their range is relatively short, your *Reihenwerfer* mortars saturate the target with rounds, almost guaranteeing that they will hit.



PANZERGRENADIERKOMPANIE SUPPORT PLATOONS

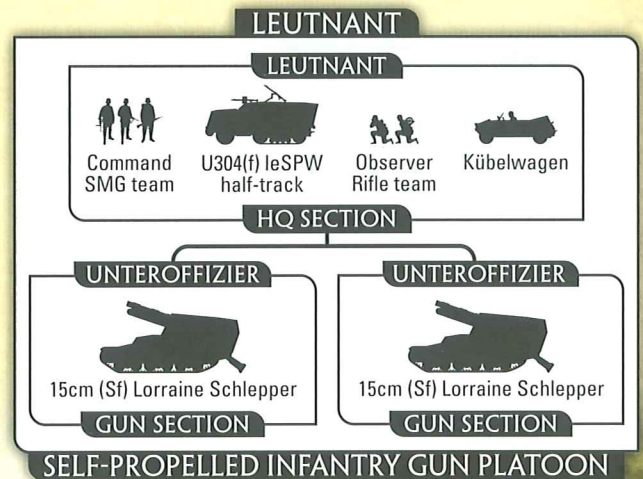
0 TO 1 SELF-PROPELLED INFANTRY GUN PLATOON

PLATOON

HQ Section with:

2 Gun Sections 185 points

If you need some precision shooting with heavier guns, the regimental infantry guns give you what you need. Mounted in Becker's special self-propelled mounts, they can either fire as a small artillery battery or drive forward and smash targets over open sights. Either way, they destroy everything they hit with their 96lb/44kg shells.



0 TO 1 SCOUT PLATOON

PLATOON

HQ Section with:

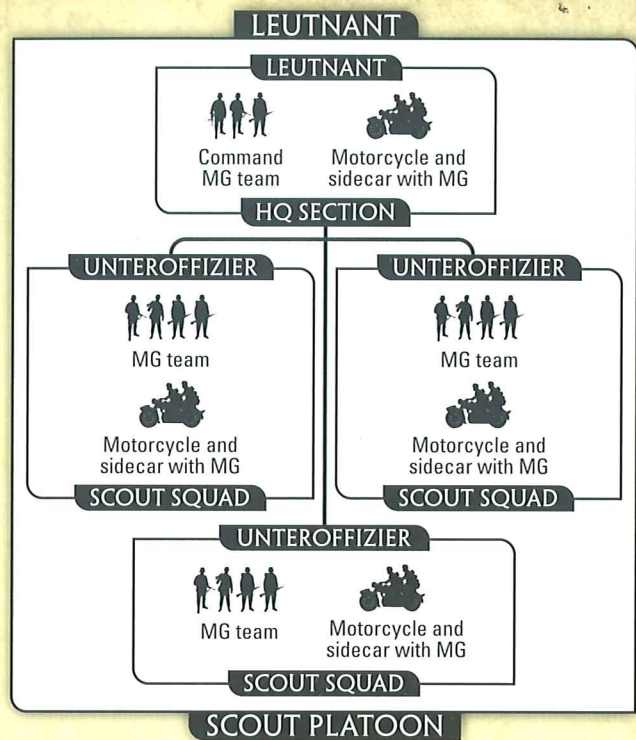
3 Scout Squads 160 points

2 Scout Squads 120 points

Motorized Scout Platoons are Reconnaissance Platoons.

A *Panzergranadierregiment* has considerable combat power, so it is important to know where the enemy is if its force is going to be used properly. The scout platoon has the job of finding the enemy for the rest of the regiment.

Your scout platoon is very small. Do not waste it charging into enemy machine-gun fire, you'll never achieve anything that way. Instead, use their mobility and stealth to work their way forward to prevent enemy troops from ambushing your advance. Either that or have them work their way through the enemy lines trying to avoid fighting until they can cause havoc amongst their unprotected artillery.



0 TO 1 PIONEER PLATOON

PLATOON

HQ Section with:

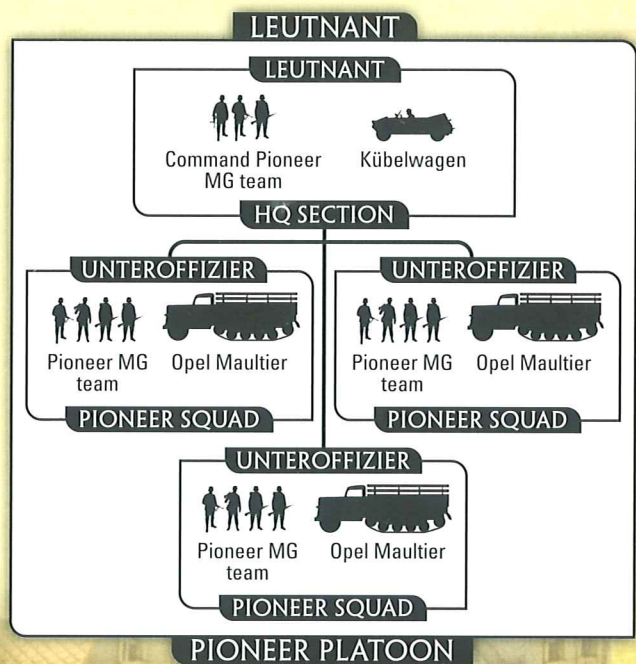
3 Pioneer Squads 145 points

2 Pioneer Squads 110 points

Like the scout platoon, the regimental pioneer platoon is too small to use as an assault unit. Its main task is clearing the way through enemy obstacle belts.

Your *Panzergranadier* half-tracks are extremely vulnerable to minefields and cannot pass through barbed wire obstacles. However, your pioneer platoon makes short work of these, creating gaps that the motorised troops can pour through to outflank the enemy.

Get your pioneers well forward in their half-tracks, then dismount in cover and run forward to clear the obstacles on foot.



0 TO 1 LIGHT ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

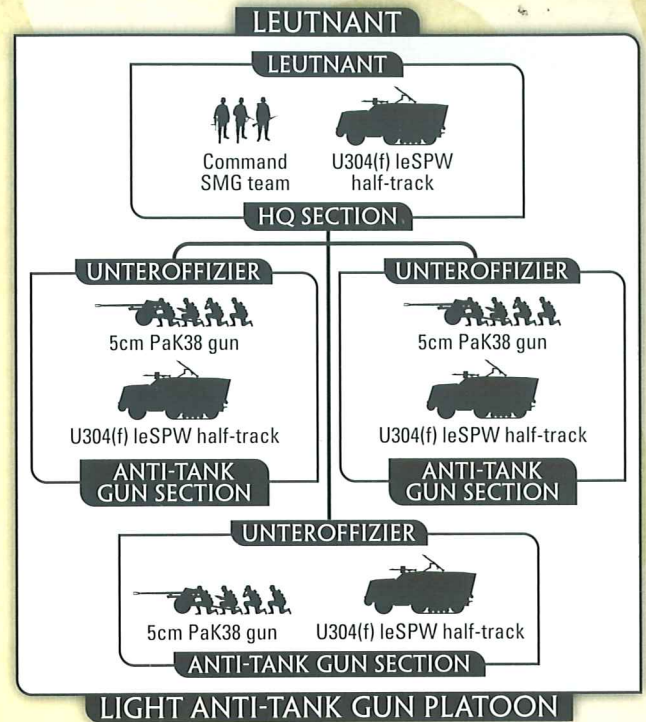
3 Anti-tank Gun Sections 145 points

2 Anti-tank Gun Sections 105 points

Major von Luck's 125. *Panzergranadierregiment* had a light anti-tank gun platoon as well as the armoured anti-tank gun platoons in its battalions. Although the 5cm PaK38 anti-tank gun is lacking in anti-tank punch against the latest Soviet equipment, it is more than adequate against British and American tanks at close range.

Position the guns where the enemy cannot engage them until they are within short range where your guns can reply with deadly effect.

Dig them in amidst an infantry platoon on an objective. If the enemy cannot see the defenders until they get within short range, they will have to fall back or die.



0 TO 1 LUFTWAFFE FIELD PLATOON

PLATOON

HQ Section with:

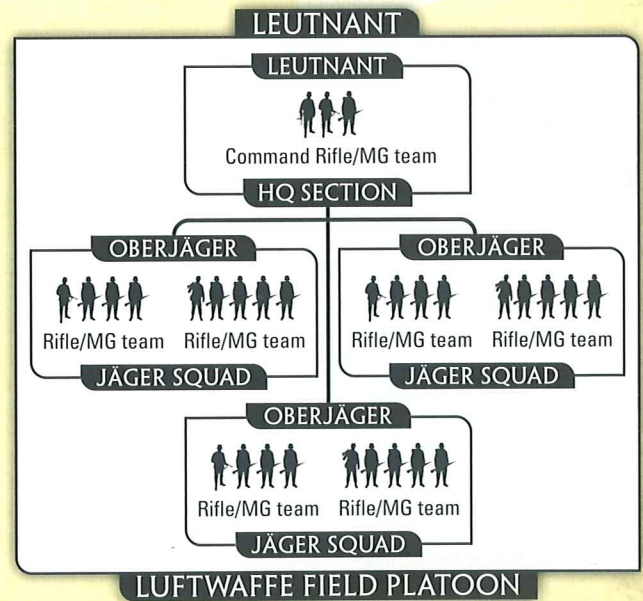
3 Jäger Squads 100 points

2 Jäger Squads 70 points

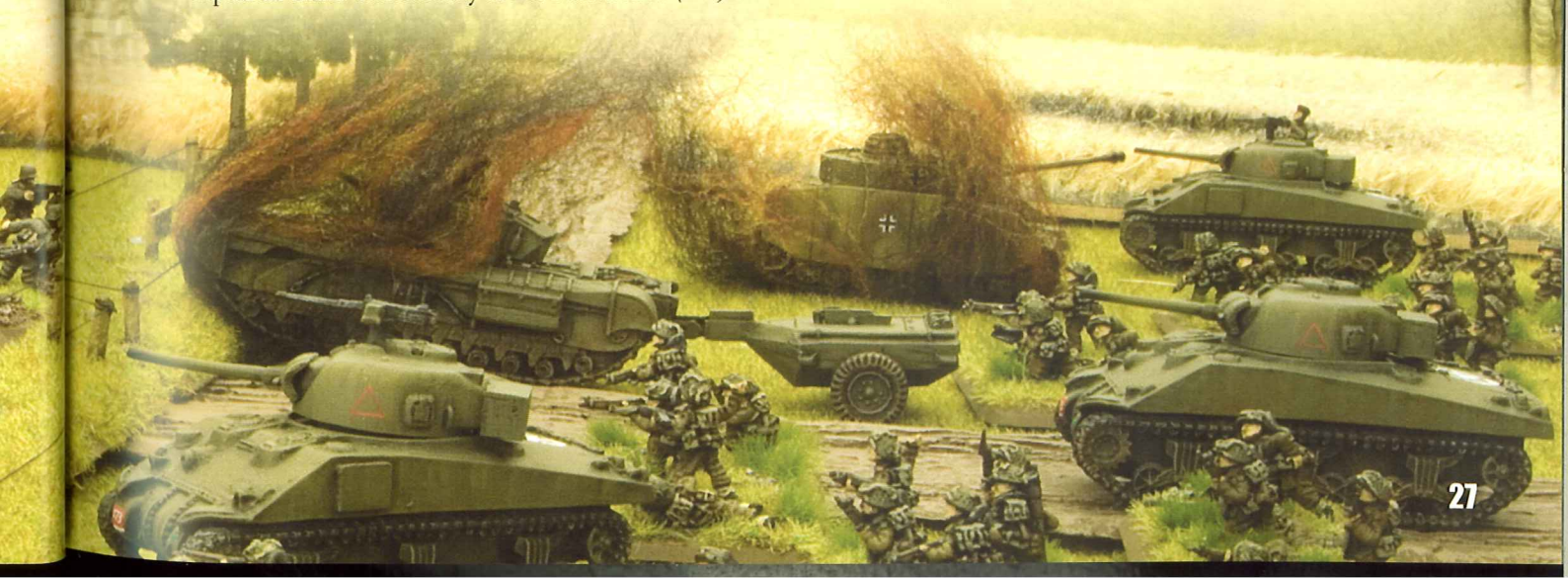
A Luftwaffe Field Platoon is rated as Reluctant Trained rather than the usual Confident Veteran and is allied to your Panzergranadierkompanie (see page 183 in the rulebook).

The *Luftwaffe* (Air Force, pronounced looft-vaf-er) formed *Felddivisionen* (field divisions) in 1942 from its surplus personnel. With little combat training, the majority of these performed poorly and were taken over by the army in 1943.

16. *Felddivision (LW)* relieved 21. *Panzerdivision* in front of Caen at the start of July, but almost immediately lost 31. *Jägerregiment* (31st Light Infantry Regiment) in Operation Charnwood on 9 July when the British and Canadians captured Caen. The infantry of 16. *Felddivision (LW)* formed



the German front line for opposing Operation Goodwood with 21. *Panzerdivision* deployed immediately behind them as a counterattack reserve. Due to high casualties suffered in this battle, the division was disbanded.



Panzer Grenadier Kompanie

(INFANTRY COMPANY)

A force based on a Panzer Grenadier Kompanie must contain:

- 1 Company HQ, and
- 2 or 3 Panzer Grenadier Platoons.

Weapons Platoons available to a Panzer Grenadier Kompanie are:

- 0 to 1 Machine-gun Platoon,
- 0 to 1 Armoured Anti-tank Platoon,
- 0 to 1 Armoured Light Anti-aircraft Gun Platoon, and
- 0 to 2 Armoured Multiple Mortar Platoons.

Support Platoons for a Panzer Grenadier Kompanie can be:

- 0 to 2 Panzer Platoons (p. 19), or StuG Platoons (p. 21),
- 0 to 1 Heavy Tank Platoon (p. 36),
- 0 to 1 Self-propelled Infantry Gun Platoon (p. 25),
- 0 to 1 Scout Platoon (p. 26),
- 0 to 1 Pioneer Platoon (p. 26),
- 0 to 1 Light Anti-tank Gun Platoon (p. 27), or Heavy Anti-tank Gun Platoon (p. 36),

- 0 to 1 Gepanzerte Panzer Grenadier Platoon (p. 23), or Luftwaffe Field Platoon (p. 27),
- 0 to 1 Motorised Artillery Battery (p. 37), or Armoured Artillery Battery (p. 37),
- 0 to 1 R-Vielfachwerfer Battery (p. 38),
- 0 to 1 Rocket Launcher Battery (p. 39),
- 0 to 1 Anti-aircraft Gun Platoon (p. 38), and
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 39).

You may have any or all of the above support choices attached to your company.

MOTIVATION AND SKILL

The fighting in Normandy is critical to the survival of the Third Reich. The soldiers know that if the Allies break out of Normandy, it will be hard to stop them short of Germany's borders. A Panzer Grenadier Kompanie is rated as **Confident Veteran**.

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

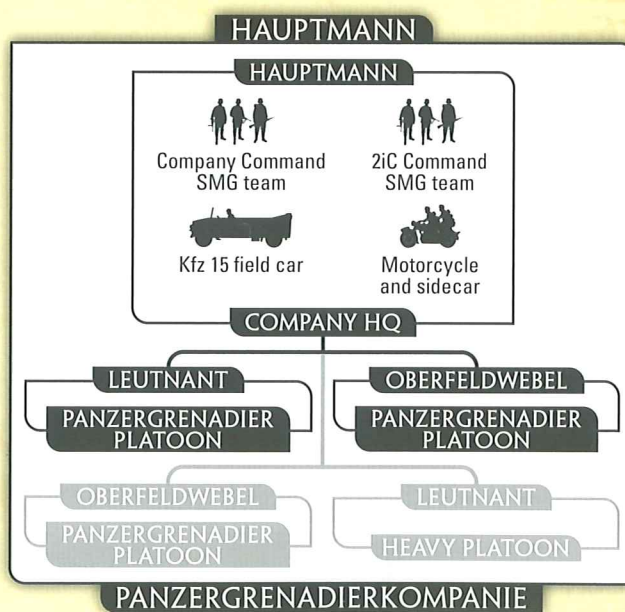
Company HQ

45 points

OPTIONS

- Replace either or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.
- Add up to three Sniper teams for +50 points per team.

The motorised *Panzer Grenadier* battalions are the bulwark of the division's defence, just as the mobile armoured *Panzer Grenadier* battalions are the spearhead in attacks. The motorised battalions have the same equipment as the armoured ones, so they can give a good account of themselves when attacking as well.



✚ Panzer Grenadier platoon.

COMBAT PLATOONS

2 OR 3 PANZERGRENADIER PLATOONS

PLATOON

HQ Section with

3 Panzergrenadier Squads 205 points

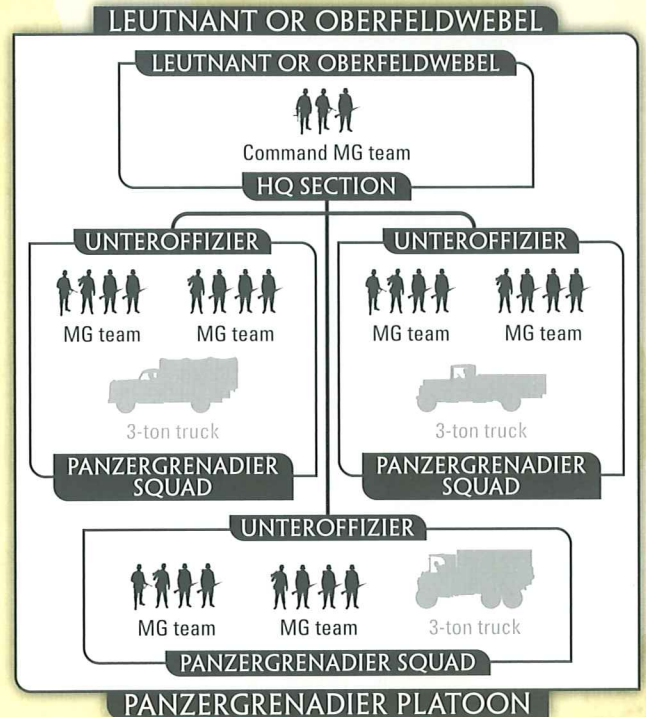
2 Panzergrenadier Squads 145 points

OPTION

- Replace the Command MG team with a Command Panzerfaust SMG team for +10 points.
- Add 3-ton trucks at no cost.

The army in France is desperately short of trucks of any sort. As a result the division's stock of trucks is varied to say the least. A company is lucky to have two trucks made in the same country, let alone of the same model. Despite the chaotic transport situation, the motorised Panzergrenadiers are well armed, well trained, and ready for battle.

With six MG42 machine-guns and Panzerfaust anti-tank launchers, a dug in Panzergrenadier platoon is hard to shift.



WEAPONS PLATOONS

0 TO 1 MACHINE-GUN PLATOON

PLATOON

HQ Section with:

2 Machine-gun Sections 145 points

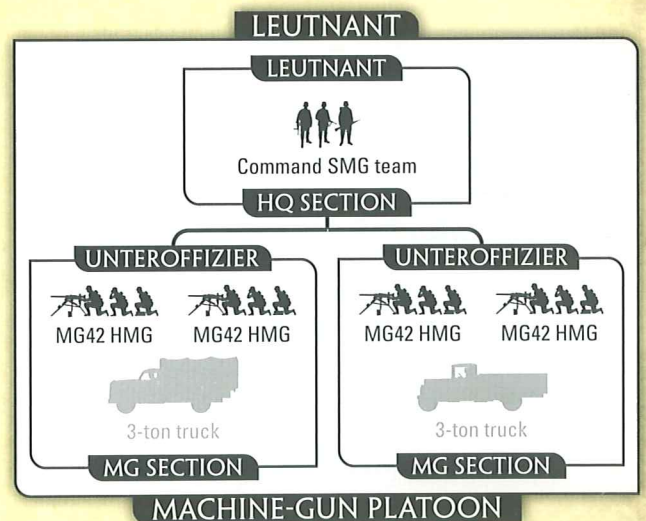
1 Machine-gun Section 85 points

OPTION

- Add 3-ton trucks at no cost.

Machine-gun Platoons may make Combat Attachments to Combat Platoons.

Machine-gun platoons are the core of the battalion's defence against infantry attacks. For more survivability, you can put your machine-guns in bunkers (see page 30) protected by barbed wire and minefields.



0 TO 1 ARMoured ANTI-TANK PLATOON

The Armoured Anti-tank Platoon is organised the same as the one on page 24.

0 TO 1 ARMoured LIGHT ANTI-AIRCRAFT PLATOON

The Armoured Light Anti-aircraft Platoon is organised the same as the Armoured Light Anti-aircraft Platoon on page 24.

0 TO 2 ARMoured MULTIPLE MORTAR PLATOONS

The Armoured Multiple Mortar Platoons are organised the same as the Armoured Multiple Mortar Platoons on page 25.

Field Fortifications

21. Panzerdivision spent much of its time in Normandy defending static positions. Knowing that they would need every advantage they could get when the next British attack came, they constructed bunkers for their machine-guns and laid mines and barbed wire entanglements to protect the most exposed approaches to their positions.

A Panzergrenadierkompanie (but not a Gepanzerte Panzergrenadierkompanie) can field fortifications from the following list as part of its normal force in any game where they are in Prepared Positions in a mission that does not use the Fortifications special rules (page 217 of the rulebook).

You may swap one or both Machine-gun Sections from your Machine-gun Platoon for fortifications at the start of the game

before deployment but after determining who will be attacking and who defending. This takes place before you make Combat Attachments or form a Kampfgruppe. If all of a platoon's Machine-gun Sections are swapped for bunkers, the HQ Section is removed from the game.

Each Machine-gun Section that you swap for fortifications gives you one HMG in an Open Bunker and either one Minefield or three Barbed Wire Entanglements. All fortifications must be deployed in your deployment area immediately before you or your opponent places the first objective.

In addition, a Panzergrenadierkompanie that can field fortifications can deploy their Panzer IV H tanks in Tank Pits at the same time (see page 210 of the rulebook).

HMG IN AN OPEN BUNKER

The field bunkers built by the Panzergrenadiere of 21. Panzerdivision were closer to roofed in foxholes than concrete pill-boxes. Farmhouses lost doors and tables to hold up the dirt piled on the roof. Despite their crude nature, these bunkers were very effective.

Open bunkers follow the rules for Bunkers (page 210 in the rulebook) in all respects, except that:

When a hit Pins Down an open bunker, the shooting player immediately makes a second Firepower Test for the shooting weapon:

A successful test will Destroy the open bunker.

A failed test leaves the open bunker Pinned Down, but otherwise unharmed.

However, guns with the No HE attribute cannot Destroy an open bunker.

BARBED WIRE ENTANGLEMENTS

Barbed wire obstacles are excellent for keeping infantry from assaulting your bunkers and infantry. Place them just in front of your positions so that the enemy get hung up on the wire as they try to charge. That way only a few teams reach you at a time and you can easily see them off.

The rules for Barbed Wire Obstacles can be found on page 212 of the rulebook.

MINEFIELDS

Use minefields to slow down the enemy advance and channel them into your kill zones. Since a determined enemy can cross them, they must be covered with fire to be effective.

The rules for Minefields can be found on page 213 of the rulebook.

	Range	ROF	Anti-tank	Firepower	Notes
HMG in Open Bunker	24"/60cm	6	2	6	ROF 2 when Pinned Down.



Panzerpionierkompanie

(MECHANISED COMPANY)

A force based on a Panzerpionierkompanie must contain:

- 1 Company HQ, and
- 2 or 3 Panzerpionier Platoons.

There are no Weapons Platoons available to a Panzerpionierkompanie.

Support Platoons for a Panzerpionierkompanie can be:

- 0 to 2 Panzer Platoons (p. 19), or StuG Platoons (p. 21),
- 0 to 1 Heavy Tank Platoon (p. 36),
- 0 to 1 Luftwaffe Field Platoon (p. 27),
- 0 to 1 Heavy Anti-tank Gun Platoon (p. 36),
- 0 to 1 Motorised Artillery Battery (p. 37), or Armoured Artillery Battery (p. 37),

- 0 to 1 R-Vielfachwerfer Battery (p. 38),
- 0 to 1 Rocket Launcher Battery (p. 39),
- 0 to 1 Anti-aircraft Gun Platoon (p. 38), and
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 39).

You may have any or all of the above support choices attached to your company.

MOTIVATION AND SKILL

The *Panzerpioniere* are tough fighters, as well trained and equipped to lead assaults as they are for other hazardous tasks like laying and clearing minefields. They know what they are about, and are confident of their ability to do it. A Panzerpionierkompanie is rated as **Confident Veteran**.

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

Company HQ

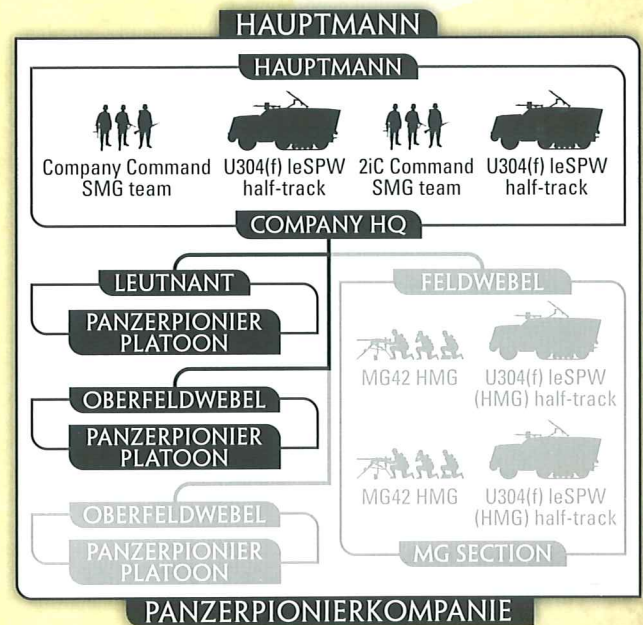
75 points

OPTIONS

- Replace one or both Command SMG teams with Command Panzerfaust SMG teams for +10 points.
- Add a Machine-gun Section for +95 points.

The Company HQ of a Panzerpionierkompanie may use the Mounted Assault special rule.

A *Panzerpionierkompanie* (armoured engineer company, pronounced pant-serr pi-o-neerr kom-pan-ee) is part of the division's assault engineering battalion. Their job is to clear fortifications in attacks and create them in defence. To that end they only have engineers in their battalion, relying on the rest of the division for supporting weapons.





COMBAT PLATOONS

2 OR 3 PANZERPIONIER PLATOONS

PLATOON

HQ Section with:

3 Pioneer Squads 335 points

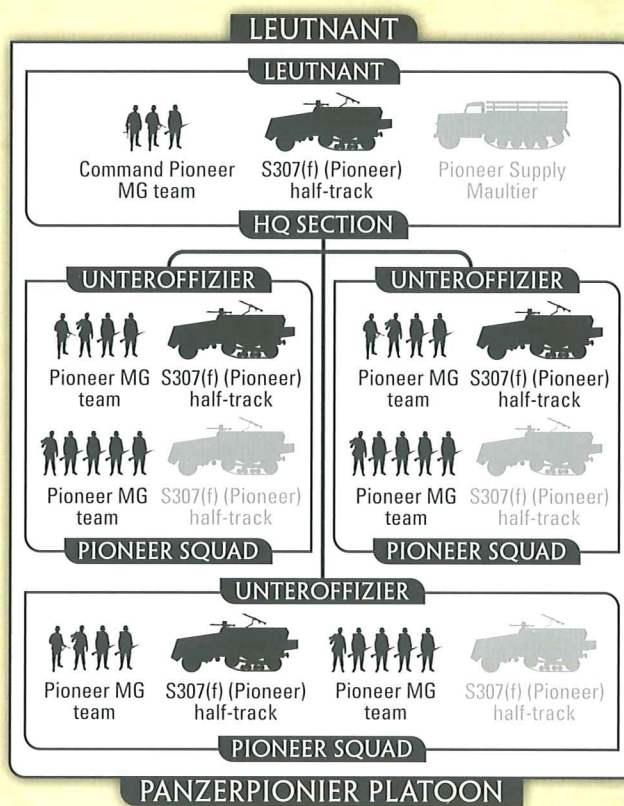
2 Pioneer Squads 240 points

OPTIONS

- Replace Command MG team with a Command Panzerfaust SMG team for +10 points.
- Add an additional S307(f) (Pioneer) half-track to each squad for +5 points per half-track.
- Add a Pioneer Supply Maultier half-track for +30 points.
- Add a Goliath demolition carrier to one Pioneer MG team for +30 points.

You may replace up to one Pioneer MG team per squad with a Flame-thrower team at the start of the game before deployment.

Panzerpionier Platoons may use the Mounted Assault special rule.



... CAEN, 1944 ...

*"Achtung Jabo!" Oberpionier Schiller yells pointing skyward as two winged shapes peel off into a steep dive high above. The Royal Air Force is out in force today, this is the second time his *Pionierzug* has been strafed in as many hours!*

Seconds later the shapes become recognisable as Typhoon fighter-bombers. Moments later eight black specks fly from the leading aircraft, rockets streaking towards the earth, tearing the sky in two with an ear-splitting screech.

The earth seems to tremble from the explosions as the rockets land amongst the supporting assault guns, tearing one apart.

The second Typhoon begins a strafing run seeking out the lightly-armoured half-tracks. From the wings four cannon spit fire in an unending stream cutting a swath through the wheat field, scything down men and half-tracks alike.

Then it is over. The aircraft roars off, Sabre engine throbbing under full power as it pulls up from its steep dive.

Picking himself up from the dirt he doesn't remember hitting, Schiller finds himself trembling. *"Himmel,"* he thinks, "Clearing minefields is nothing to these incessant air attacks and the unending *Trommelfeuer*, the massed drum-fire of the British artillery.

Panzerpähkompanie

(MECHANIZED COMPANY)

A force based on an Panzerpähkompanie must contain:

- 1 Company HQ,
- 3 to 8 Panzerpäh Patrols, and
- 1 or 2 Aufklärungs Platoons.

Weapons Platoons available to an Panzerpähkompanie are:

- 0 to 1 Armoured Cannon Platoon,
- 0 to 1 Aufklärungs Heavy Platoon,
- 0 to 1 Light Anti-tank Gun Platoon,
- 0 to 1 Light Infantry Gun Platoon,
- 0 to 1 Armoured Pioneer Platoon,
- 0 to 2 Heavy Armoured Car Platoon.

Support Platoons for a Panzerpähkompanie can be:

- 0 to 1 Panzer Platoon (p. 19), or StuG Platoon (p. 21),
- 0 to 1 Heavy Tank Platoon (p. 36),

- 0 to 1 Heavy Anti-tank Gun Platoon (p. 36),
- 0 to 1 Luftwaffe Field Platoon (p. 27),
- 0 to 1 Motorised Artillery Battery (p. 37), or Armoured Artillery Battery (p. 37),
- 0 to 1 R-Vielfachwerfer Battery (p. 38),
- 0 to 1 Rocket Launcher Battery (p. 39),
- 0 to 1 Anti-aircraft Gun Platoon (p. 38), and
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 39).

You may have any or all of the above support choices attached to your company.

MOTIVATION AND SKILL

The reconnaissance troops are hard-hitting. A Panzerpähkompanie is rated as **Confident Veteran**.

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

Company HQ 70 points

OPTIONS

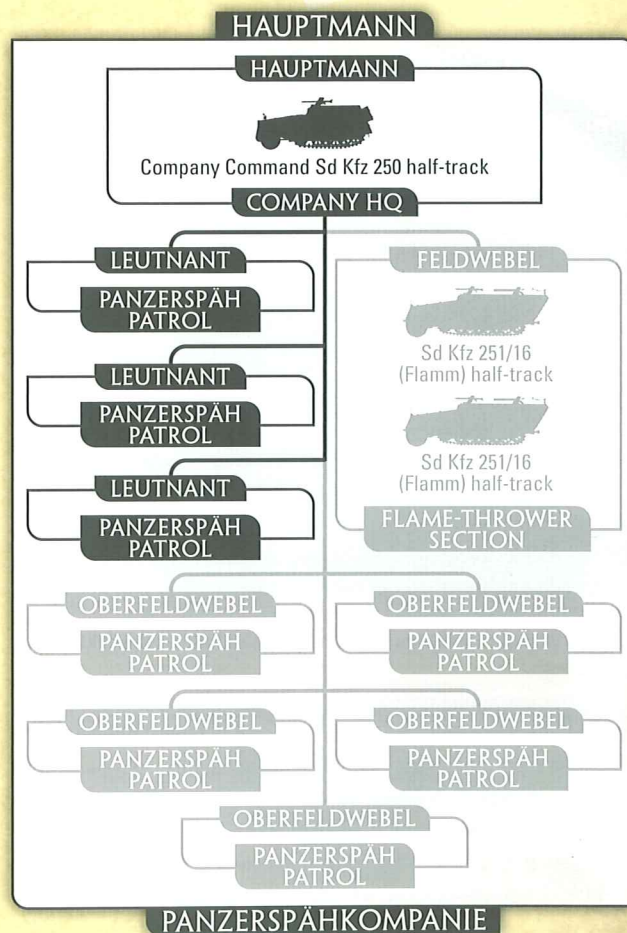
- Replace Sd Kfz 250 half-track with an Sd Kfz 231 armoured car for +10 points.
- Add Flame-thrower Section for +135 points.

The Company Command team of a Panzerpähkompanie is a Recce team. The Company Command Sd Kfz 250 half-track counts as a Tank team and may fire its rear AA MG even though it doesn't carry any passengers.

Sd Kfz 251/16 (Flamm) half-tracks may not launch assaults.

The Sd Kfz 251/16 (Flamm) mounts one flame-thrower on each side of the body. These can both fire at the same time, but must fire at the same enemy platoon. Each flame-thrower can fire at any target on its side of the half-track, from straight ahead to straight behind.

21. Panzeraufklärungsabteilung (Armoured Reconnaissance Battalion) has a mix of old training equipment and the latest issue. The half-tracks are all the 'neu' model of the light Sd Kfz 250 half-track, including the Sd Kfz 250/9 (2cm) armoured car. The division's only two armoured flame-throwers, both brand new, are also in the reconnaissance battalion. On the other hand, the wheeled armoured cars are an assortment of four and eight-wheeled armoured cars dating back to the first year of the war. They are good German equipment and still function, but newer equipment to match the half-tracks would be nice.



Your *Panzerpähkompanie* (Reconnaissance Squadron, pronounced pants-serr shpay kom-pan-ee) is an Mechanized unit whose infantry's task is to break a hole in the enemy line for the *Panzerpähwagen* armoured cars to get through and reconnoitre in depth.

COMBAT PLATOONS

3 TO 8 PANZERSPÄH PATROLS

PLATOON

Sd Kfz 250 with:

2 Sd Kfz 250/9 (2cm) 110 points

1 Sd Kfz 250/9 (2cm) 70 points

Sd Kfz 231 (8-rad) with:

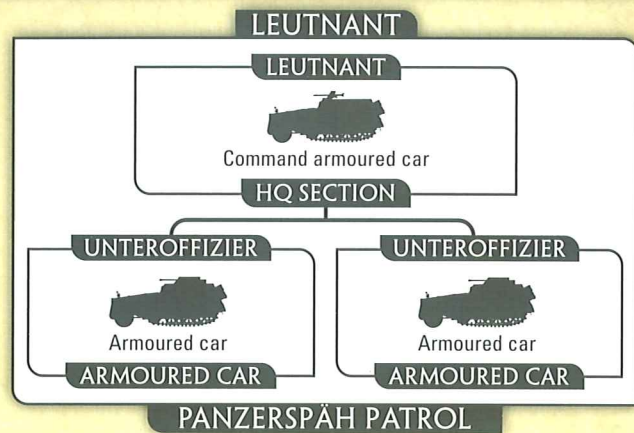
2 Sd Kfz 222 (2cm) 115 points

1 Sd Kfz 222 (2cm) 75 points

- Replace one Sd Kfz 222 (2cm) armoured car with an Sd Kfz 221 (2.8cm) armoured car at no cost.

No more than three Panzerspäh Patrols may be equipped with Sd Kfz 221 (2.8cm) armoured cars.

A Command Sd Kfz 250 half-track counts as a Tank team in a Panzerspäh Patrol and may fire its rear AA MG even though it doesn't carry any passengers.



Panzerspäh Patrols are Reconnaissance Platoons.

German armoured cars are lightly armed so that their commanders don't get silly ideas about fighting rather than scouting. Your armoured cars should be leading your advance looking for ambushes or seeking out hidden enemy units, and even sneaking through gaps in the enemy line to take objectives by surprise. They shouldn't be charging the enemy dying in a pointless firefight.

1 TO 2 AUFKLÄRUNGS PLATOONS

PLATOON

HQ Section with

3 Aufklärungs Squads 300 points

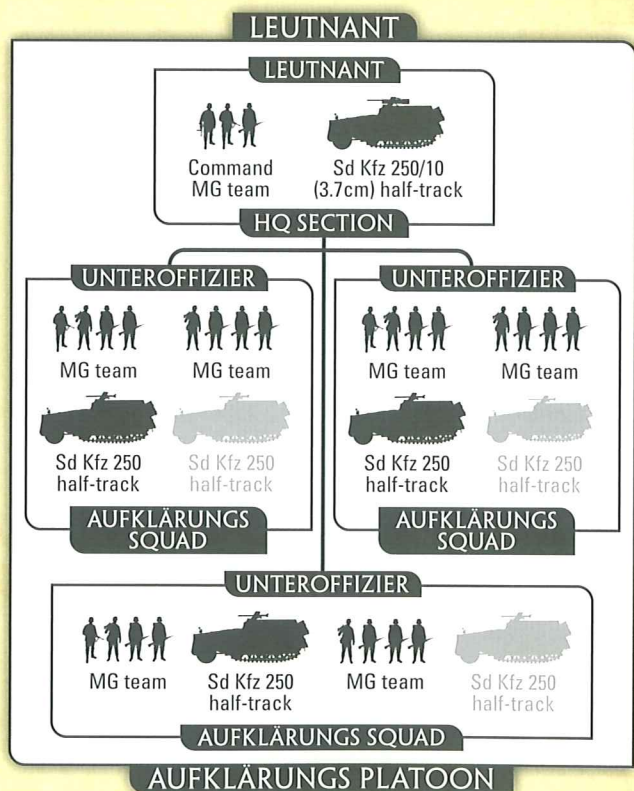
2 Aufklärungs Squads 215 points

OPTIONS

- Replace Command MG team with a Command Panzerfaust SMG team for +10 points.
- Add an additional Sd Kfz 250 half-track to each squad for +5 points per half-track.
- Replace the hull MG with a hull-mounted 2cm gun in up to two Sd Kfz 250 half-tracks at no cost.

Aufklärungs Platoons may use the Mounted Assault special rule.

While the theory says that your *Aufklärungs* platoons are there to clear the way for the armoured cars to operate, in practice things in Normandy have been very different. After spending the morning hunting non-existent parachutists south west of Caen, the reconnaissance battalion spent the rest of D-Day attacking the real airborne landings east of the



Orne. Thereafter, the battalion took its place in the line as another infantry battalion to cover the extended front line.

WEAPON PLATOONS

0 TO 1 ARMOURD CANNON PLATOON

The Armoured Cannon Platoon is organised the same as the Armoured Anti-tank Platoon on page 24, except that it is equipped with Sd Kfz 251/9 (7.5cm) assault guns instead of S307(f) (PaK40) self-propelled anti-tank guns and costs 45 points per Gun Section.

0 TO 1 AUFKLÄRUNGS HEAVY PLATOON

PLATOON

HQ Section with:

2 Machine-gun Sections 230 points

1 Machine-gun Section 135 points

No machine Gun Sections 40 points

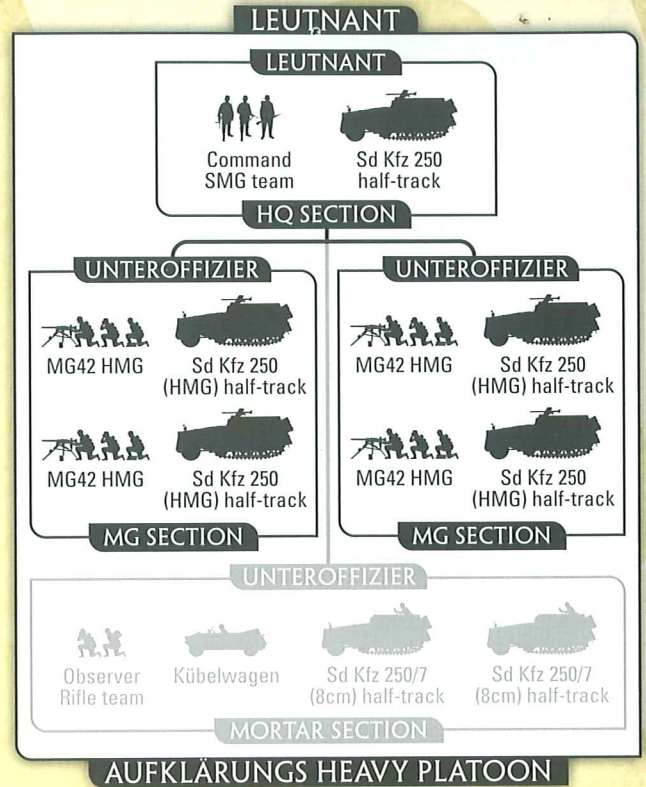
OPTION

- Add a Mortar Section for +90 points
- An Aufklärungs Heavy Platoon must have a Mortar Section if it has no Machine-gun Sections.*

Aufklärungs Heavy Platoons may make Combat Attachments to Combat Platoons.

Each *Panzerspähkompanie* has a heavy platoon equipped with machine-guns and mortars to give the *Aufklärungs* platoons immediate support. These keep well forward with the advancing platoons, ready to provide immediate fire support against any opposition that delays the advance.

All of the weapons can fire from their vehicles, so there is no need to dismount. This means that if you move them from firing position to firing position, the vehicles simply halt



0 TO 1 LIGHT ANTI-TANK GUN PLATOON

The Light Anti-tank Gun Platoon is organised the same as the Light Anti-tank Gun Platoon on page 27, except that it must replace the 5cm PaK38 guns with 7.5cm PaK40 guns for +20 points per gun.

0 TO 1 LIGHT INFANTRY GUN PLATOON

The Light Infantry Gun Platoon is organised the same as the Light Anti-tank Platoon on page 27, except that it may only have two Gun Sections and must replace the 5cm PaK38 guns with 7.5cm leIG18 guns at no cost.

0 TO 1 ARMOURED PIONEER PLATOON

The Armoured Pioneer Platoon is organised just like the Panzerpionier Platoon on page 32.

Note that Aufklärungs, Aufklärungs Heavy, Armoured Cannon, Armoured Light Anti-tank Gun, Armoured Light Infantry Gun and Armoured Pioneer platoons are not reconnaissance platoons. Their role is to clear the way for the Armoured Car Platoons which are reconnaissance platoons.

0 TO 2 HEAVY ARMOURED CAR PLATOON

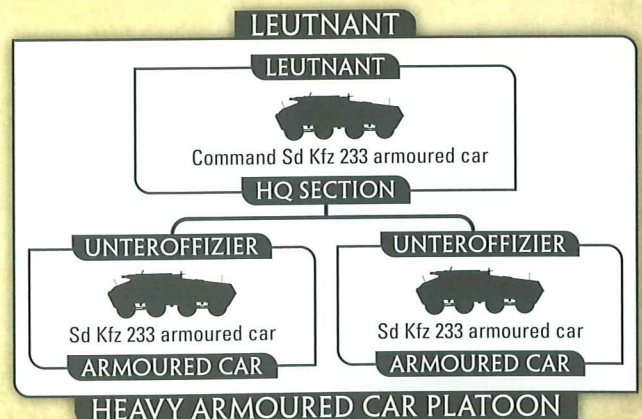
PLATOON

3 Sd Kfz 233 (7.5 cm) 145 points

2 Sd Kfz 233 (7.5cm) 95 points

Heavy Armoured Car Platoons are not reconnaissance platoons.

The heavy armoured car platoon gives the armoured cars the direct firepower they need to knock out light anti-tank guns blocking their way forward.



Divisional Support

0 TO 1 HEAVY TANK PLATOON

PLATOON

4 Königstiger (Porsche) 1360 points

3 Königstiger (Porsche) 1020 points

2 Königstiger (Porsche) 680 points

1 Königstiger (Porsche) 340 points

4 Tiger I E 860 points

3 Tiger I E 645 points

2 Tiger I E 430 points

1 Tiger I E 215 points

Remember to roll for your Tiger Ace Skills before each game.

503. *Schwere Panzerabteilung* (503rd Heavy Tank Battalion) is one of the most experienced heavy tank battalions in the German Army. Its first company is also the first to be

0 TO 1 HEAVY ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

3 7.5cm PaK40 165 points

2 7.5cm PaK40 115 points

HQ Section with:

3 8.8cm PaK43/41 410 points

2 8.8cm PaK43/41 280 points

HQ Section with:

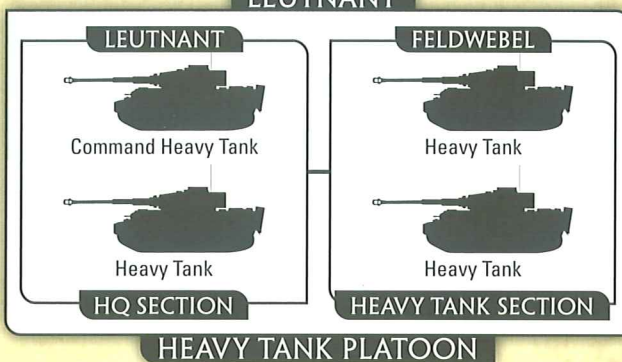
3 8.8cm PaK43 425 points

2 8.8cm PaK43 290 points

21. *Panzerdivision* was the only armoured division to have its tank-hunter battalion fully equipped with 8.8cm anti-tank guns. 200. *Panzerjägerabteilung* was in action on D-Day with 24 heavy 8.8cm PaK43/41 anti-tank guns. They lost all of these cumbersome guns (nicknamed *Scheunentor*, barn door) by the end of June.

In their place they received 1053. *Artillerie-PaK-Abteilung* equipped with 7.5cm PaK40 guns and 1039. *Artillerie-PaK-Abteilung* with improved 8.8cm PaK43 anti-tank guns on cruciform mounts in time for Operation Goodwood.

LEUTNANT

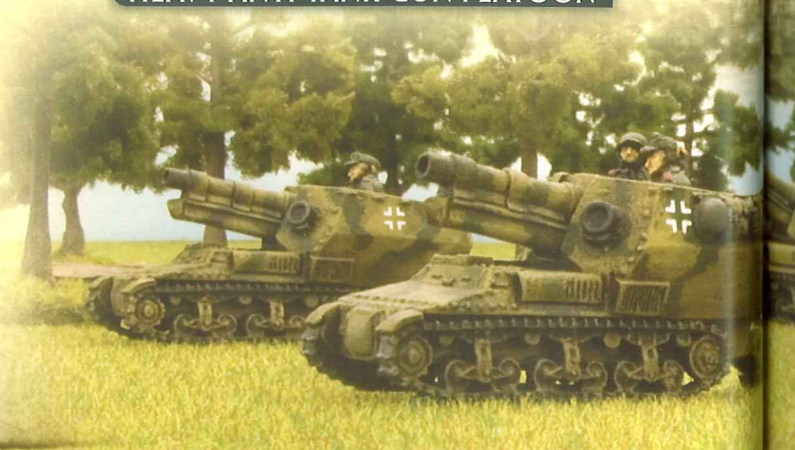
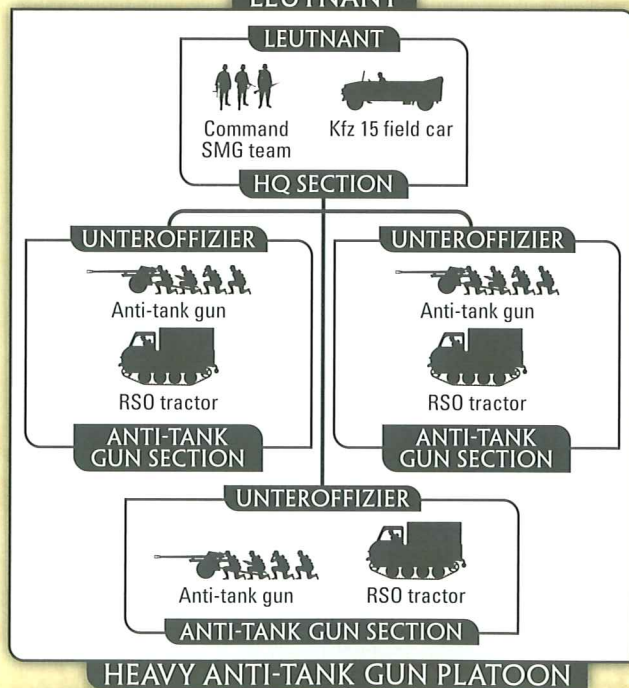


equipped with the new *Königstiger* (King or Bengal Tiger, pronounced ker-nigs tee-gerr) tank.

The battalion joined 21. *Panzerdivision* just in time to be heavily bombed in Operation Goodwood. Despite overturned tanks and stunned crews, they counterattacked the British on the eastern flank of their advance.

The battalion fought on until the end of the campaign, supporting 21. *Panzerdivision* in Operation Bluecoat and the Falaise pocket.

LEUTNANT



0 TO 1 MOTORISED ARTILLERY BATTERY

PLATOON

HQ Section with:

2 Gun Sections 240 points

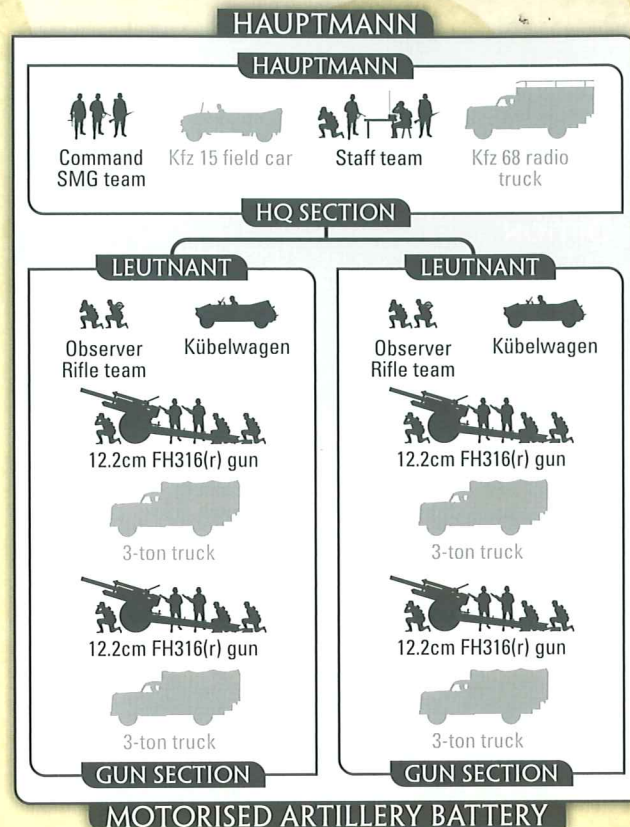
1 Gun Section 135 points

OPTION

- Add Kfz 15 field car, Kfz 68 radio truck, and 3-ton trucks at no cost.

The first battalion of 155. *Panzerartillerieregiment* is mainly equipped with captured Soviet 12.2cm FH316(r) field howitzers. These give the battalion more firepower than the usual German 10.5cm leFH18 howitzers, as well as longer range.

These artillery pieces give your force the ability to sit back and pound difficult enemy positions into submission before you attack them. While it is deadly, you will never have enough time or guns to completely destroy the enemy. What you must do is knock out their anti-tank weapons and machine-guns to allow your tanks and infantry to assault and clear the position.



0 TO 1 ARMOURED ARTILLERY BATTERY

PLATOON

HQ Section with:

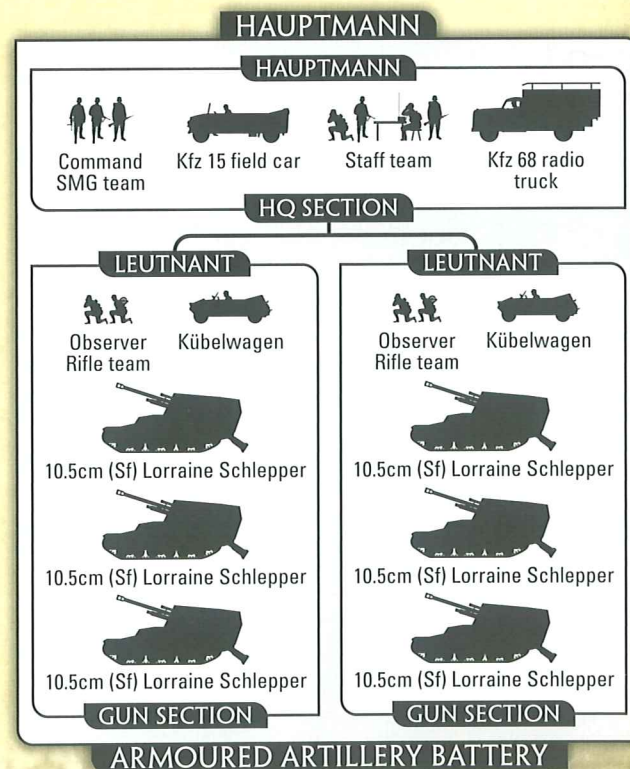
2 Gun Sections 410 points

1 Gun Section 220 points

OPTIONS

- Replace all 10.5cm (Sf) Lorraine Schlepper self-propelled guns with 15cm (Sf) Lorraine Schlepper self-propelled guns for +45 points per Gun Section.
- Replace Command SMG team and Kfz 15 field car with a Command Lorraine Schlepper OP tank for +5 points.
- Replace Observer Rifle teams and Kübelwagen jeeps with Observer Lorraine Schlepper OP tanks for +5 points per tank.

Command Lorraine Schlepper OP tanks and Observer Lorraine Schlepper OP tanks cannot launch assaults.



⊕ 15cm Lorraine Schlepper Armoured Artillery Battery.

0 TO 1 R-VIELFACHWERFER BATTERY

PLATOON

HQ Section with:

2 Launcher Sections 90 points

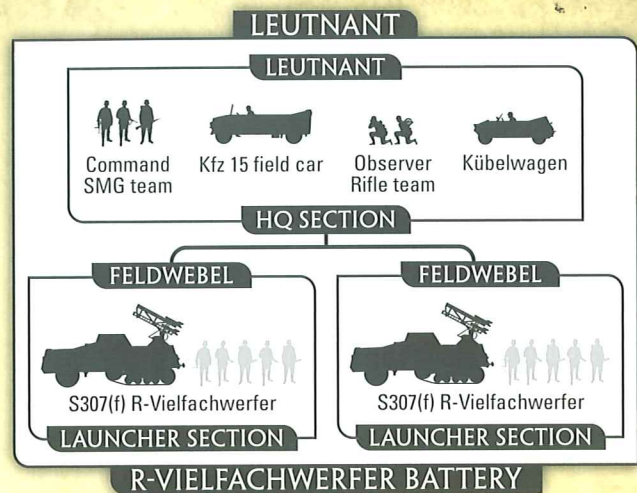
OPTION

- Model S307(f) R-Vielfachwerfer rocket launchers with 5 or more crew and count each rocket launcher as two weapons when firing a bombardment for +20 points for the platoon.

The *R-Vielfachwerfer* is a cheap method of delivering plenty of firepower. With 48 rails on each launcher, every salvo is the equivalent of the guns of two divisions firing at once.

The rockets are rather light and not particularly destructive, but are ideal for bringing down quick and effective bombardments on infantry caught in the open and guns that have not had time to dig in.

R-Vielfachwerfer rocket launchers are equally good for pinning down hard-to-hit targets since they saturate the area with rockets to make up for their lack of precise accuracy.



ARMOURD ROCKET LAUNCHER

The S307(f) R-Vielfachwerfer leaves a huge trail of smoke in the sky when it fires. To avoid counterbattery fire, they would usually displace immediately after firing.

S307(f) R-Vielfachwerfer rocket launchers use the Armoured Rocket Launcher special rule on page 167 of the rulebook.

0 TO 1 ANTI-AIRCRAFT GUN PLATOON

PLATOON

3 Sd Kfz 10/5 (2cm) 90 points

2 Sd Kfz 10/5 (2cm) 60 points

OPTIONS

- Replace all Sd Kfz 10/5 (2cm) half-tracks with Sd Kfz 7/1 (Quad 2cm) half-tracks for +15 points per half-track, or Sd Kfz 7/2 (3.7cm) half-tracks for +20 points per half-track.
- Upgrade to armoured half-tracks with Front, Side and Top armour rating of 0 for +10 points per half-track.



⊕ S307(f) R-Vielfachwerfer & Sd Kfz 10/5 (2cm) half-track.

0 TO 1 ROCKET LAUNCHER BATTERY

PLATOON

HQ Section with:

2 Launcher Sections 235 points

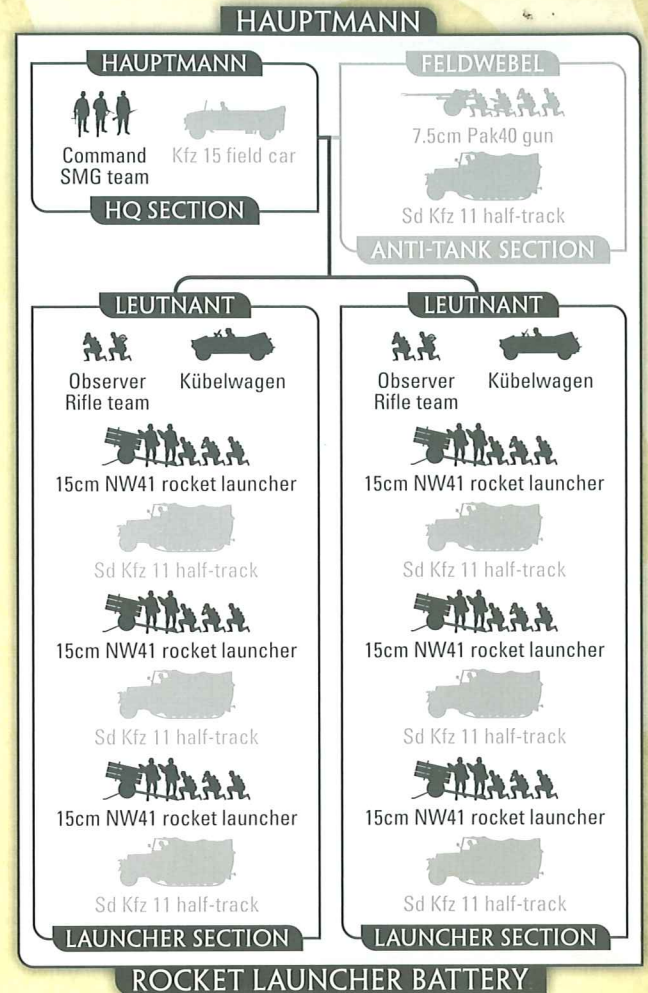
1 Launcher Section 130 points

OPTIONS

- Add Kfz 15 field car and Sd Kfz 11 half-tracks at no cost.
- Replace all three 15cm NW41 rocket launchers and Sd Kfz 11 half-tracks in each section with four Panzerwerfer 42 (Maultier) rocket launchers for +115 points per Launcher Section.
- Add an Anti-tank Section for +55 points.

The Germans fielded three brigades of *Nebelwerfer* rocket launchers in Normandy. On the British sector, one of the two regiments of *7. Werfer Brigade* usually provided support to *21. Panzerdivision*. With well over 100 rocket launchers in the brigade, it is no surprise that British soldiers came to hate the wailing of the 'Moaning Minnies' as the rockets were known.

The 15cm rockets of the *Nebelwerfer* are considerably more deadly against protected targets than the 8cm rockets of the *R-Vielfachwerfer*, but being towed guns are much more vulnerable to counterbattery fire. The *Panzerwerfer 42* armoured rocket launchers are the best combination of the two.



0 TO 1 HEAVY ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:

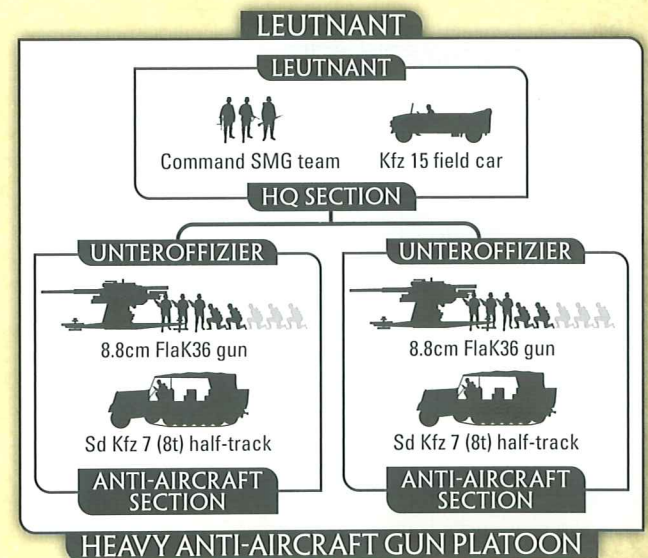
2 Anti-aircraft Sections 205 points

1 Anti-aircraft Section 115 points

OPTION

- Model 8.8cm FlaK 36 anti-aircraft guns with 8 or more crew and increase their ROF to 3 for +10 points per gun.

II. Flaksturmbattalion of *III. Flaksturmkorps* (3rd Anti-aircraft Assault Corps) was deployed behind *21. Panzerdivision* during Operation Goodwood for additional heavy anti-aircraft and anti-tank support.



LUFTWAFFE HEAVY ANTI-AIRCRAFT GUN PLATOON

You may field your Heavy Anti-aircraft Platoon from *Flaksturmbattalion II* manned by Luftwaffe troops instead of the division's own *305. Heeres FlaK Artillerie Abteilung*. If you do so, the platoon is rated as **Reluctant Trained** instead of **Confident Veteran**, but costs only 130 points for 2 Anti-aircraft Sections or 75 points for 1 Anti-aircraft Section. The guns can still be modelled with 8 or more crew and have their ROF increased to 3 for +10 points per gun.

The Luftwaffe anti-aircraft guns were frequently called into service as artillery due to a shortage of ammunition for many conventional artillery pieces. Your Luftwaffe Heavy Anti-aircraft Platoon may fire Artillery Bombardments with a Range of 88"/220cm, an Anti-tank rating of 3 and a Firepower of 5+.

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Armour			Equipment and Notes
		Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	
TANKS					
Panzer IV H	Fully-tracked	6	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
<i>7.5cm KwK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>11</i>	<i>3+</i>	
Sherman III	Fully-tracked	6	4	1	Co-ax MG, Hull MG.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Smoke.</i>
Firefly VC	Fully-tracked	6	4	1	Co-ax MG.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>No HE.</i>
Tiger I E	Fully-tracked	9	8	2	Co-ax MG, Hull MG, Protected ammo, Slow tank, Wide tracks.
<i>8.8cm KwK36 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>Slow traverse.</i>
Königtiger (Porsche)	Fully-tracked	14	8	2	Co-ax MG, Hull MG, Overloaded, Unreliable, Slow tank.
<i>8.8cm KwK43 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>16</i>	<i>3+</i>	<i>Slow traverse.</i>

ASSAULT GUNS

7.5cm (Sf) 39H	Fully-tracked	2	2	0	AA MG, Unreliable.
<i>7.5cm PaK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Hull mounted.</i>
10.5cm (Sf) 39H	Fully-tracked	2	2	0	AA MG, Unreliable.
<i>10.5cm leFH16 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>2+</i>	<i>Hull mounted.</i>

INFANTRY GUNS (SP)

S307(f) (PaK40)	Half-tracked	1	0	0	AA MG, Unreliable.
<i>7.5cm PaK40 gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Hull mounted.</i>
S307(f) Reihenwerfer	Half-tracked	1	0	0	AA MG, Unreliable.
<i>8cm Reihenwerfer</i>	<i>40"/100cm</i>	<i>-</i>	<i>2</i>	<i>6</i>	<i>Rocket launcher, Smoke bombardment.</i>
Sd Kfz 250/7 (8cm)	Half-tracked	1	0	0	AA MG.
<i>8cm GW34 mortar</i>	<i>40"/100cm</i>	<i>-</i>	<i>2</i>	<i>6</i>	<i>Hull mounted, Portee, Smoke bombardment.</i>
Sd Kfz 251/9 (7.5cm)	Half-tracked	1	0	0	Co-ax MG.
<i>7.5cm KwK37 gun</i>	<i>24"/160cm</i>	<i>2</i>	<i>9</i>	<i>3+</i>	<i>Hull mounted.</i>

ARTILLERY (SP)

10.5cm (Sf) Lorraine Schlepper	Fully-tracked	0	0	0	AA MG, Overloaded, Slow, Unreliable.
<i>10.5cm leFH18 howitzer</i>	<i>24"/160cm</i>	<i>1</i>	<i>10</i>	<i>2+</i>	<i>Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>72"/180cm</i>	<i>-</i>	<i>4</i>	<i>4+</i>	<i>Smoke bombardment.</i>
15cm (Sf) Lorraine Schlepper	Fully-tracked	0	0	0	AA MG, Overloaded, Slow, Unreliable.
<i>15cm sFH13 howitzer</i>	<i>16"/140cm</i>	<i>1</i>	<i>13</i>	<i>1+</i>	<i>Bunker buster, Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>64"/160cm</i>	<i>-</i>	<i>5</i>	<i>2+</i>	<i>Smoke bombardment.</i>
Lorraine Schlepper OP	Fully-tracked	0	0	0	AA MG, Overloaded, Slow, Unreliable.
S307(f) R-Vielfachwerfer	Half-tracked	1	0	0	AA MG, Unreliable.
<i>8cm rocket launcher</i>	<i>56"/140cm</i>	<i>-</i>	<i>2</i>	<i>6</i>	<i>Rocket launcher.</i>
Panzerwerfer 42 (Maultier)	Half-tracked	0	0	0	AA MG, Armoured rocket launcher.
<i>15cm RW42 rocket launcher</i>	<i>64"/160cm</i>	<i>-</i>	<i>3</i>	<i>4+</i>	<i>Rocket launcher, Smoke bombardment.</i>

ANTI-AIRCRAFT (SP)

U304(f) (2cm)	Half-tracked	0	0	0	Unreliable.
<i>2cm FlaK38 gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>
Sd Kfz 10/5 (2cm)	Half-tracked	-	-	-	
<i>2cm FlaK38 gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>
Sd Kfz 7/1 (Quad 2cm)	Half-tracked	-	-	-	
<i>2cm FlaK38 (V) gun</i>	<i>16"/40cm</i>	<i>6</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>
Sd Kfz 7/2 (3.7cm)	Half-tracked	-	-	-	
<i>3.7cm FlaK43 gun</i>	<i>24"/160cm</i>	<i>4</i>	<i>6</i>	<i>4+</i>	<i>Anti-aircraft.</i>
Flakpanzer 38(t) (2cm)	Fully-tracked	0	0	0	
<i>2cm FlaK38 gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>

TANK TEAMS

Name	Armour	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Mobility</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
	<i>Range</i>				
ARMoured CARS					
Sd Kfz 221 (2.8cm)	Wheeled	0	0	0	
<i>2.8cm sPzB41 anti-tank rifle</i>	<i>16"/40cm</i>	2	7	5+	<i>Hull mounted, No HE.</i>
Sd Kfz 222 (2cm)	Wheeled	1	0	0	Co-ax MG.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	3	5	5+	<i>Self-defence anti-aircraft.</i>
Sd Kfz 223 (radio)	Wheeled	1	0	0	AA MG.
Sd Kfz 250/9 (2cm)	Half-tracked	1	0	0	Co-ax MG.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	3	5	5+	<i>Self-defence anti-aircraft.</i>
Sd Kfz 231 (8-rad)	Jeep	2	0	0	Co-ax MG.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	3	5	5+	
Sd Kfz 233 (7.5cm)	Jeep	2	0	0	Hull MG.
<i>7.5cm KwK37 gun</i>	<i>24"/60cm</i>	2	9	3+	<i>Hull mounted.</i>
Sd Kfz 251/16 (Flamm)	Half-tracked	1	0	0	Hull MG.
<i>Two 1.4cm Flammenwerfer</i>	<i>4"/10cm</i>	<i>3 (each)</i>	-	6	<i>Side mounted, Flame-thrower.</i>

VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	3	2	6	<i>ROF 1 if other weapons fire.</i>
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INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team		cannot shoot			Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step.
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Pioneer teams are rated as Tank Assault 4.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
7.5cm leIG18 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6	
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
8.8cm PaK43/41 gun	Immobile	40"/100cm	2	16	3+	Gun shield.
8.8cm PaK43 gun	Immobile	40"/100cm	2	16	3+	Gun shield, Turntable.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
12.2cm FH316(r) howitzer	Immobile	24"/60cm	1	8	2+	Gun shield.
Firing bombardments		80"/200cm	-	4	3+	
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Smoke bombardment.

TRANSPORT TEAMS

Vehicle <i>Weapon</i>	Mobility <i>Range</i>	Armour			Equipment and Notes
		Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	

TRUCKS

BMW motorcycle & sidecar or Kübelwagen jeep	Jeep	-	-	-	Optional Passenger-fired Hull MG.
Horch Kfz 15 car	Jeep	-	-	-	
3-ton truck	Wheeled	-	-	-	Unreliable.
Opel Kfz 68 radio truck	Wheeled	-	-	-	
Opel Maultier	Half-tracked	-	-	-	

TRACTORS

Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
RSO	Fully-tracked	-	-	-	Slow tank.

ARMoured PERSONNEL CARRIERS

U304(f) leSPW half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Unreliable.
U304(f) (HMG) half-track	Half-tracked	1	0	0	Hull MG, HMG Carrier, Passenger-fired AA MG, Unreliable.
U304(f) (3.7cm)	Half-tracked	1	0	0	Passenger-fired AA MG, Unreliable.
3.7cm PaK36	16"/40cm	2	6	4+	Hull mounted.
S307(f) (Pioneer) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge, Unreliable.
Sd Kfz 250 or 251 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 250 (HMG) half-track	Half-tracked	1	0	0	Hull MG, HMG Carrier, Passenger-fired AA MG.
Sd Kfz 250 (2cm)	Half-tracked	1	0	0	Passenger-fired AA MG.
2cm FlaK38	16"/40cm	3	5	5+	Hull mounted.
Sd Kfz 250/10 or 251/10 (3.7cm)	Half-tracked	1	0	0	Passenger-fired AA MG.
3.7cm PaK36	16"/40cm	2	6	4+	Hull mounted.

RECOVERY VEHICLES

Sd Kfz 9 (18t) half-track	Half-tracked	-	-	-	Recovery vehicle.
---------------------------	--------------	---	---	---	-------------------





Splinter pattern camouflage

German Camo Medium Beige (821)
Base colour

Reflective Green (890)
Camo colour

German Camo Medium Brown (826)
Camo colour

German Camo Medium Beige (821)
Bread bag

Alternate colours
Luftwaffe Uniform WWII (816)
Green Grey (886)

Variation: Add camo over Middlestone in irregular blotches:

Reflective Green (890)
Camo colour

German Camo Medium Brown (821)
Camo colour

Common helmet colours:
German Grey (995), or Middlestone (882)



Flat Flesh (955)
Exposed flesh

Black (950)
Belt, boots, webbing

German Camo Medium Beige (821)
Rifle ammo pouches

Beige Brown (875)
Rifle wood, tool handles

Gunmetal (863)
Gun metal, canteen top

Flat Brown (984)
Canteen

German Fieldgrey (830)
Pants & tunic

Alternate colour
Luftwaffe Uniform WWII (816)
Luftwaffe pants & tunic

All colour names and codes given are for the Vallejo range of *Flames Of War* paints, available from the online store and *Flames Of War* stockists. More comprehensive painting and modelling guides can also be found on the www.FlamesOfWar.com website.

21ST PANZER VEHICLES AND EQUIPMENT

Tanks, vehicles and guns are painted in *Dunkelgelb* (Dark-yellow, use Middlestone 882) camouflaged with very roughly sprayed thin lines of *Olivgrün* (Olive-green, use Reflective Green 890) and *Rotbraun* (Red-brown, use Flat Brown 984), or with large jagged swatches of *Olivgrün*.

Tank turrets are marked with crosses on the sides and rear along with the Company/Platoon/Tank identification numbers.



Vehicle and equipment colour:
Middlestone (882)

Add camo in irregular stripes over base colour:
Reflective Green (890), or Reflective Green (890) and Flat Brown (984).

Beige Brown (875)
Tool handles

Gunmetal (984)
Tracks, machine-guns, tool heads, exposed metal

OPERATION GOODWOOD

The British Second Army's Operation Goodwood was originally planned to coincide with the US First Army's Operation Cobra on 18 July, 1944. Caught between opposing a direct British thrust against their main force in good tank country and an American thrust through dense Bocage country against their weaker flank, it was felt that the German Army would have no choice but to allow one or the other attack to breakthrough.

The opportunity to launch simultaneous American and British operations was dashed when General Bradley of the US First Army had to postpone the launch of Operation Cobra from 18 July to 20 July and eventually to 25 July. General Montgomery, in charge of both armies, dared not postpone Operation Goodwood, fearing this would give *Generalfeldmarschall* Rommel time to reorganise his panzer divisions to create the reserve he so desperately needed. With this concern uppermost in his mind, Montgomery gave General Dempsey of the British Second Army the go ahead to commence operations on 18 July without the Americans.

Dempsey's VIII Corps consisting of the 7th, 11th, and Guards Armoured Divisions was tasked with the main attack designed to capture Bourguébus Ridge. On the eastern flank, the 3rd Division under I Corps would clear the flanks of the armoured thrust and capture Troarn. Meanwhile II (Canadian) Corps would conduct Operation Atlantic, capturing the southern suburbs of Caen, Vaucelles, and Cormelles with the 2nd and 3rd Canadian Divisions.

A THOUSAND BOMBER RAID

At first light on 18 July, over a thousand heavy bombers from the RAF Bomber Command and another 570 from the US 8th Air Force began carpet bombing the positions occupied by 21. *Panzerdivision* and their subordinate 16. *Felddivision (LW)* (16th Air Force Field Division). The aerial bombardment lasted two hours, turning the earth into a living hell for the hapless German defenders. Soldiers went mad, some even committed suicide. 58-ton Tiger tanks were flipped upside down, leaving 503. *Schwere Panzerabteilung* (503rd Heavy Tank Battalion) with just 8 out of its 42 tanks still operational.

VIII CORPS ARMoured THRUST

Major General 'Pip' Roberts' 11th Armoured Division led off VIII Corps assault, making good progress and meeting little resistance. However, as the day progressed and the defenders recovered from the aerial bombardment the defence stiffened considerably, slowing the advancing armoured columns. The self-propelled guns of 200. *StuG Abteilung* (200th Assault Gun Battalion) and 8.8cm anti-aircraft and anti-tank guns deployed in depth took their toll, as did a counterattack by the surviving Tiger heavy tanks.

By mid afternoon, 1. *SS-Panzerdivision* (1st SS Armoured Division) had taken up positions on Bourguébus Ridge and launched counterattacks, halting VIII Corps' advance just short of its objective.

II (CANADIAN) CORPS CLEARS CAEN

On the western flank, the 2nd and 3rd Canadian Divisions commenced Operation Atlantic. In the wake of the massive aerial bombardment, 3rd Canadian Division Drove through the blasted landscape. However, as time lapsed German resistance stiffened. Eventually the lead companies came under intense machine-gun and small arms fire from a Chateau and the steelworks factory on the outskirts of Colombelles, on their right flank. In spite of this stiffening resistance the Queen's Own Rifles of Canada, supported by a troop of tanks from the Hussars, pushed across the fields to the village of Gibberville which had been strongly fortified. Close house-to-house fighting ensued. By evening the Canadians had secured the village.

The rest of the division continued to work its way to Colombelles trying to clear the Germans from their positions in the steel works. After a hard fight the way forward was finally cleared.

I CORPS CLEARS THE LEFT FLANK

Meanwhile, the British 3rd Division commenced its advance to secure the eastern flank of the assault. One Brigade led off, riding on tanks across the open fields. Their progress was fast and at their first objective, Lirose, they overran a surprised *Nebelwerfer* rocket launcher battery. Finally, as the Germans grew aware of the hole in their lines the advance was halted just short of Manneville. The heavy Tiger tanks, recovered from the bombing, counterattacked, halting any further advance.

The rest of the division attacked through denser terrain to the east, capturing the village of Touffreville. As the day wore on the infantry pushed through to Sannerville on the Caen-Troarn Road with the help of a squadron of tanks eventually swinging eastwards toward Troarn from a new start line at Sannerville. As losing Troarn would have put their entire eastern flank at risk, the Germans responded with a stubborn defence and heavy counterattacks, including attacks by the new *Königtiger* super-heavy tanks.

THE AFTERMATH

Second Army continued its attack over the following two days in the face of strengthening German defence. Bourguébus Ridge was finally secured, but further progress proved impossible. In all, the Germans committed 12. *SS-Panzerdivision* and elements of 2. *Panzerdivision*, 116. *Panzerdivision*, 9. *SS-Panzerdivision* and 10. *SS-Panzerdivision* to the Caen sector. While these forces, combined with heavy rain, brought the battle to a halt, it left nothing in reserve in front of the US First Army. The panzer divisions had been bleed white and kept in the line.

On 25 July Operation Cobra was finally launched, delivering their much desired break out. With no reserve armoured divisions, the Germans were doomed. Monty's strategy had worked.



21. PANZERDIVISION

- | | |
|---------------|--|
| 22. PzR | 22. Panzerregiment (Armoured Regiment) |
| 125. PzGR | 125. Panzergrenadierregiment (Armoured Infantry Regiment) |
| 192. PzGR | 192. Panzergrenadierregiment (Armoured Infantry Regiment) |
| 200. StuGAbt | 200. Sturmgeschützabteilung (Assault Gun Battalion) |
| 220. PzPioAbt | 220. Panzerpionierabteilung (Armoured Pioneer Battalion) |
| 21. PzAA | 21. Panzeraufklärungsabteilung (Armoured Reconnaissance Battalion) |
| 155. PzAR | 155. Panzerartillerieregiment (Armoured Artillery Regiment) |
| 305. FlakAbt | 305. Heeres FlaK Abteilung (Army Anti-aircraft Battalion) |

LXXXIV. ARMEEKORPS

- | | |
|-------------------|--|
| 503. sPzAbt | 503. Schwere Panzerabteilung (Heavy Armoured Battalion) |
| 9. Werfer Bde | 9. Werfer Brigade (Rocket Launcher Brigade) |
| 1039. Art-PaK-Abt | 1039. Artillerie PaK Abteilung (Artillery Anti-tank Battalion) |

III. FLAKSTURMKORPS

- | | |
|-------------|--|
| FlaKR Möser | FlaK Regiment Möser (Anti-Aircraft Regiment) |
|-------------|--|

16. FELDDIVISION (LUFTWAFFE)

- | | |
|--------|---|
| 32. JR | 32. Jägerregiment (Light Infantry Regiment) |
| 46. JR | 46. Jägerregiment (Light Infantry Regiment) |
| 16. AR | 16. Artillerieregiment (Artillery Regiment) |

THE ROYAL AIR FORCE IN NORMANDY



The Royal Air Force (RAF) knows that air power is going to be a major part of victory. The German war machine is reeling under the impacts of night time bombing by Bomber Command and daylight bombing by the US Army Air Force. The transport infrastructure of France is in tatters. The rail network is barely functioning and the bridges across the Seine are down. German supplies and reinforcements for Normandy are being strangled. All that's left is for the armies on the ground to mop up and finish the job!

SECOND TACTICAL AIR FORCE

The RAF's Second Tactical Air Force is tasked with supporting the ground war in France. Its reconnaissance aircraft watch everything the Germans do, keeping the Allied generals one step ahead of the foe. Its fighter-bombers fly continuous interdiction sorties to keep the Germans short of supplies and reinforcements, shooting up anything that moves on the roads and railways behind the front lines.

The RAF believes that it contributes more by strangling the enemy of supplies than in trying to kill their front-line forces. None the less, fighter-bombers also attack tactical targets in the front lines, although the RAF dislikes these operations as the losses are high and it is difficult to accurately identify targets from the air.

The Canadian Lieutenant George Blackburn wrote about the 'Tiffies', as everyone called the Hawker Typhoon ground-attack aircraft, in his book *The Guns of Normandy*: "It must make the German's blood run cold, for even back here at the guns, three miles from the targets being attacked, the monstrous *swosh* of the rockets ripping the air on their way down to the ground from the straining, diving planes can cause anxiety. Even after days of hearing them, the skin on the back of your neck tenses up whenever you hear the awesome

scu-roo-ching of the rockets descending. You never fail to watch, for each pilot puts on a truly magnificent display of courage... It's incredible any of those planes survive those dives through skies polluted with the flak of more than six dozen 88-mm ack-ack guns covering the ridge."

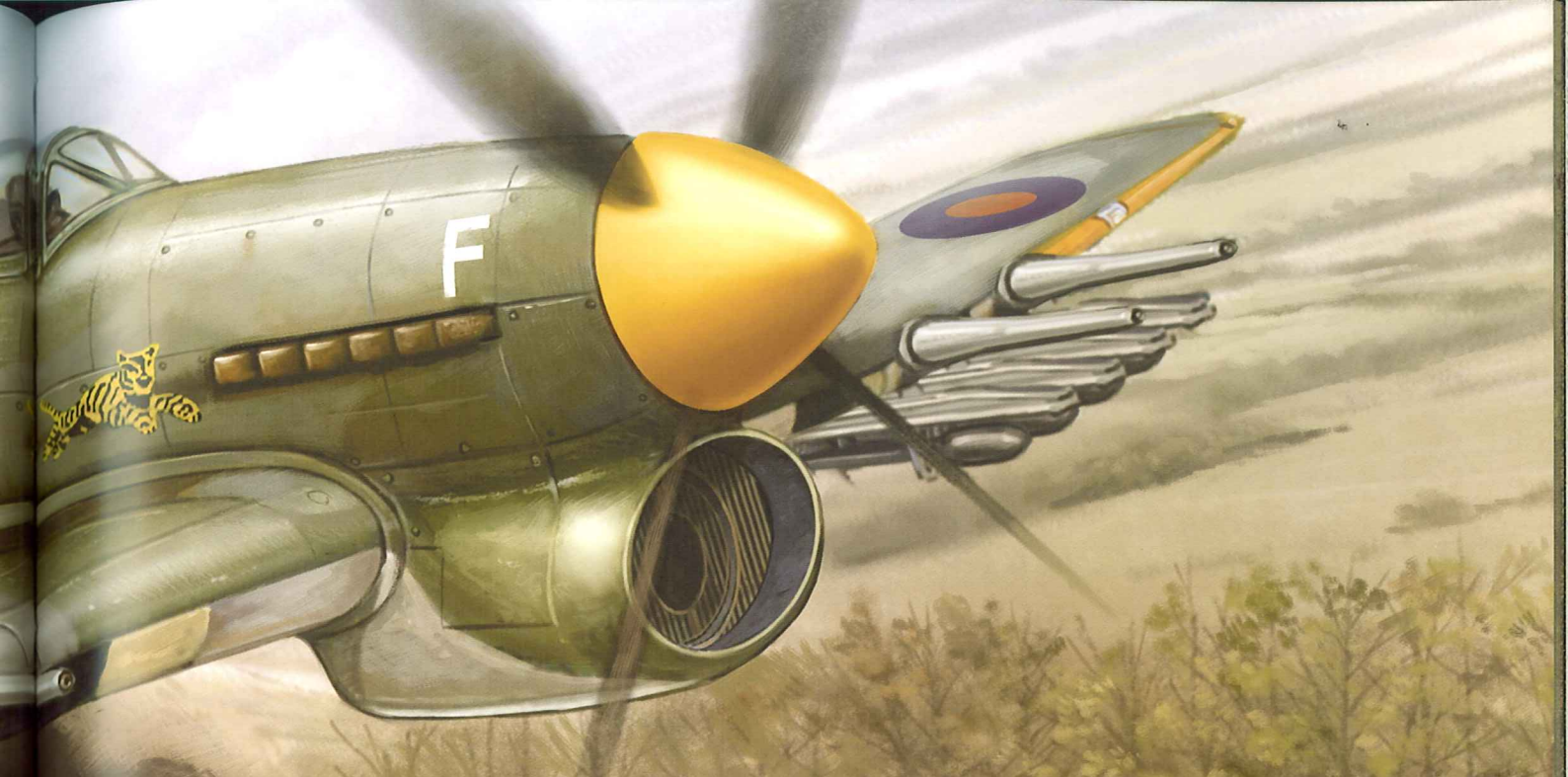
BOMBER COMMAND

While the Second Tactical Air Force supports the army, Bomber Command is the RAF's main strategic force. Its primary task is the destruction of Germany's ability to wage war. The RAF sees this as far more important than the war on the ground, and thus is reluctant to divert Bomber Command's efforts away from the strategic bombing of German cities. However, for major operations when a maximum effort is required, Bomber Command throws its weight into the fight.

OPERATION GOODWOOD

Operation Goodwood was a daring plan that needed sufficient firepower to stun the Germans while the attacking forces penetrated deeply into their defensive positions. While the Royal Artillery pounded the Germans with more than 700 guns, Second Tactical Air Force's 83 and 84 Groups and Bomber Command hammered the German positions.

1056 Lancaster and Halifax heavy bombers of Bomber Command dropped 4800 tons of high explosive on the German defences in less than an hour. When they were finished some 400 fighter-bombers (mainly Typhoons) from 83 and 84 Groups struck known German gun positions, rocketing and bombing the survivors while the US Eighth and Ninth Air Forces dropped another 1900 tons of bombs from 888 medium and heavy bombers.



HAWKER TYPHOON IB

The Typhoon was designed as a replacement for the famous Hawker Hurricane in the bomber interceptor role, but failed to deliver the high-altitude performance needed in that role. What it gave instead was stunning low-level performance and a rugged airframe making it an excellent fighter-bomber.

Powered by a 2200hp Napier Sabre engine, the 9800lb (4445kg) Typhoon can do 405mph (652km/h) at 18,000ft (5485m), making it nearly 100mph (160km/h) faster than the Hurricane, despite being almost two tons heavier. Much of this weight increase is the Typhoon's heavy armament.



Typhoon
8 x 60lb rockets
(112lb/51kg of
explosives per aircraft)

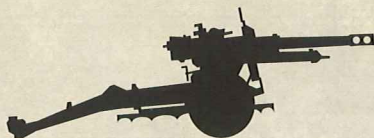


Lancaster
10 x 1000lb bombs
(4450lb/2020kg of
explosives per aircraft)

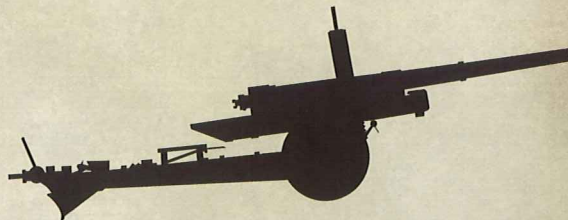
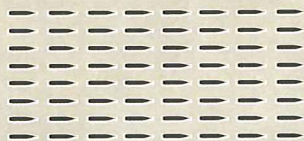


Each Typhoon carries eight 60lb (27kg) HE rockets. Against most targets the rockets are the preferred weapon. Rockets are more accurate than bombs and much more deadly than the fire of the Typhoon's four 20mm cannon.

Despite the Typhoon having the firepower of a Royal Navy Cruiser's broadside, its firepower is nothing compared with a Lancaster heavy bomber.



25 pdr battery (8 guns)
8 x 25 lb shells
(14lb/6.4kg of
explosives per salvo)
Eight salvos = 1 Typhoon



5.5" battery (8 guns)
8 x 100lb shells
(80lb/36kg of
explosives per salvo)
One and a half-salvos = 1 Typhoon



With just 1.75lb (800g) of explosives in each shell, an eight-gun Field Battery, Royal Artillery only fires 14lb (6.4kg) in each eight-round salvo. It would need seven more salvos taking nearly five minutes to deliver the same amount of explosives as one Typhoon fires in a few seconds!

Even a Medium Battery, Royal Artillery with its big 5.5" guns can't match a Typhoon. Although the shells are heavier than rockets, they contain less explosive, so a battery of eight guns only delivers two-thirds as much explosive in a salvo as one Typhoon firing rockets.

OUT OF LUCK

At 0745hrs on 18 July, 1944, 3rd Division began its part of Operation Goodwood. Initial progress was fast, the German defenders stunned after hours of heavy bombing and shelling, with Sannerville being captured around midday. The next objective was the chateau at Banneville-la-Campagne.

The Out of Luck scenario uses the Disorganised Counterattack (see page 50), No Retreat, and Prepared Positions special rules.

YOUR ORDERS

BRITISH

Capture and clear Banneville-la-Campagne and the surrounding area. Hold this position as the flanking brigades exploit to Troarn and Manneville.

GERMAN

Halt the British attack at all costs. Do not give up your positions. You must protect the artillery positions at Banneville-la-Campagne and prevent a British breakthrough.

PREPARING FOR BATTLE

1. Set up the terrain as shown on page 49. The table is 4'/120cm by 6'/180cm.
2. The German player places their starting troops in their deployment area. The Heavy Anti-tank Platoon and Sniper teams are held off the table in Ambush. The rest of their force remains off-table in Random Reserve.
3. The German artillery observer teams can deploy anywhere in the German deployment area.
4. The British player deploys their entire force in their deployment area.

BEGINNING THE BATTLE

1. All German troops on the table start the game in Prepared Positions, so they are in Foxholes and Gone to Ground.
2. The British player has the first turn.

ENDING THE BATTLE

The battle ends at nightfall at the start of the British turn 10 after making their Company Morale Check if necessary.

DECIDING WHO WON

There are three objectives, all buildings. These are: Banneville-la-Campagne, the Chapel, and the House by the Caen-Troarn Road.

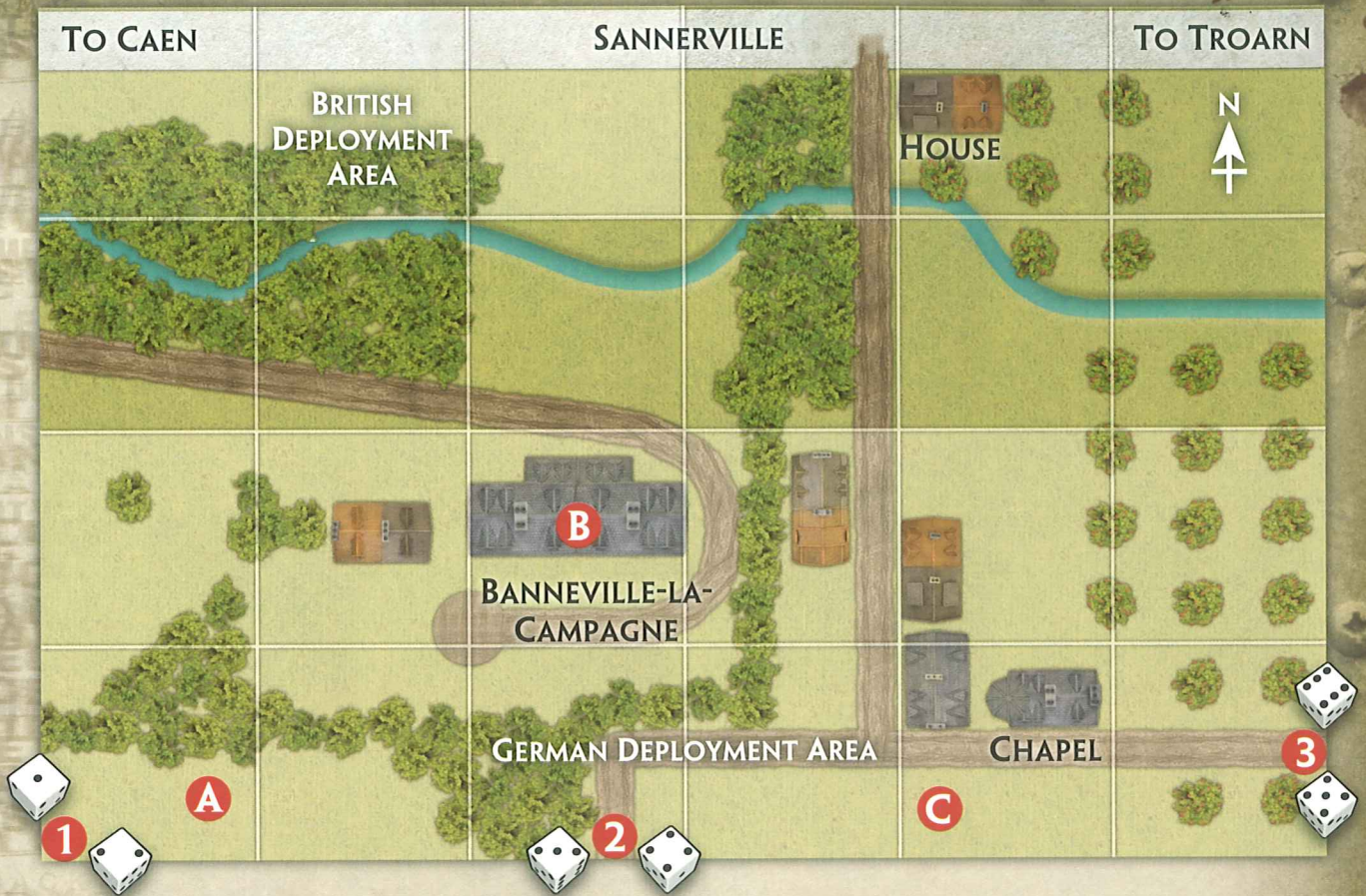
The player holding the most objectives at the end of the game wins.

NO RETREAT

The battle around Sannerville-la-Campagne Chateau was very disjointed from the German perspective. The heavy British bombing disrupted communications and left the German troops to fight their own individual battles. Aware of the importance of the battle and Hitler's 'No Retreat' orders, the soldiers fought, and died, where they stood.

The German forces in the Out of Luck scenario always pass Company Morale Checks that they need to take, even though they have no Company Command team.





TERRAIN

As the Suffolks continued their advance southward after capturing Sannerville, they crossed the main east-west Troarn-Caen road approaching the chateau of Banneville-la-Campagne, their final objective for the day.

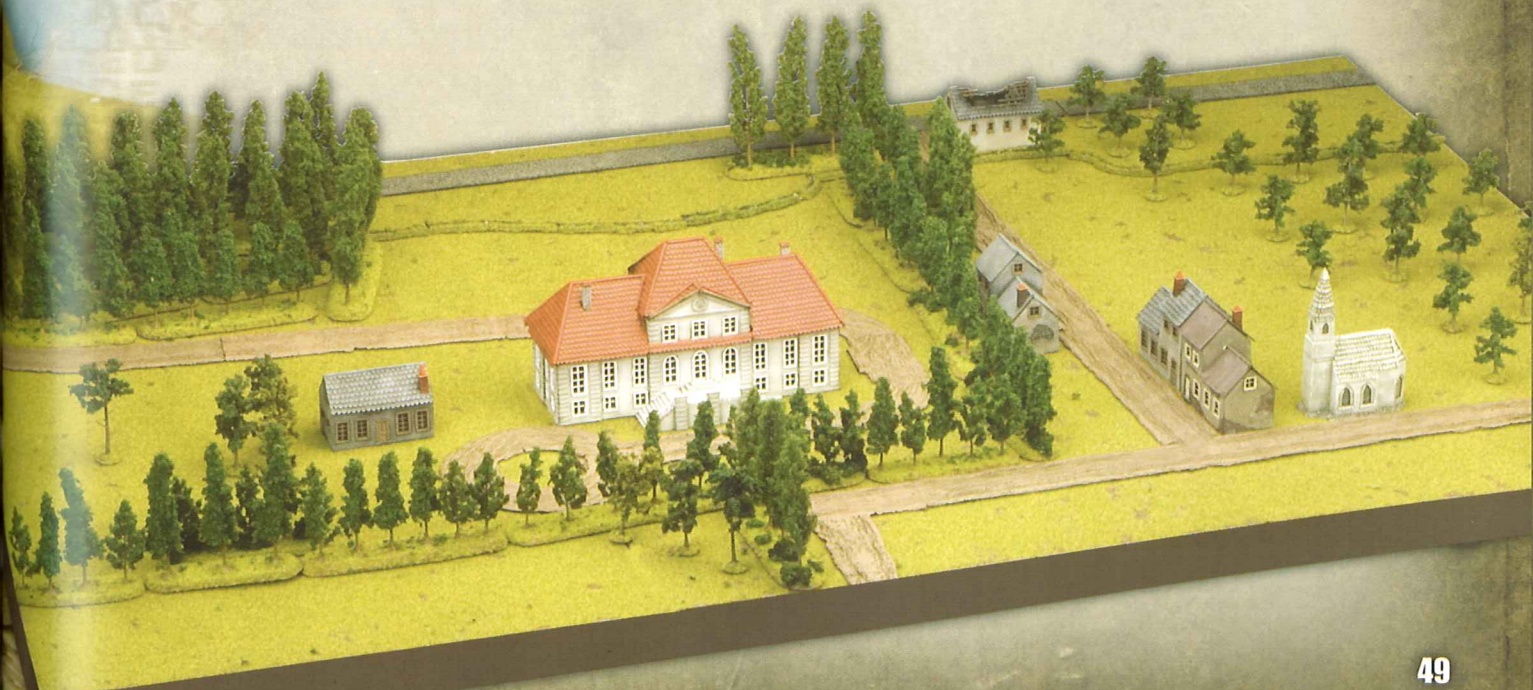
The Banneville-la-Campagne Chateau is a large building with a two-storey centre and two more rooms making up the east and west wings. Use the Large Buildings rules on page 222 of the rulebook for this building.

The stream running across the battlefield is Very Difficult Going and provides Bulletproof Cover and Concealment to stationary infantry in the stream, sheltering against the steep banks.

Although the woods in the western half of the battlefield are badly damaged by bombing and shelling, they still count as normal Woods and are Difficult Going.

The Orchards to the east are more open. While they are area terrain like Woods and count as Difficult Going, they are open enough that teams within or beyond the orchard can see and be seen at any distance.

The remaining terrain is open fields of dry grass, covered in thin grey dust from the bombed-out ruins of Sannerville.



GERMAN KAMPFGRUPPE LUCK

Kampfgruppe Luck was one of the first units in combat on D-Day. It has been in constant combat since then. Despite being reinforced with part of 16. *Felddivision (LW)*, the

constant hammering of British artillery and battles fought to contain the bridgehead across the Orne have taken their toll. Most companies are now just platoons.

125. PANZERGRENADIERREGIMENT

6. Jägerkompanie, 46. Jägerregiment (LW)

2. Batterie, 155. Panzerartillerieregiment

10. Batterie, 155. Panzerartillerieregiment


HINTERHALT


Scharfschützen


3 Batterie, 1039. Artillerie Pak Abteilung

VERSTÄRKUNGEN


Major von Luck


7. Kompanie, 125. Panzergrenadierregiment 

2. Kompanie, 125. Panzergrenadierregiment 

8. Batterie, 52. Flakregiment 

4. Batterie, 200 StuG Abteilung 

4. Panzerkompanie, 22. Panzerregiment 

1. Panzerkompanie, 503. Schwere Panzerabteilung 

KAMPFGRUPPE LUCK (CONFIDENT VETERAN)

Luftwaffe Field Platoon (rated Reluctant Trained, with three squads, at **B**)

Motorised Artillery Battery (with four 12.2cm FH316(r) howitzers at **C**)

R-Vielfachwerfer Battery (with loading crews at **A**)

AMBUSH

Two Sniper teams

Heavy Anti-tank Gun Platoon (with two 8.8cm PaK43)

DISORGANISED COUNTERATTACK

Major von Luck (as SMG team or in Panzer IV H tank)

Panzergrenadier Platoon (with three squads, HQ equipped with Panzerfaust)

Gepanzerte Panzergrenadier Platoon (with two squads, HQ equipped with Panzerfaust)

Luftwaffe Heavy Anti-aircraft Platoon (rated as Reluctant Trained, with two 8.8cm FlaK36 guns with 8 crew each)

StuG Platoon (with one 7.5cm (Sf) 39H and two 10.5cm (Sf) 39H)

Panzer Platoon (with three to five Panzer IV H tanks, roll 1 to 3 = 3 tanks, 4 or 5 = 4 tanks, 6 = 5 tanks)

Heavy Tank Platoon (with one to three Königstiger tanks, roll 1 to 3 = 1 tank, 4 or 5 = 2 tanks, 6 = 3 tanks)

DISORGANISED COUNTERATTACK

Operation Goodwood penetrated deep into the German defensive lines. Banneville-la-Campagne was an artillery position with reserve tank units hidden in woods just a few thousand metres away, where they suffered heavily from the bombing. The main defences were manned by 16. *Felddivision (LW)* backed up by *Oberst von Luck's 125. Panzergrenadierregiment*. These were supported by 8.8cm anti-tank guns from 1039. *Artillerie-PaK-Abteilung* and 8.8cm anti-aircraft guns of *III Flaksturmkorps*.

The German forces counterattacking later in the day came from a wide variety of units. The new Königstiger tanks of 503. *Schwere Panzerabteilung* launched several counterattacks to protect Troarn. The surviving Panzer IV tanks of 21. *Panzerdivision* mainly headed south to counterattack the armoured penetration, joining Becker's StuG batteries fighting a running battle on the flanks of the attack.

Starting with their third turn, the German player rolls one die each turn for their reserves. The score on the die determines

which platoon arrives from reserve. As an example, a roll of 4 would have a StuG Platoon arrive from reserve.

If the roll is the same as a number that has already been rolled, then take the next lower number if that platoon has not yet arrived, and bring it on now instead. If both the rolled platoon and next lower platoon have already arrived, then no reserves arrive this turn.

*Roll another die to determine which point the reserve platoon will arrive. On a roll of 1 or 2 the platoon arrives at **1** in the corner of the table. On a roll of 3 or 4 the platoon arrives at **2** along the southern road. On a roll of 5 or 6 the platoon arrives at **3** along the eastern road.*

Major Hans von Luck arrives with the first unit to arrive. The German player can choose whether he arrives in the tank or in his Kübelwagen. If he arrives in a tank, then the Panzer Platoon has a maximum of four tanks when it arrives. Unlike normal Reserves, Major Von Luck does not get to re-roll the reserves die roll in this scenario.

8 BRIGADE GROUP

The 1 Suffolks had the dubious honour of leading the advance for 8 Brigade. After clearing Sannerville, B and C Companies were left holding the town while the rest of the battalion attacked the defenders of Banneville-la-Campagne with B Squadron of the 13/18th Hussars in support. By this stage most companies were severely weakened by casualties and barely strong enough to field two platoons.

Casualties amongst supporting troops were much lighter, so they could count on plentiful support from the machine-gunners and the Royal Artillery anti-tank and field artillery.

Fortunately the Germans were short of troops too and were unable to mount a strong defence. The Banneville-la-Campagne chateau was cleared in an hour and a half.

1ST BATTALION, THE SUFFOLK REGIMENT

Lieutenant Colonel Gough

7 Platoon, A Company

8 Platoon, A Company

16 Platoon, D Company

17 Platoon, D Company

7 Platoon, 2nd Bn, The Middlesex Regiment (MG)

45 Battery, 20th Anti-tank Regiment, Royal Artillery

303 (Fife) Battery, 76th (Highland) Field Regiment,
Royal Artillery

B SQUADRON, 13/18TH HUSSARS

B Squadron, 13/18th Hussars

6 Troop, 13/18th Hussars

7 Troop, 13/18th Hussars

RIFLE COMPANY (CONFIDENT TRAINED)

Company HQ (with Universal Carrier)

Rifle Platoon (with two squads)

Rifle Platoon (with two squads)

Rifle Platoon (with two squads)

Rifle Platoon (with two squads)

Machine-gun Platoon (with two sections in MMG Carriers and PIAT team)

Anti-tank Battery (SP), Royal Artillery (with four M10 3" SP)

Field Battery (SP), Royal Artillery (with eight Priest self-propelled guns)

ARMoured SQUADRON (CONFIDENT TRAINED)

Company Command and 2iC Sherman III tanks

Armoured Platoon (with three Sherman III tanks and one Firefly VC tank)

Armoured Platoon (as above)

BRITISH KANGAROOS

Lieutenant General Simonds, commanding II (Canadian) Corps, wasn't the first to think of using armoured artillery carriages as armoured personnel carriers (see page 61), just the first to actually do it.

Lieutenant General Crocker of I Corps had suggested converting Priest self-propelled guns into armoured personnel carriers for Operation Goodwood, but was turned down as the benefits were not perceived to be sufficient. After the

problems caused in that operation by the inability of the infantry to keep up with the armoured spearheads, things were rethought for Operation Totalize where the armoured personnel carriers were used.

There is an interesting question as to what might have happened had Crocker got his way. You could add four Armoured Personnel Carrier Sections (see page 61) to the British force for the battle and see what difference it makes.

OTHER PLACES, OTHER TIMES

While a major breakout eluded the Allies for the first two months of the campaign, small-scale breakthroughs like the 3rd Division's were reasonably common in every operation from Epsom to Bluecoat.



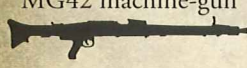

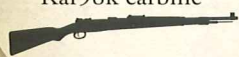


You could play the Out Of Luck scenario with a US Rifle Company attacking to represent one of the small US breakthroughs on the road to St. Lô by the 29th Infantry Division (See *Bloody Omaha*). The battle represents the Americans pushing through the German lines on a narrow sector trying to take a chateau before the German counterattack arrives to stop them.

For this scenario, replace the Machine-gun Platoon with an Ammunition and Pioneer Platoon for the Americans and change the German Königstiger tanks into Panther tanks.

You might also want to change the map to add fields surrounded by Bocage hedgerows around the Orchard and across much of the table apart from the chateau grounds. While this will slow the US advance, it will also limit the German fields of fire and slow down their reserves as well. See *D-Day, the Campaign for Normandy* for Bocage rules.

GERMAN FIREPOWER!

WEAPON FIREPOWER

Weapon	Volume of fire	Weight	Rate of Fire	Magazine	Range
MP40 submachine-gun 		9lb/4.1kg	550 rpm	Box (32)	50m
MG42 machine-gun 		25.5lb/11.6kg	1200 rpm	Belt (50)	500m
Kar98k carbine 		8.6lb/3.9kg	50 rpm	Clip (5)	500m
Panzerfaust 		11.5lb/5.2kg	1 shot	Single	30m

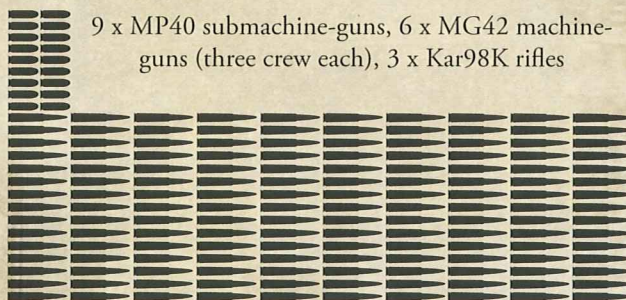
The firepower of an infantry platoon is mainly in its light machine-guns. These provide the bulk of the firepower, but require several soldiers to keep feeding them ammunition. The riflemen protect the machine-guns by covering areas that the machine-gun aren't, as well as carrying extra ammunition. NCO's and officers carry short-ranged submachine-guns or

pistols to increase the platoon's firepower in close-combat, while allowing them to concentrate on commanding for the rest of the battle. They also had a short-ranged anti-tank weapon. The Germans used the disposable, one-shot *Panzerfaust* (armoured fist), while the British use the PIAT (Projector, Infantry, Anti-Tank).

GERMAN PANZERGRENADIER PLATOON FIREPOWER

A German *Panzergrenadier* platoon has a massive firepower advantage over a British rifle platoon. With twice as many machine-guns, each with more than twice the rate of fire, they can lay down their firepower at a much higher rate. There is a down side to this rapid use of ammunition, though. A Panzergrenadier platoon firing at maximum rate could fire off all of its ammunition in less than a minute.

9 x MP40 submachine-guns, 6 x MG42 machine-guns (three crew each), 3 x Kar98K rifles

















BRITISH FIREPOWER!



WEAPON FIREPOWER

Weapon	Volume of fire	Weight	Rate of Fire	Magazine	Range
Sten submachine-gun 		6.6lb/3kg	550 rpm	Box (32)	50m
Bren machine-gun 		22.3lb/10kg	500 rpm	Box (30)	500m
No. 4, Mk. 1 Rifle 		9.1lb/4.1kg	60 rpm	Clip (10)	500m
PIAT 		32lb/14.5kg	4 rpm	3lb/1.4kg per round	100m
2" mortar 		19lb/8.6kg	8 rpm	2.3lb/1kg per round	500m
Webley revolver 	-	1.8lb/0.8kg	20 rpm	Cylinder (6)	50m

BRITISH RIFLE PLATOON FIREPOWER

A British rifle platoon doesn't have the same immediate firepower as a German platoon, but it carries the same amount of ammunition. This allows the British platoon to deliver its firepower at a more measured pace throughout the battle.

The British platoon is versatile, having a light mortar for knocking out machine-gun nests and firing smoke, and a PIAT (Projector, Infantry, Anti-tank) for taking on tanks and bunkers.

4 x Sten submachine-guns, 3 x Bren machine-guns (two crew each), 22 x No. 4 rifles, 1 x PIAT (two crew), 1 x 2" mortar (two crew), 1 x Webley pistol



3rd CANADIAN

7 (WESTERN) BRIGADE

55 THE ROYAL WINNIPEG RIFLES

A Company (3x 2" mortars, 9x MG, 3x PIAT)
 B Company (3x 2" mortars, 9x MG, 3x PIAT)
 C Company (3x 2" mortars, 9x MG, 3x PIAT)
 D Company (3x 2" mortars, 9x MG, 3x PIAT)
 S Company (6x 3" mortars, 6x 6 pdr guns,
 13x Universal carriers)

56 THE REGINA RIFLE REGIMENT

A Company (3x 2" mortars, 9x MG, 3x PIAT)
 B Company (3x 2" mortars, 9x MG, 3x PIAT)
 C Company (3x 2" mortars, 9x MG, 3x PIAT)
 D Company (3x 2" mortars, 9x MG, 3x PIAT)
 S Company (6x 3" mortars, 6x 6 pdr guns,
 13x Universal carriers)

57 THE CANADIAN SCOTTISH REGIMENT

A Company (3x 2" mortars, 9x MG, 3x PIAT)
 B Company (3x 2" mortars, 9x MG, 3x PIAT)
 C Company (3x 2" mortars, 9x MG, 3x PIAT)
 D Company (3x 2" mortars, 9x MG, 3x PIAT)
 S Company (6x 3" mortars, 6x 6 pdr guns,
 13x Universal carriers)

8 BRIGADE

60 THE QUEEN'S OWN RIFLES OF CANADA As 'The Royal Winnipeg Rifles'

61 LE RÉGIMENT DE LA CHAUDIÈRE As 'The Regina Rifle Regiment'

62 THE NORTH SHORE (NEW BRUNSWICK) REGIMENT As 'The Canadian Scottish Regiment'

64 THE CAMERON HIGHLANDERS OF OTTAWA (MACHINE-GUN) (36x MMG, 12x 4.2" Mortars)

9 (HIGHLAND) BRIGADE

67 THE HIGHLAND LIGHT INFANTRY OF CANADA As 'The Royal Winnipeg Rifles'

68 THE NORTH NOVA SCOTIA HIGHLANDERS As 'The Regina Rifle Regiment'

69 THE STORMONT, DUNDAS AND GLENGARRY HIGHLANDERS As 'The Canadian Scottish Regiment'

41 7TH RECCE REGIMENT (17TH DUKE OF YORK'S ROYAL CANADIAN HUSSARS) (27x Humber IV, 21x Humber III LRC armoured cars, 54x Universal carriers, 12x M5 half-tracks, 8x 6 pdr guns, 6x 3" mortars)

The 3rd Canadian Division was constituted during the critical summer of 1940. Initially the division lacked even basic equipment, but the volunteer soldiers were led by veterans of the Canadian victories at Vimy Ridge and 'The Last 100 Days' of the First World War. The result was a well-trained and motivated Division that was worthy of those traditions. The division trained and fought in close coordination with the 2 Canadian Armoured Brigade, which consisted of the 6th Armoured Regiment (1st Hussars), the 10th Armoured Regiment (The Fort Garry Horse), and the 27th Armoured Regiment (The Sherbrooke Fusiliers).

D-DAY

The 3rd Canadian Division led the assault on Juno beach on D-Day, 6 June. Because of the need to wait for a high tide to get over the water obstacles, the Canadians were the last of the Allied forces to actually hit the beach. Despite significant naval and air attacks the assaulting infantry found that many of the defensive positions were intact and putting up significant resistance. However, the lead battalions were able to clear the defences and establish a beachhead before pressing forward off the beach to their inland objectives. A troop of 1st Hussars supporting 7 Brigade made it further inland than any other allied invasion unit on D-Day itself.

On D+1 the Canadians pushed forward with the lead battalions of 7 Brigade, becoming the first units of the invasion force to actually reach their D-Day objectives. Unfortunately 12 SS-Panzerdivision, the 'Hitler Youth' Armoured Division, had arrived and was advancing in an attempt to crush the

bridgehead. Over the next five days, the SS launched a series of counterattacks to drive the Canadians back. However, they attacked piecemeal and without co-ordination and were repulsed with heavy losses at Buron, Norrey-en-Bessin and Bretteville-l'Orgueilleuse. Only at Putot-en-Bessin did the SS enjoy any success, actually taking the village from the Royal Winnipeg Rifles. Their success was short-lived though, as the Canadian Scottish threw them back the same day with a hastily planned but well executed counterattack.

OPERATIONS WINDSOR & CHARNWOOD

For the rest of June, the Canadians actively patrolled their front, clashing with the SS, trying to tie down as many German troops as possible. On 4 July, the division resumed offensive operations with Operation Windsor. 7 Brigade, reinforced and supported specialised assault tanks from the British 79th Armoured Division, captured the Carpiquet airfields from 12. SS-Panzerdivision, finally achieving the division's D-Day objectives.

On 8 July, the entire division participated in Operation Charnwood with the British 3rd and 59th Divisions. The Canadians once again achieved all of their objectives despite heavy losses and strong resistance from the SS. After a month of heavy fighting Caen was in Allied hands.

On 18 July, 3rd Canadian Division attacked once again, this time as part of Operation Atlantic, the Canadian component of Operation Goodwood, clearing the southern suburbs of Caen and gaining a foothold east of the Orne.

DIVISION



DIVISIONAL ARTILLERY

42 12TH FIELD REGIMENT, ROYAL CANADIAN ARTILLERY

(24x Priest self-propelled guns,
later 24x 25 pdr guns)

43 13TH FIELD REGIMENT, ROYAL CANADIAN ARTILLERY

(24x Priest self-propelled guns,
later 24x 25 pdr guns)

44 14TH FIELD REGIMENT, ROYAL CANADIAN ARTILLERY

(24x Priest self-propelled guns,
later 24x 25 pdr guns)

46 3RD ANTI-TANK REGIMENT, RCA

(16x M10 (3") self-propelled guns,
32x 6 pdr guns)

47 4TH LIGHT AA REGIMENT, RCA

(36x 40mm, 24x 20mm self-propelled guns)

Divisional Strength: 18,347 soldiers, 9 infantry battalions, 16 self-propelled anti-tank guns, 48 armoured cars, 171 universal carriers, 12 half-tracks, 72 self-propelled guns, 94 anti-tank guns, 60 self-propelled anti-aircraft guns, 36 heavy machine-guns, 12 heavy mortars, 60 medium mortars.

THE FIRST CANADIAN ARMY

On 23 July, the First Canadian Army was activated, taking over II (Canadian) Corps, with 2nd and 3rd Canadian and 4th Canadian Armoured Divisions, and the British I Corps with 3rd, and 51st (Highland), and 6th Airborne Divisions.

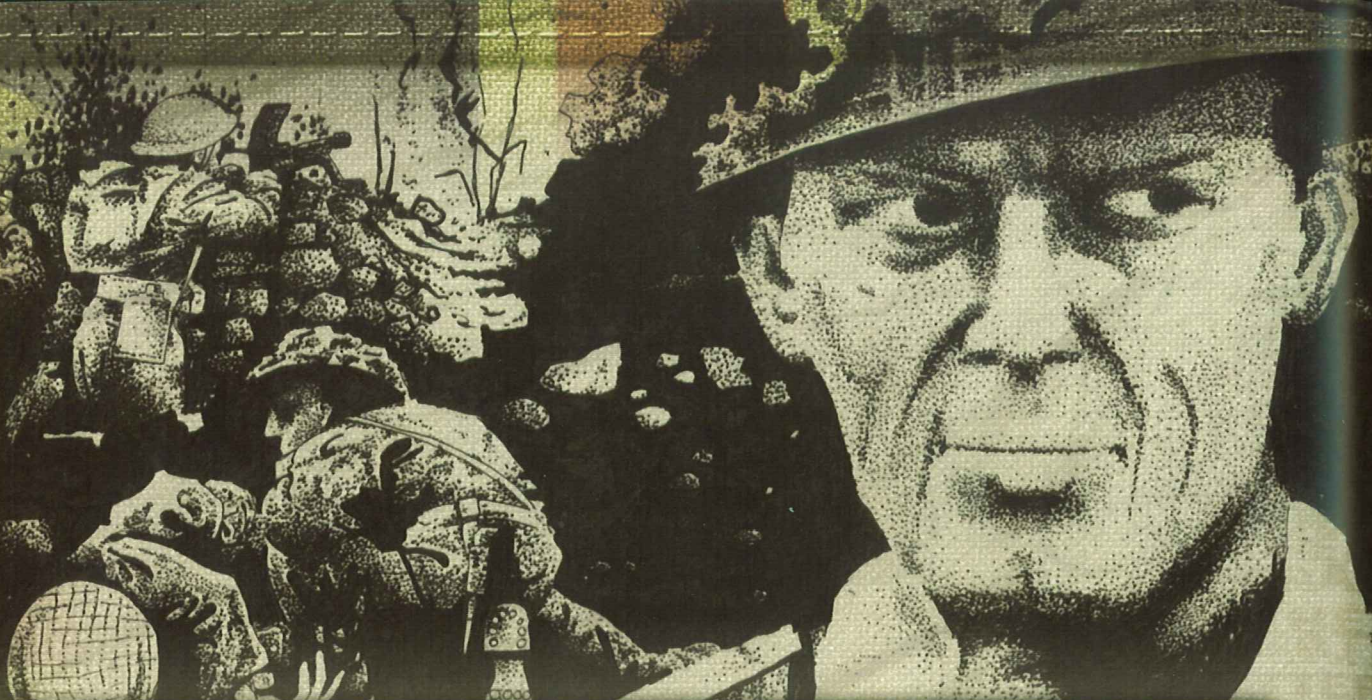
The new Canadian Army's first battle was Operation Spring, launched on 25 July. The goal was to capture high ground that eluded Operation Goodwood and keep the Germans on this front while the Americans struck in their Operation Cobra. While 3rd Canadian Division achieved its objectives the overall attack was a failure.

From 7 August to 16 August, 3rd Canadian Division participated in two operations, Totalize and Tractable, attempting a breakthrough to Falaise. In the second operation the bulk of the division rode into battle in 'defrocked' Priest armoured personnel carriers with the Canadian armour. Despite stubborn, fanatical resistance from their old foe 12. SS-Panzerdivision, the Canadians finally captured Falaise on 18 August.

TO THE WAR'S END

After the Normandy campaign, the 3rd Canadian Division, along with the rest of the First Canadian Army, continued fighting hard with little rest between battles. By war's end the 3rd Canadian Division had marched farther, seen more combat and taken heavier casualties than any other division in the 21st Army Group. That it never failed to gain its written objectives was one of the chief reasons for Patton's comment "The Canadians are the best troops that Montgomery has, and they're American."





CAPTAIN JOHN TRELEAVEN



When war came to Canada, John Treleven answered the call to arms. He was commissioned as a Second Lieutenant into the Regina Rifle Regiment—a proud regiment from the farming districts of Saskatchewan. Affectionately known as the ‘Farmer Johns’, the Regina Rifles played a major role in the Normandy landings, leading the assault on Juno Beach.

As a subaltern platoon commander in Major Peter’s B Company, Treleven led from the front as his men hit the beach at Coursuelles-sur-Mer. Lieutenant Treleven’s platoon was tasked with clearing a number of pillboxes within the sand dunes. This was achieved quickly and efficiently with the help of Sherman DD tanks of B Squadron, 1st Hussars, and AVRE engineer tanks from 26 Assault Squadron, RE.

By nightfall the initial objectives had been secured and the company was at Fontaine-Henry under enemy fire. During the course of the day, the company commander and second in command were both killed and other senior staff wounded

and evacuated from the front lines. Lieutenant Treleven assumed command of B Company and organised its advance at dawn the next morning. Its final objective was the town of Bretteville-l’Orgueilleuse and by noon on D+1, Lieutenant Treleven’s leadership saw the company clear the town.

On 8 July 1944, during Operation Charnwood, the capture of Caen, the Reginas found their advance blocked by the ancient Abbaye d’Ardenne. As B Company assembled for the assault the new company commander was seriously wounded by mortar fire. The newly-promoted Captain Treleven again stepped into the void and led the assault.

Due to Captain Treleven’s excellent leadership, his determination to win the battle, and his complete disregard for his own safety, his company carried out all the tasks assigned to it. His brave actions were recognized by the French government with the award of the *Croix de Guerre avec étoile vermeille*, the Military Cross with Vermillion Star.

CHARACTERISTICS

Treleven is a Canadian, a Warrior and a Platoon Command Rifle/MG team. Note that he is not an Independent team. He is rated as Fearless Veteran.

Treleven may join a Rifle Company from 3rd Canadian Division replacing the normal Platoon Command team of a Rifle Platoon for +25 points.

SPECIAL RULES

Croix de Guerre: Captain Treleven is a born leader. When things get rough, you can count on him to pull things through. The loss of his company commander won’t stop him winning the battle anyway.

Captain Treleven may take Company Morale Checks as if he were the Company Command team if the Company Command team is Destroyed.

In the First Wave: Leading the first wave ashore on D-Day took guts, and lots of it. Treleven had guts in spades.

Captain Treleven and any platoon that he is leading always pass Motivation Tests (including any Company Morale Check he is required to take) on a roll of 3+.

CAPTAIN JOHN SMITH

While Captain Treleven was a Canadian, other junior officers also bravely took control of the situation when their commanders were killed. Lieutenant George Wilson of the South Lincs is a good example, leading his company on D-Day until a replacement commander arrived.

You may field Captain Treleven as a British Warrior with a different name. If so, he joins a Rifle Company from the British 3rd Division replacing a Rifle Platoon Command team, but is otherwise the same as Captain Treleven.

3rd DIVISION



The 3rd Division has a long and illustrious history, having been formed during the Napoleonic Wars, fighting at the Battle of Waterloo and then in the Crimean and Boer Wars. It earned its nickname “The Iron Division” during The Great War where it was one of the first British units in action on the Western Front.

The 3rd Division now led by Major-General Montgomery, returned to France in 1939 as part of the British Expeditionary Force. It was Monty who designed the divisional insignia; a red inverted triangle surrounded by three black triangles, representing the 3rd Division, made up of three Brigades each of three battalions. In France they fought a series of well executed rearguard actions, finally defending the perimeter at Dunkirk, before being evacuated back to England. Over the next four years the division trained and prepared to avenge the defeat at Dunkirk by leading the D-Day invasion.

The 3rd Division landed on Sword Beach, the easternmost invasion beach, aiming to breach the German coastal fortifications, link up with the airborne forces around the Orne River bridges and, most ambitiously of all, take the city of Caen. To help them they would have 27 Armoured Brigade with its three armoured regiments: the 13/18th Hussars, The Staffordshire Yeomanry, and The East Riding Yeomanry.

8 Brigade, supported by the DD tanks of the 13/18th Hussars and the specialised armour from 79th Armoured Division led the initial attack, hitting the beach at 0725hrs on June 6. By

midday the division was well inland having relieved the paras at Pegasus Bridge and cleared the Périers Ridge. By 1600hrs The King’s Shropshire Light Infantry had cleared Beuville six miles from the beaches and was advancing on Leбіsey, just three miles from Caen, when they ran into the counterattack by 21. *Panzerdivision*. The armoured counterattack was soundly beaten, although some German troops did reach the coast at Luc-sur-Mer.

Defending the bridgehead, taking Caen and capturing its surrounding villages became the focus of the Iron Division for the next six weeks. Bitter battles against 21. *Panzerdivision* and 12. *SS-Panzerdivision* etched names like Cambes, Leбіsey, Le Landel, and the ‘bloodiest square mile in Normandy’—Le Londe, into the divisional memory. It wasn’t until Operation Charnwood in early July that the division was able to take Caen, their final D-Day objective.

In Operation Goodwood, the division fought on the eastern flank of the beachhead, reaching Troarn, before switching to the other end of the beachhead next to the Americans for Operation Bluecoat in August. There they beat off counterattacks by 21. *Panzerdivision*, which had followed them to the western flank, and advanced through the Bocage country pushing the retreating Germans into the Falaise Pocket.

The 3rd Division’s campaign in Normandy was over, but at a cost of 8,000 casualties. Much hard fighting followed before they ended the war deep in the heart of Germany.



RIFLE COMPANY



(INFANTRY COMPANY)

A force based around a Rifle Company must contain:

- 1 Company HQ and
- 2 to 3 Rifle Platoons.

Weapons Platoons available to a Rifle Company can be:

- 0 to 4 Carrier Patrols,
- 0 to 1 Mortar Platoon,
- 0 to 1 Anti-tank Platoon,
- 0 to 1 Pioneer Platoon, and
- 0 to 1 Rifle Platoon or Pioneer Platoon.

Support Platoons available for a Rifle Company can be:

- 0 to 2 Machine-gun Platoons (p. 64),
- 0 to 1 Heavy Mortar Platoon (p. 64),
- 0 to 1 Anti-tank Platoon (SP), Royal Artillery (p. 65) or Anti-tank Platoon, Royal Artillery (p. 65),
- 0 to 2 Field Batteries, Royal Artillery (p. 66), Field Batteries (SP), Royal Artillery (p. 67), or Medium Batteries, Royal Artillery (p. 67),

- 0 to 1 Armoured Platoon (p. 68),
- 0 to 1 Recce Platoon (p. 68),
- 0 to 1 Light Anti-aircraft Platoon (SP) (p. 69),
- 0 to 1 Field Platoon, Royal Engineers (p. 69),
- 0 to 2 Transport Sections (p. 70), and
- 0 to 1 Commando Platoon (p. 70).

You may field up to **two** Support Platoons attached to your company for each Rifle Platoon that you are fielding.

MOTIVATION AND SKILL



The soldiers of the British 3rd Division are **Confident Trained** and British.



The soldiers of the 3rd Canadian Division are **Confident Trained** and Canadian.



The soldiers of I Corps are **Confident Trained** and British.

AIR SUPPORT

Aircraft

Priority Air Support




Limited Air Support

Typhoon

220 points

170 points

CANADIAN AND BRITISH DIVISIONS

You must choose to field your Rifle Company from either the British 3rd Division (marked ) or the Canadian 3rd Division (marked ). The Intelligence Briefing for a Rifle Company uses symbols to indicate the points difference between platoons from these two divisions. Whichever division you choose for your Rifle Company, you may only select platoons marked with your division's symbol or the I Corps symbol (marked )

ASSAULT DIVISION RULES

The British and Canadian 3rd Divisions follow the British Special Rules on pages 171 to 175 of the main rulebook with the following additions.

DEAD MEN WALKING

The British 3rd Division and its Canadian counterpart were D-Day assault divisions. They came ashore in the first wave, straight into the teeth of Hitler's vaunted *Atlantikwall* defences. They believed that few of them would see the end of the day. Despite this, they were determined to do their best for King, for Country, and for their mates.

The rifle companies expect to take terrible casualties, and they are ready to do so.

Company Command teams from the British 3rd Division and the Canadian 3rd Division may re-roll the first Company Morale Check that they are required to take if they fail their first attempt.

CANADIAN RULES

ASSAULT TROOPS

The Canadians have maintained their enviable reputation as aggressive assault troops, unwilling to be stopped by enemy fire, no matter how heavy.

Canadian Platoons do not use the British Bulldog special rule. Instead any Canadian Platoon that is Pinned Down may re-roll failed Motivation tests to rally from being Pinned Down or remount vehicles after being Bailed Out.

WOODSMEN


Although Canada has been settled for centuries, it was not until the Nineteenth Century that its population underwent significant growth and it remains a largely rural country. Canadian soldiers are typically a little more independent (and unruly) than British soldiers.

Canadian Platoons use the German Mission Tactics special rule.


HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

 Company HQ 25 points

- Add Jeep or Troop Carrier for +5 points.

 Company HQ 25 points

- Add Jeep or Troop Carrier for +5 points.

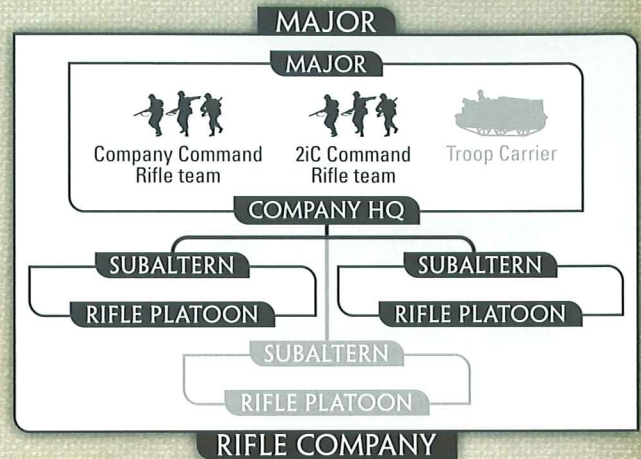
OPTION

- Add up to three Sniper teams for +50 points per team.

The life of a company commander is not glamorous. It is dangerous and all too often, short. But you know that all the other branches of the military are really just there to support you and your lads. Only the 'Poor Bloody Infantry' will take ground from the Germans and then hold it, in spite of everything that gets thrown at them.

The cornerstone of your force is your rifle platoons. You have your carriers, mortars and anti-tank guns in support. When you need them the colonel will give you support from machine-guns and heavy mortars, armour, artillery and air power to make a true combined arms unit capable of both unremitting attack and aggressive defence.

When properly deployed and dug-in, these lads form the core of your defensive position, capable of handling any threat, with the right mix of anti-tank and artillery support. While a little slow when advancing, they are steady under fire, moving forward with fixed bayonets and grim determination.



KING'S OWN SCOTTISH BORDERERS

The King's Own Scottish Borderers (KOSB) were the only Scottish regiment in the British 3rd Division. As such, they were proud of their traditions and came ashore on D-Day with bagpipes playing *Blue Bonnets*.

You may add a bagpiper to the 2iC Command team of a Rifle Company of the King's Own Scottish Borderers for +10 points.

If the 2iC Command team is then Destroyed by enemy shooting, roll a die. On a roll of 4+, the piper's music inspires the surviving team members to keep going and the team is returned to play immediately. On any other roll, the piper and his officer meet a heroic end.


Any hits on the 2iC Command team do not count towards Pinning Down the platoon.

COMBAT PLATOONS

2 TO 3 RIFLE PLATOONS


PLATOON

HQ Section with:

 3 Rifle Squads 135 points

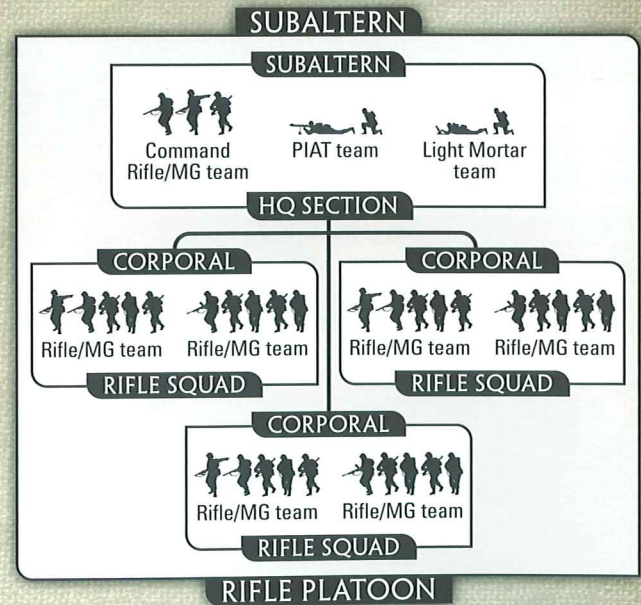
 2 Rifle Squads 105 points

HQ Section with:

 3 Rifle Squads 145 points

 2 Rifle Squads 115 points

Whether you're born in Yorkshire or Winnipeg, joined the King's Shropshire Light Infantry or the Queen's Own Rifles of Canada, you're all 'Tommies' now according to the Germans. But, like all opponents before them, the Jerries have learnt to respect the tough soldiers of His Majesty's Empire.







WEAPONS PLATOONS


0 TO 4 CARRIER PATROLS


PLATOON

 3 Universal Carriers 70 points

 3 Universal Carriers 80 points

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or a .50 cal MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG per patrol with a Boys anti-tank rifle or PIAT anti-tank projector at no cost.

 3 Wasp Carriers 95 points

 3 Wasp Carriers 105 points

No more than two Carrier Patrols may be equipped with Wasp Carriers.

S Company's carrier platoon is there to give your company a flexible and mobile force allowing you to range across the battlefield like a terrier, nipping at the enemy's flanks, finding weak spots in their defence, spoiling their advance, forcing them to respond and giving you the initiative.

Your carriers are not tanks and won't last long if you use them that way, but as light scout vehicles, they are excellent. They are recon troops, so give them the chance to do so.

SERGEANT

SERGEANT


Command
Universal Carrier


Universal Carrier


Universal Carrier

CARRIER SECTION

CARRIER PATROL

Although purchased as separate platoons, all of your Carrier Patrols deploy as a single platoon at the same time. For example, this means that you treat all Carrier Patrols as a single platoon when calculating the number of platoons held in Ambush or Reserve.

Carrier Patrols equipped with Universal Carriers are Reconnaissance Platoons.

Carrier Patrols equipped with Wasp Carriers are not Reconnaissance Platoons.

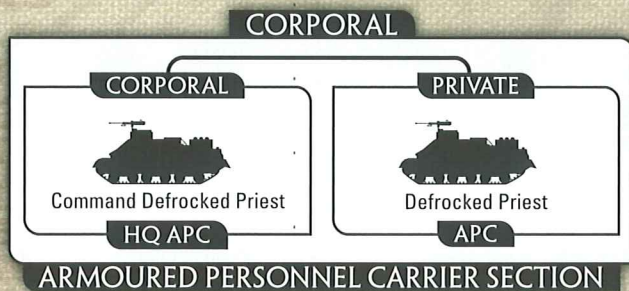
Wasp Carriers may not launch assaults.

The Canadians were also the driving force behind British development of light flame-throwers. Their design for a flame-thrower equipped carrier, known as the Wasp, was used by both the British and Canadian armies. In August 1944 each battalion was issued kits to convert some of their Universal Carriers into Wasps as the situation demanded.



ARMoured PERSONNEL CARRIER SECTIONS

By the end of July 1944 the US Army had a shortage of 105mm ammunition and requested the British and Canadians to cease using their Priest self-propelled guns. Lieutenant General Simonds of II (Canadian) Corps was planning Operation Totalize and needed a way to move his infantry forward under fire, so a workshop was set up near Bayeux to remove the guns and ammunition bins from 76 Priests. They then covered the openings with plating from wrecked landing craft with the space between filled with sand to convert them to armoured personnel carriers (APC's).



DEPLOYING APC'S

The Defrocked Priest APC's of Kangaroo Squadron are held in reserve until needed for a major attack on a heavily defended position. Then they are brought forward and married up with their infantry in the days before the attack.

At the start of the game before deployment, you may elect to swap one Carrier Patrol (with any type of armament) to get one Armoured Personnel Carrier Section for each Rifle Platoon in your company (including Rifle Platoons taken as Support Platoons). If you do this, your force counts as a Mechanised Company for the Defensive Battle special rule. You may still conduct Night Attacks with APC's.

Each Armoured Personnel Carrier Section must be assigned to a separate Rifle Platoon during deployment before the game begins. The Rifle Platoon must start the game mounted in their APC's. Your Company HQ travels in the platoon's vehicles with them.

You may not field both Armoured Personnel Carrier Sections and Field Batteries (SP), Royal Artillery as they are the same vehicles.

'Kangaroo Squadron' was formed from the Eglin Regiment to man these 'De-frocked Priests' or 'Holy Rollers' as they were known. Their use in the operation was the first time heavily armoured carriers had been used to carry infantry into battle. A rifle company is assigned a section of six APC's to carry the rifle platoons and company command forward to the debussing point, safe from enemy artillery and machine-guns. Once the infantry dismount, the 'Kangaroos' retire from the combat zone to pick up the next wave of troops, leaving the infantry and tanks to storm the objective.

APC'S AND PASSENGERS

The battle plan calls for the Defrocked Priest APC's to carry their passengers safely forward to their jump off point, then retire out of harm's way. They are far too lightly armoured to remain in the battle zone any longer than necessary.

Defrocked Priest APC's are Tank teams. However, they can carry passenger teams in the same manner as a Transport Platoon.

If any Passenger team voluntarily dismounts from a Defrocked Priest, then all of the teams carried by both APC's in the Armoured Personnel Carrier Section must dismount at the same time. Teams forced to dismount through the destruction of one APC do not force teams to dismount from the other APC.

If a Defrocked Priest starts a turn without passengers mounted, it must be Sent to the Rear in the Movement Step.

MORALE CHECKS

The APC troop is a small unit, with less than a dozen crew in its six APC's. They operate as a group despite their physical separation, fighting on or retiring together.

All of the Armoured Personnel Carrier Sections on the table count as a single platoon for the purposes of Platoon and Company Morale Checks, but as separate platoons for all other purposes.

If the Armoured Personnel Carrier Sections fail a Platoon Morale Check, the Rifle Platoons still being carried dismount adjacent to the vehicles before the APC's are removed.



0 TO 1 MORTAR PLATOON

PLATOON

HQ Section with:

3 Mortar Sections	165 points
▲ 2 Mortar Sections	115 points
1 Mortar Section	65 points

- Add Troop and Mortar Carriers to the platoon at no cost.

HQ Section with:

3 Mortar Sections	175 points
🍁 2 Mortar Sections	125 points
1 Mortar Section	75 points

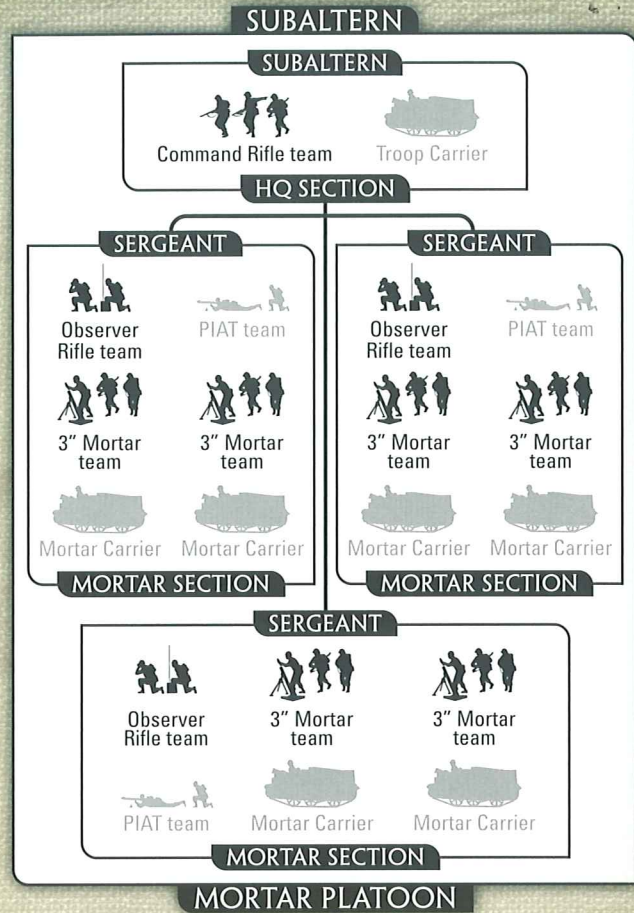
- Add Troop and Mortar Carriers to the platoon at no cost.

OPTION

- Add PIAT teams for +15 points per team

Effective use of these weapons is integral to the success or failure of your mission. With six tubes available to provide quick and effective fire support, the mortars can keep the Germans deep inside their foxholes as you assault their positions, place a wall of smoke across their gun sights, or force them to hit the dirt as they approach your lines.

Each mortar comes with its own Mortar Carrier, a modified Universal Carrier with a rack for the mortars and ammunition stowage. This gives the mortars first-rate mobility and allows the platoon to keep up with the advancing infantry until they find a suitable position to support the attack.



PIAT teams are also available to defend this position should the Hun try to attack.


With up to three observer teams your entire front can be covered, with likely attack routes or ambush spots noted and closely watched, giving your troops even more protection.




0 TO 1 ANTI-TANK PLATOON

PLATOON

HQ Section with:

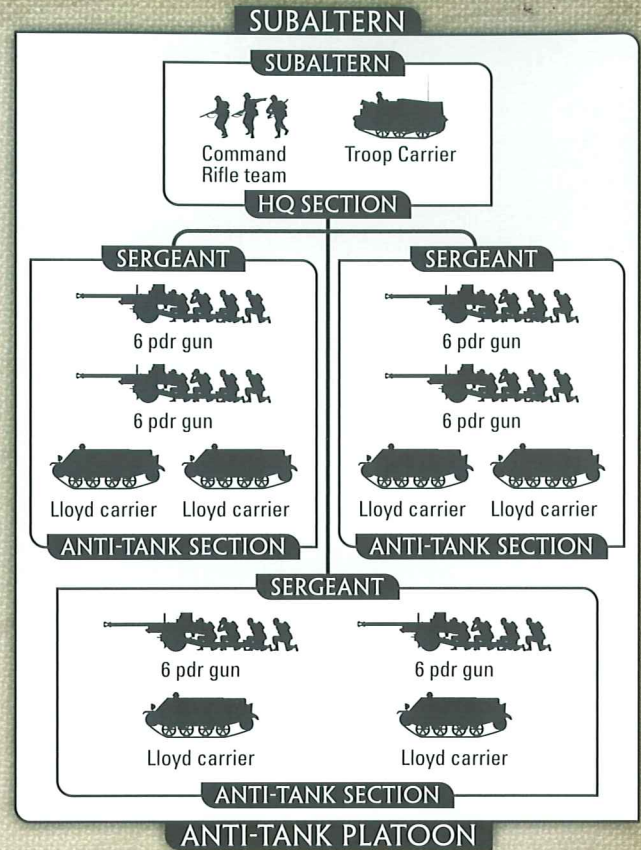
3 Anti-tank Sections	175 points
 2 Anti-tank Sections	120 points
1 Anti-tank Section	65 points

HQ Section with:

3 Anti-tank Sections	185 points
 2 Anti-tank Sections	130 points
1 Anti-tank Section	75 points

Your battalion has a platoon of six light 6 pdr anti-tank guns to protect your men from Jerry tanks. When used with skill these superb little guns are capable of punching well above their weight.


In defence, the key is to not reveal your hand too early. Allow the over-confident Panzers to enter your carefully sited ambush where your dug-in and well-hidden 6 pdrs can use their high rate-of-fire to take point-blank shots into the Panzers' flanks.




0 TO 1 PIONEER PLATOON

PLATOON

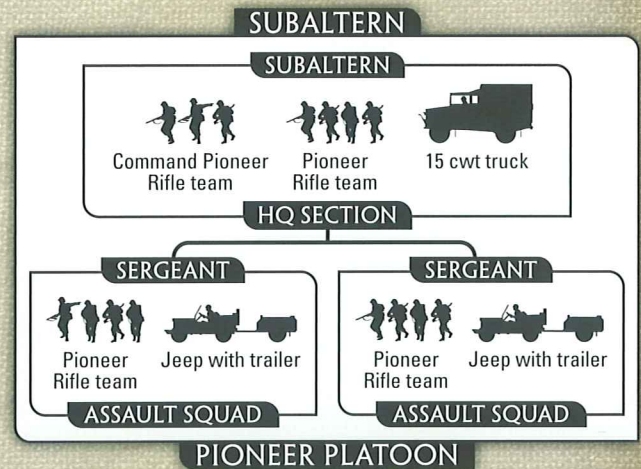
HQ Section with:

2 Assault Squads	70 points
 1 Assault Squad	55 points

HQ Section with:

2 Assault Squads	80 points
 1 Assault Squad	65 points

You may replace up to one Pioneer Rifle team with a Flame-thrower team at the start of the game before deployment.



Made up of tradesman and sappers, the pioneer platoon has additional training in the construction and destruction of bunkers, barbed wire and minefields.

0 TO 1 RIFLE PLATOON OR PIONEER PLATOON

The British regimental system helps maintain four full-strength rifle companies in each battalion with a steady flow of trained reinforcements.

If a task needs more infantry, your company will be assigned an additional rifle platoon from the company being held in reserve.

While preparing for D-Day, one company in each assault battalion was trained as the 'Assault Company' and given extra training in pioneer tasks and Bangalore Torpedoes, flame-throwers, demolition charges, etc., for their new role. The Assault Company was split up to give each of the other three companies an 'Assault Platoon' for the landings.



You may take an additional Rifle Platoon (see page 59) from another company as a Weapons platoon, or instead you may reorganise this as an additional Pioneer Platoon (see above).

RIFLE COMPANY SUPPORT PLATOONS



0 TO 2 MACHINE-GUN PLATOONS

PLATOON

HQ Section with:

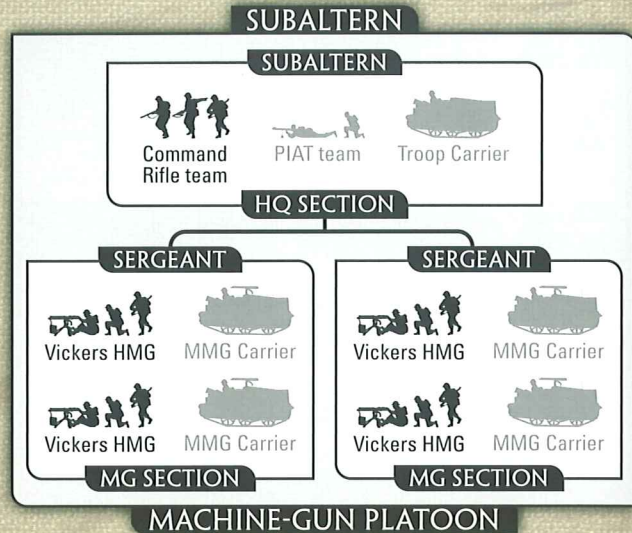
	2 Machine-gun Sections	120 points
	1 Machine-gun Section	65 points

HQ Section with:

	2 Machine-gun Sections	130 points
	1 Machine-gun Section	75 points

OPTIONS

- Add PIAT team for +15 points.
- Add Troop and MMG Carriers to the platoon at no cost.





Using indirect-fire techniques developed and perfected during the Great War, they lay down long-range barrages to keep Jerry's head down as your men move up to assault.





0 TO 1 HEAVY MORTAR PLATOON

PLATOON

HQ Section with:

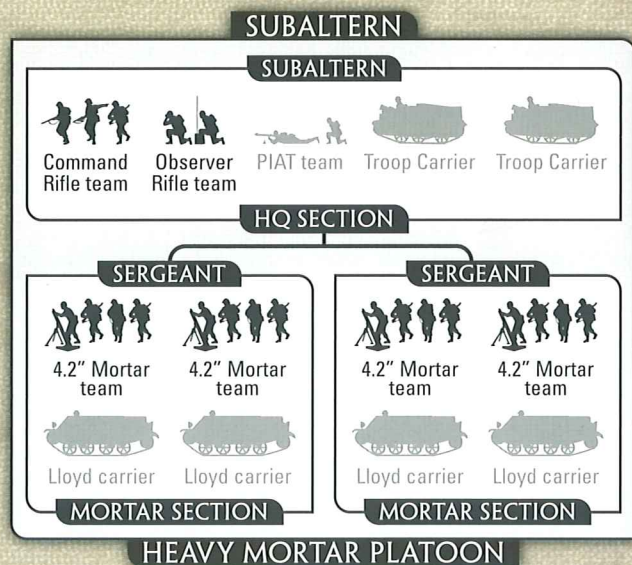
	2 Mortar Sections	140 points
	1 Mortar Section	80 points

HQ Section with:

	2 Mortar Sections	150 points
	1 Mortar Section	90 points

OPTIONS

- Add PIAT team for +15 points.
- Add Troop and Loyd Carriers to the platoon at no cost.



A platoon of 4.2" mortars provide a commander with the best of both mortars and medium artillery. They are flexible weapons, being relatively mobile and responsive, having a

good range and a large-calibre shell with more explosive content than the excellent 25 pdr field gun. Their only weakness is their inability to sustain long bombardments.



DIVISIONAL SUPPORT



0 TO 1 ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

PLATOON

HQ Section with:

	2 Anti-tank Sections	240 points
	1 Anti-tank Section	120 points

- You must replace all M10 3" SP guns with M10C 17 pdr SP guns for +10 points per section.

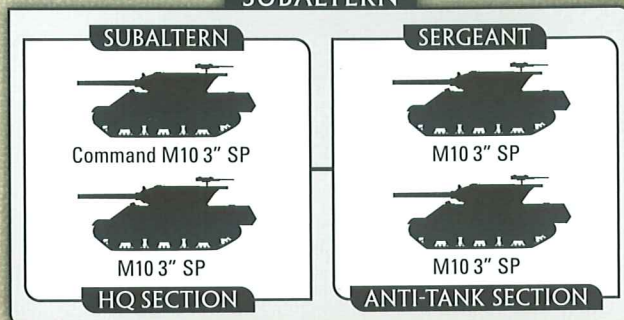
HQ Section with:

	2 Anti-tank Sections	240 points
	1 Anti-tank Section	120 points

HQ Section with:

	2 Anti-tank Sections	250 points
	1 Anti-tank Section	130 points

SUBALTERN



ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

Instead of fielding an Anti-tank Platoon (SP), Royal Artillery or an Anti-tank Platoon, Royal Artillery, you may field an additional Armoured Platoon (p.68), paying the appropriate points for your additional Armoured Platoon.

If you do this you may not field an Anti-tank Platoon (SP), Royal Artillery or an Anti-tank Platoon, Royal Artillery.



0 TO 1 ANTI-TANK PLATOON, ROYAL ARTILLERY

PLATOON

HQ Section with:

	2 Anti-tank Sections	120 points
	1 Anti-tank Section	65 points

- You must replace all 6 pdr guns and Loyd Carriers with 17 pdr guns and Quad tractors for +40 points per section.
- Replace Quad tractors with M3 half-tracks for +5 points for the platoon.

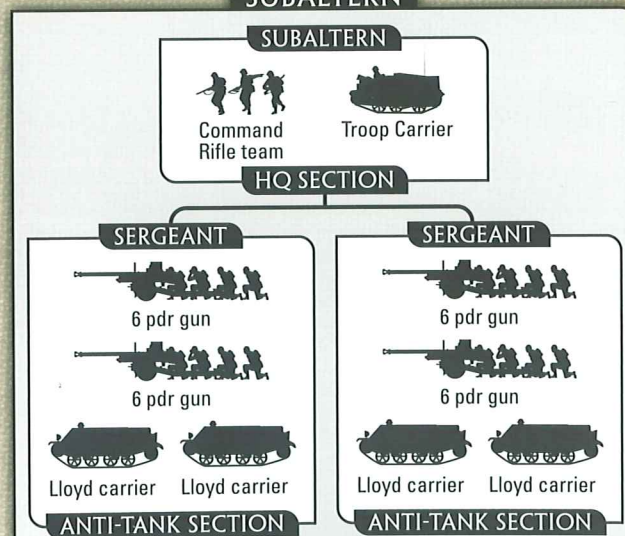
HQ Section with:

	2 Anti-tank Sections	120 points
	1 Anti-tank Section	65 points

HQ Section with:

	2 Anti-tank Sections	130 points
	1 Anti-tank Section	75 points

SUBALTERN



ANTI-TANK PLATOON, ROYAL ARTILLERY

The assault divisions' anti-tank batteries are mainly equipped with light, manoeuvrable, and easily concealed 6 pdr anti-tank guns so they can get forward with the infantry.


0 TO 2 FIELD BATTERIES (SP), ROYAL ARTILLERY


A Field Battery (SP), Royal Artillery is organised the same as the Field Battery, Royal Artillery on page 66, except that they must replace all 25 pdr guns and Quad tractors with Priest self-propelled guns.

PLATOON


HQ Troop with:


Two Gun Troops with a total of


 4 Gun Sections 395 points

 4 Gun Sections 405 points

One Gun Troop with a total of

 2 Gun Sections 225 points

 1 Gun Section 130 points

 2 Gun Sections 235 points

 1 Gun Section 140 points

OPTIONS

- Add 15 cwt trucks at no cost.
- Replace any or all Observer Rifle teams and OP Carriers with Observer Sherman OP tanks for +10 points per tank.

Observer Sherman OP tanks cannot launch assaults.

The field regiments of assault divisions replaced their towed 25 pdr guns with American M7 Priest 105mm self-propelled guns. The Priests are able to fire off the decks of their Landing Craft as they approached the shore, drive themselves onto and then off the beach and keep up with the advancing forces. The 105mm round is slightly heavier than the 25 pdr, and provides a greater high explosive yield. As the campaign continued the supply of 105mm ammunition became critically short, so Priests in British and Canadian service were retired, with the gunners reverting back to towed 25 pdr guns.


0 TO 1 MEDIUM BATTERY, ROYAL ARTILLERY

A Medium Battery, Royal Artillery is organised the same as the Field Battery, Royal Artillery on page 66, except that they must replace all 25 pdr guns with 5.5" guns and all Quad tractors with Matador trucks.


PLATOON

HQ Troop with:

Two Gun Troops with a total of

 4 Gun Sections 390 points

One Gun Troop with a total of

 2 Gun Sections 225 points

 1 Gun Section 135 points

OPTIONS

- Add 15 cwt trucks and Matador tractors at no cost.

You may not field a Medium Battery, Royal Artillery unless you are also fielding a Field Battery, Royal Artillery or Field Battery (SP), Royal Artillery with at least as many guns.

Medium Batteries, Royal Artillery count as Field Batteries, Royal Artillery for the purposes of the British special rules on pages 174 and 175 of the rulebook.

Medium Batteries, Royal Artillery may not be deployed in Ambush.


4th AGRA (Army Group, Royal Artillery) is a brigade-sized artillery formation. Its role is to support the units of I Corps with devastating fire from its medium guns. II (Canadian) Corps has the services of the 2nd (Canadian) AGRA.

The mainstay of the medium regiments is the BL 5.5" gun-howitzer. This superb weapon fires a 100lb/45kg shell and can reach targets over 9 miles (nearly 15km) away and adds considerable punch to British artillery capabilities.




0 TO 1 ARMoured PLATOON


PLATOON

 3 Sherman III 200 points

- Add Firefly VC tank for +80 points.
- Upgrade Armoured Platoon to Desert Veterans rated as Confident Veteran for +85 points for the platoon.

 3 Sherman III 210 points

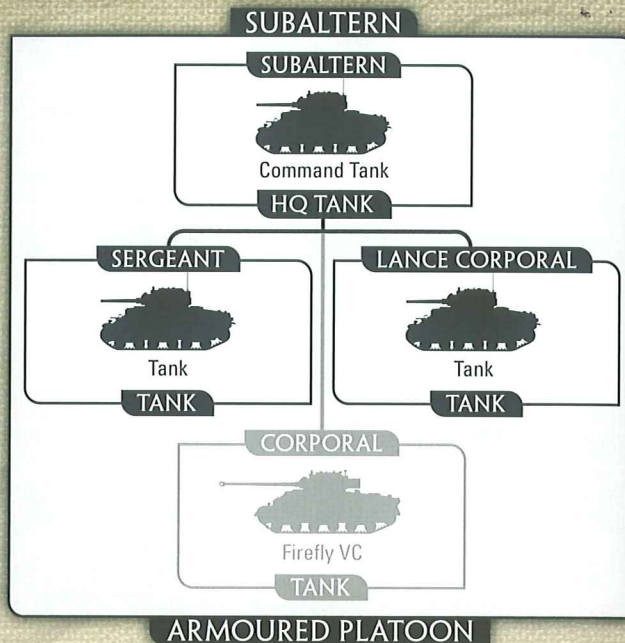
- Add Firefly VC tank for +80 points.

 3 Churchill Crocodile 390 points

Churchill Crocodile tanks are not affected by the Fuel Tanks rule like normal tank flame-throwers. In addition, Armoured Platoons equipped with Churchill Crocodile tanks may not launch assaults.

No more than one Armoured Platoon may be equipped with Churchill Crocodiles.

There are two theories on how to use armour to support your infantry. Some officers keep their armour back in concealed positions and have them use semi-indirect fire to engage targets at long-range. Others like the comfort of having the tanks right up with the infantry giving close support.




During Operation Atlantic the Highland Light Infantry of Canada were supported by tanks of the 7th Armoured Division (probably 8th Hussars) in their battle to take Cormelles. If you have *Villers-Bocage*, you can use a 7th Armoured Division Armoured Platoon instead.

0 TO 1 RECCE PLATOON

PLATOON


HQ Armoured Car with:


 2 Recce Sections 145 points

 1 Recce Section 90 points

- Add Scout Patrols for +75 points per patrol.

HQ Armoured Car with:

 2 Recce Sections 155 points

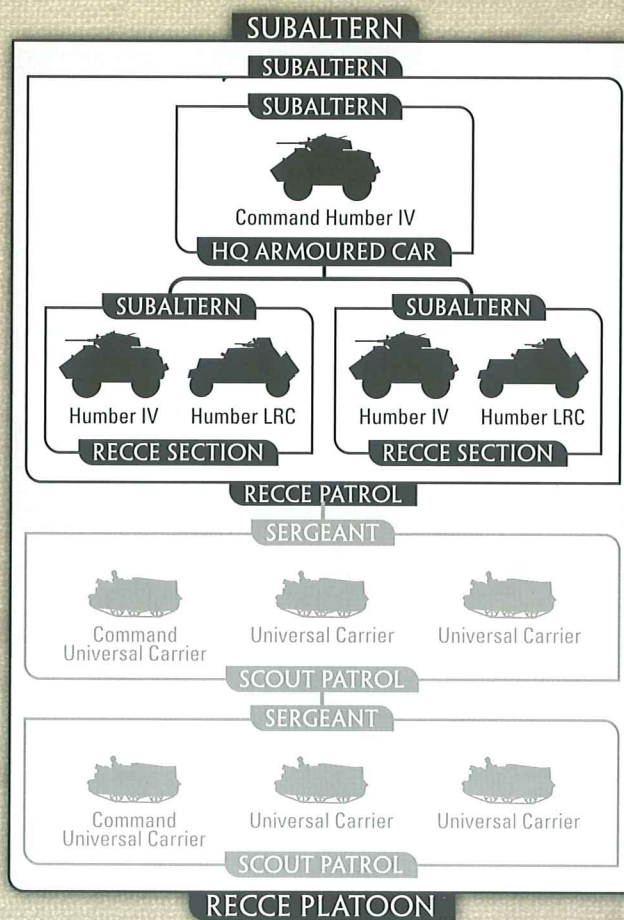
 1 Recce Section 100 points

- Add Scout Patrols for +85 points per patrol.

OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or 0.5" MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG per Patrol with a Boys anti-tank rifle or PIAT anti-tank projector at no cost.

The Recce Patrol and Scout Patrols operate as separate platoons, each with their own Command team. Although its sections count as separate platoons for all other purposes, a Recce Platoon deploys all at the same time as a single platoon. For example, this means that you treat the entire Recce Platoon as a single platoon when calculating the number of platoons held in Ambush or Reserve.



Recce and Scout Patrols are Reconnaissance Platoons.

0 TO 1 LIGHT ANTI-AIRCRAFT PLATOON (SP)

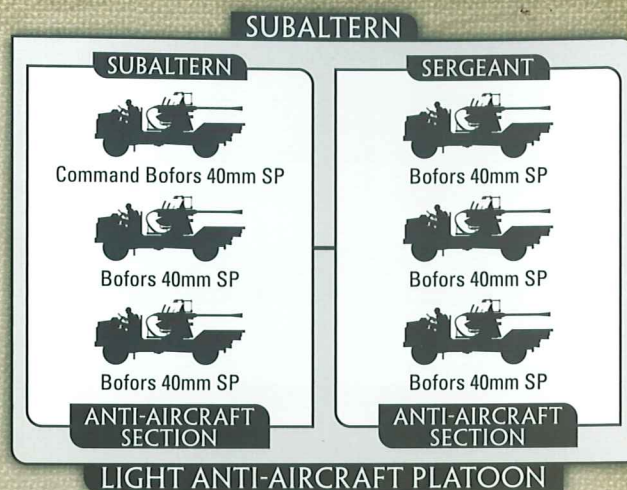
PLATOON

	2 Gun Sections	200 points
	1 Gun Section	100 points
	2 Gun Sections	210 points
	1 Gun Section	110 points

OPTION

- Replace all three Bofors 40mm SP self-propelled guns in each section with four Oerlikon 20mm SP self-propelled guns for -25 points per Anti-aircraft Section.

If you believe the 'Brylcreem Boys' of the RAF, the Jerries never manage to crack their air superiority. But the *Luftwaffe* still gets through on occasion, and it's the job of the division's light anti-aircraft regiment to deal with that eventuality.



Most anti-aircraft batteries are equipped with self-propelled 40mm Bofors anti-aircraft guns with a good range and hitting power. The light batteries have self-propelled 20mm Oerlikon guns for use against low-level raiders.


0 TO 1 FIELD PLATOON, ROYAL ENGINEERS

PLATOON

HQ Section with:

	4 Field Squads	120 points
	3 Field Squads	95 points
	2 Field Squads	70 points

HQ Section with:

	4 Field Squads	130 points
	3 Field Squads	105 points
	2 Field Squads	80 points

OPTION

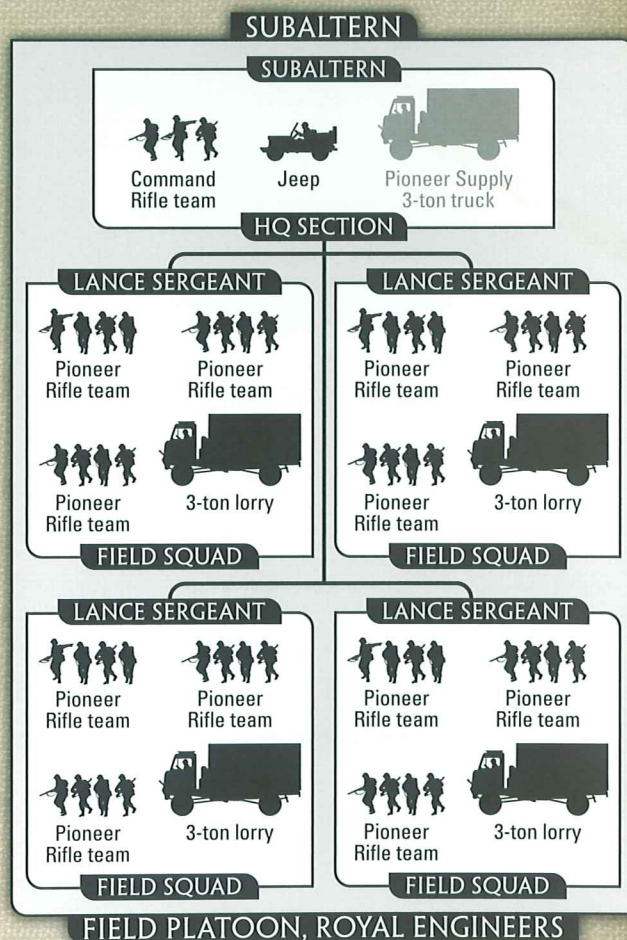
- Add Pioneer Supply truck for +25 points

When you deploy your force at the start of the game you may elect to replace a Field Platoon, Royal Engineers with a Rifle Platoon of the same or lower points value.

Field Platoons, Royal Engineers may not launch assaults, nor may they counterattack if assaulted. Field Platoons, Royal Engineers will always attempt to Break Off at the earliest opportunity.

The Germans have created massive defensive works across the coast of France to stop the Allies getting off the beaches. The sappers of the Royal Engineers and Royal Canadian Engineers are critical to the success of the invasion.

The engineers lay and clear minefields and other obstacles, and construct and repair bridges. Because their role is so crucial to maintaining the advance, scrapping with the Jerries is viewed very dimly. There can be no doubt as to their bravery when doing their job, but fighting as infantry is a waste of these highly-trained specialist troops.




Of course, there is always a need for assault engineering, and the battalion pioneer platoons aren't always enough for the task. That's where the 'Funnies' of the 79th Armoured Division come in. The Armoured Vehicle, Royal Engineers, known only by its acronym AVRE (pronounced av-ree, rhyming with 'cav see'), is a Churchill converted into an engineering assault vehicle. The Sherman Crab is a mine-clearing flail tank. See *D-Day, the Campaign for Normandy* for rules on using these vehicles with your force.


0 TO 2 TRANSPORT SECTIONS

PLATOON

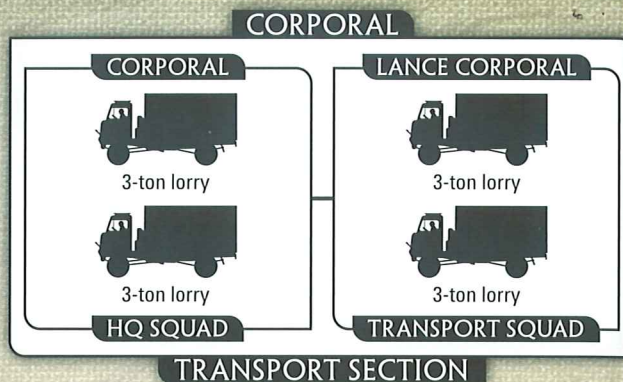
HQ Section with:

 1 Transport Squad	15 points
No Transport Squad	10 points

HQ Section with:

 1 Transport Squad	25 points
No Transport Squad	20 points

Transport Sections are Transport platoons.




The drivers of the Royal Army Service Corps are unsung heroes. In their lumbering lorries they make sure the infantry keeps up with the armour in mobile operations.

0 TO 1 COMMANDO PLATOON

PLATOON

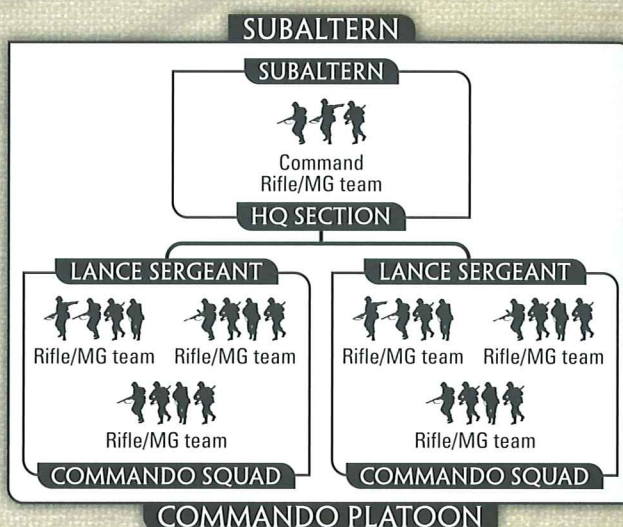
HQ Section with:

 2 Commando Squads	220 points
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OPTIONS

- Replace one Rifle/MG team with a Light Mortar team at no cost.
- Replace one Rifle/MG team with a PIAT team at no cost.
- Upgrade up to two Rifle/MG teams to SMG teams at no cost.

The initial assaults of the 3rd British and Canadian Divisions were well supported by the Commandos. On Sword Beach, Lord Lovat's 1st SS (Special Service) Brigade, consisting of 3, 4, 6 and 45 (Royal Marine) Commandos had tasks on the eastern flank of the Normandy bridgehead, being the first infantry to link up with the 6th Airborne Division deployed around bridges over the River Orne and Caen Canal. 41 and 48 (Royal Marine) Commandos of the 4th SS Brigade were tasked to attack a strongpoint at Lion-sur-Mer codenamed 'Trout', linking the two beaches. The commandos fought



A Commando Platoon is rated as Fearless Veteran rather than the usual Confident Trained.

A Commando Platoon may never be transported by De-frocked Priests.

alongside the infantry divisions for the first week after the landings before being placed under the airborne division.

COMMANDO SPECIAL RULES

FAIRBAIRN-SYKES

Under Captains W E Fairbairn and A E Sykes, a pair of tough Shanghai policemen, Commandos were trained in every imaginable method of killing and avoiding being killed in close combat. The Fairbairn-Sykes dagger they designed for the Commandos is still in use today.

Commando Infantry teams hit on a roll of 2+ in assault combat.

NO BRITISH BULLDOG

Commandos are fearless, but they are also raiders. Their job is to get in, strike hard, and get out. Prolonged combats simply delay their mission, so the British Bulldog rule does not apply to Commando platoons.

KNOW THE PLAN

Commandos are expected to be independent-minded (if not downright unconventional) sorts and every man is drilled in the plan before an attack. That way if the officers are killed, an NCO, or even a private can take over as needed.

Commando Platoons use the German Mission Tactics special rule.

MIND AND HEART

The men trained at the Commando Basic Training Centre at Achnacarry, Scotland, never forgot their instructors' chant of 'It's all in the mind and the heart' as they scaled impossible cliffs and swam rivers in full kit.

All Commando Infantry and Man-packed Gun teams are Mountaineers



BRITISH ARSENAL



TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	

MEDIUM TANKS

Sherman III	Fully-tracked	6	4	1	Co-ax MG, Hull MG, Tow hook.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Firefly VC	Fully-tracked	6	4	1	Co-ax MG, Tow hook.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>No HE, Semi-indirect fire.</i>

INFANTRY SUPPORT

Churchill Crocodile	Fully-tracked	13	7	1	Co-ax MG, Protected ammo, Slow tank, Wide tracks.
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Slow traverse, Smoke.</i>
<i>Crocodile flame-gun</i>	<i>4"/10cm</i>	<i>5</i>	<i>-</i>	<i>5+</i>	<i>Hull-mounted, Flame-thrower; Fuel trailer.</i>
Wasp Carrier	Half-tracked	0	0	0	
<i>Wasp flame-gun</i>	<i>4"/10cm</i>	<i>3</i>	<i>-</i>	<i>6</i>	<i>Hull-mounted, Flame-thrower.</i>

SELF-PROPELLED ANTI-TANK GUNS

M10 3" SP	Fully-tracked	4	2	0	.50 cal AA MG.
<i>M7 3" gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Slow traverse.</i>
M10C 17 pdr SP	Fully-tracked	4	2	0	.50 cal AA MG.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>No HE, Slow traverse.</i>

SELF-PROPELLED GUNS

Priest	Fully-tracked	1	0	0	.50 cal AA MG.
<i>M2A1 105mm howitzer</i>	<i>24"/60cm</i>	<i>1</i>	<i>9</i>	<i>2+</i>	<i>Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>72"/180cm</i>	<i>-</i>	<i>4</i>	<i>4+</i>	<i>Smoke bombardment.</i>
Sherman OP	Fully-tracked	6	4	1	Hull MG.

SELF-PROPELLED ANTI-AIRCRAFT GUNS

Oerlikon 20mm SP	Wheeled	-	-	-	
<i>Oerlikon 20mm gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>
Bofors 40mm SP	Wheeled	-	-	-	Awkward layout.
<i>Bofors 40mm gun</i>	<i>24"/60cm</i>	<i>4</i>	<i>6</i>	<i>4+</i>	<i>Anti-aircraft.</i>

RECONNAISSANCE

Humber IV	Wheeled	1	0	0	Co-ax MG.
<i>M5 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	
Humber LRC III	Jeep	0	0	0	Turret Front MG.
<i>Boys anti-tank rifle</i>	<i>16"/40cm</i>	<i>2</i>	<i>4</i>	<i>5+</i>	
Universal Carrier	Half-tracked	0	0	0	Hull MG.
<i>With Boys anti-tank rifle</i>	<i>16"/40cm</i>	<i>2</i>	<i>4</i>	<i>5+</i>	<i>Hull-mounted.</i>
<i>With PIAT anti-tank projector</i>	<i>8"/20cm</i>	<i>1</i>	<i>10</i>	<i>5+</i>	<i>Hull-mounted.</i>
<i>With .5" MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>Hull-mounted.</i>

ARMoured PERSONNEL CARRIERS

Defrocked Priest	Fully-tracked	1	0	0	.50 cal AA MG, Carries 5 Passengers.
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VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>ROF 1 if other weapons fire.</i>
<i>.50 cal Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>ROF 1 if other weapons fire.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Vickers HMG	Man-packed	24"/60cm	6	2	6ROF 2 when pinned down.	
Firing bombardments		40"/100cm	-	-	-	
ML 3" Mk II mortar	Man-packed	40"/100cm	-	2	6Smoke bombardment.	
ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield.
OQF 17 pdr gun	Immobile	32"/80cm	2	13	3+	Gun shield, No HE.
OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.
BL 5.5" gun	Immobile	32"/80cm	1	13	1+	Bunker buster.
Firing bombardments		88"/220cm	-	5	2+	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank Assault 4.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team			cannot shoot		Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Jeep	Jeep	-	-	-	
CMP 15 cwt or 3-ton truck	Wheeled	-	-	-	
Quad or Matador tractor	Wheeled	-	-	-	
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	
MMG Carrier	Half-tracked	0	0	0	HMG Carrier, Passenger-fired hull MG.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Typhoon	Cannon	3+	8	5+	
	Rockets	3+	6	3+	



PAINTING BRITISH



For metal helmets
Russian Uniform (924)
 Painted metal

Medium Olive (850)
Flat Earth (983)
 Hessian Strips

Flat Flesh (955)
 Exposed flesh

Green Grey (886)
 Webbing, pouches

Alternate colours
Khaki (988)
Buff (976)
German Camo
Beige (821)

Beige Brown (875)
 Rifle wood, tool handles

Gunmetal (863)
 Gun metal, tool heads

English Uniform (921)
 British tunic, pants

Brown Violet (887)
 Canadian tunic, pants

Green Grey (886)
 Gaiters, rifle sling

Black (950)
 Boots



Infantry shoulder patch of The Suffolk Regiment, 3rd British Division



Infantry shoulder patch of The Highland Light Infantry of Canada, 3rd Canadian Division

All colour names and codes given are for the Vallejo range of Flames Of War paints, available from the online store and Flames Of War stockists. More comprehensive painting and modelling guides can also be found on the www.FlamesOfWar.com website.

BRITISH VEHICLES AND EQUIPMENT

The tanks, vehicles and guns of the British and Canadian forces were painted in the official SCC15 Olive Drab (Russian Uniform 924). Very few tanks were camouflaged, although trucks often had black (Black 950) upper surfaces with 'Mickey Mouse ears' extending down the sides.

An Allied star is always visible on the engine deck, turret top or vehicle bonnet for air recognition. Most vehicles have their battalion code number on the driver's side, front and rear and their divisional marking on the other side, front and rear.



Vehicle and equipment colour:
Russian Uniform (924)

Beige Brown (875)

Tool handles

Gunmetal (984)

Tracks, machine-guns, tool heads, exposed metal

This is a supplement for Flames Of War, the World War II Miniatures Game.
A copy of the rule book for *Flames Of War* is necessary to use the contents of this book.



The British and Canadians land at dawn, pouring ashore across Juno and Sword Beaches, pushing inland as they overran the German defences. Impatiently the veterans of the *21. Panzerdivision* await the order to counterattack.

General Marcks, frustrated by the delay, arrives to take charge. Ordering the tanks of *Kampfgruppe Oppeln* to counterattack, he confides to *Oberst Oppeln*, 'If you don't succeed in throwing the British into the sea, we will have lost the war.'

The *Panzergranadiers* of *Kampfgruppe Rauch* attack to *Oppeln's* left, finding the gap between the British and Canadian forces. Racing forwards under intense fire, they reach the sea. The ships of the Allied armada dwarf anything they have seen before. With the sight still fresh in their minds they slowly fall back before the British juggernaut. Clearly the fight has just begun.

The counterattacks deny the city of Caen to the British and Canadian forces for now. From here on things will get bloody as both sides throw forces into the meatgrinder, struggling to control the cornerstone to the German defence—Caen.

INSIDE YOU WILL FIND:

- History of the battles for Caen.
- History and complete organisation of the German *21. Panzerdivision*, largely equipped with modified French half-tracks and home-made self-propelled guns based on old French tanks.
- Options to field *Panzer*, *Panzergranadier*, *Panzerpionier* or *Aufklärungs* companies.
- History and complete organisation of the British 3rd 'Iron' Division and the 3rd Canadian Division.
- Exploits of *Major Hans-Ulrich von Luck und Witten*, commander of *125. Panzergranadierregiment* and *Captain John Treleven* of B Company, the *Regina Rifle Regiment*.
- Three new scenarios: to be played separately or as part of a campaign: *Kampfgruppe Oppeln Attacks*, *Kampfgruppe Rauch Attacks*, and *Out Of Luck*.
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