

# BATTLE OF VILLERS BOCAGE - BY MARK PIPER

## 13TH JUNE, 1944 (NORMANDY)

### BACKGROUND

After the D-Day landings, General Montgomery wanted to extend the Allied toehold on the Normandy coastline in preparation for the major breakout planned for the western flank. To this end, 7th Armoured Division was to capture Villers-Bocage in a daring “right hook”. Unknown to the British, German Tiger tanks already held the high ground just north of Villers Bocage. Led by Waffen-SS tank ace Michael Wittman, these Tigers destroyed almost the entire British advance guard, forcing them to withdraw. A bitter battle ensued for the town itself with British forces eventually pulling back into a defensive position to the north.

Right: the 7th Armoured Division on the move. HAT plastic tanks by Dale Rawson



### THE WARGAME SCENARIO

The game table is played on a 8' X 6' table. The game lasts 9 moves starting with German turn 1. Point 213 is a continuous feature for movement. All buildings start intact. Woods are open. Hedges are treated as per the standard rules and are not bocage. Approximately 75% of the roads should be lined with hedges (not bocage).

The objective for both sides is to hold two out of the three objectives (Point 213, The Crossroads, Villers Bocage) at the end of 9 moves. An objective is considered held if only one side has combat elements (not OP teams, abandoned AFVs or crews and empty transports) deployed within 9" of the centre of the objective. The game is a draw if more than one objective is contested or unoccupied or both sides are forced to retire. The German player moves first.

### SOURCES

Villers Bocage (Battlezone Normandy Series) – George Forty  
Sledgehammers – Christopher Wilbeck  
Steel Inferno – Michael Reynolds  
Churchill's Desert Rats – Patrick Delaforce  
Steel Rain – Tim Ripley  
The Panzers and the Battle of Normandy – Georges Bernage  
Panzers in Normandy – The & Now – Eric Lefevre  
Gold Beach – Inland from King – June 1944 – Christopher Dunphie & Garry Johnson  
Decision in Normandy - Carlo D'Este  
Tiger Ace – The Story of Panzer Commander Michael Wittman – Gary Simpson  
D-Day 1944 (4) Gold & Juno Beaches - Ken Ford

Pages 2 and 3 are for the British player's eyes only  
Pages 4 and 5 are for the German player's eyes only

# BRITISH PLAYER INFORMATION

## ELEMENTS OF 22ND ARMoured BRIGADE GROUP

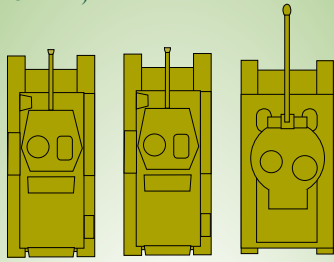
(All regular - but with differing morale tests)

### AT POINT A

**A Squadron, 4th County of London Yeomanry (Major Scott)**

2 x Cromwell (75mm), Sherman Firefly (17pdr)

(SQUADRON MORALE)

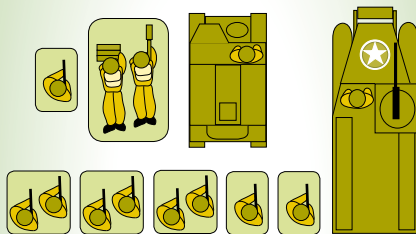


### AT POINT B

**A Company, 1st Battalion, The Rifle Brigade (Major Wright)**

11 figures, PIAT, Bren Carrier, M5 half-track (HMG)

(NO MORALE TEST)



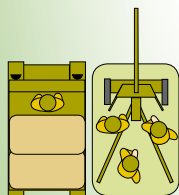
### AT POINT C

**AT Section, 1st Battalion, RB**

3 figures, 6pdr AT gun,

Loyd Carrier

(NO MORALE TEST)



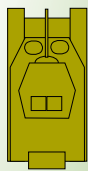
### AT POINT D

**Recce Troop,**

**4th County of London Yeomanry**

Stuart (37mm)

(INDEPENDENT AFV)



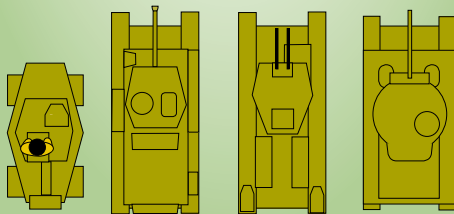
### AT POINT E

**Regimental HQ, 4th County of London Yeomanry (Lt Col Cranley)**

Humber scout car, Cromwell (75mm), Centaur AA (2 x 20mm),

Sherman OP Tank

(SQUADRON MORALE)



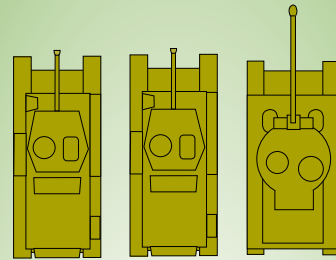
## REINFORCEMENTS

(All regular)

### TURN 1 AT POINT J

**B Squadron, 4th County of London Yeomanry (Major Aird)**

2 x Cromwell (75mm), Sherman Firefly (17pdr)

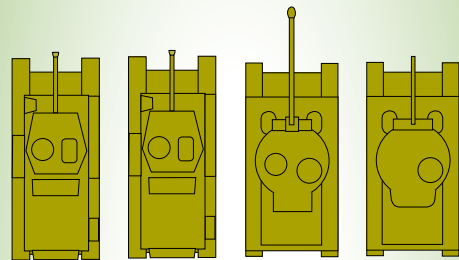


### TURN 2 AT POINT J

**C Squadron, 4th County of London Yeomanry (Major McColl)**

2 x Cromwell (75mm), Sherman Firefly (17pdr),

Sherman OP tank (dummy gun)



**1/7 Battalion, The Queen's Royal Regiment (Lt Colonel Gordon)**

(Test at 20 casualties)

### TURN 3 AT POINT J

**A & B Companies and The Carrier Platoon**

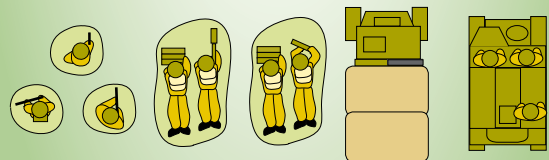
16 figures, Medium truck, 3 figures, PIAT, Bren Carrier



### TURN 4 AT POINT J

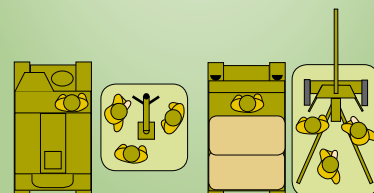
**HQ Company**

CO + 6 figures, PIAT, 2" mortar, 15cwt truck, Bren Carrier OP



**Support Company**

6 figures, 6pdr AT gun, 3" mortar, Loyd Carrier, Bren Carrier



## REINFORCEMENTS CONTINUED

(All regular)

### TURN 5 AT POINT J

C & D Companies

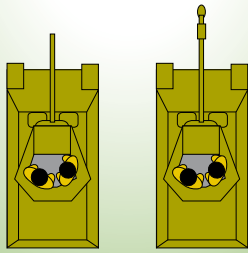
16 figures, Medium truck



### TURN 5 AT POINT J

260th Anti-Tank Battery

M10 tank destroyer (76mm)\*, Achilles tank destroyer (17pdr)\*



\* 76mm/17pdr AT ranges = short 12", medium 36", long 60"  
HE for 76mm only = 6 x 10", 17pdr no HE

## Off Table Artillery

5th Regiment, Royal Horse Artillery

(less one battery)

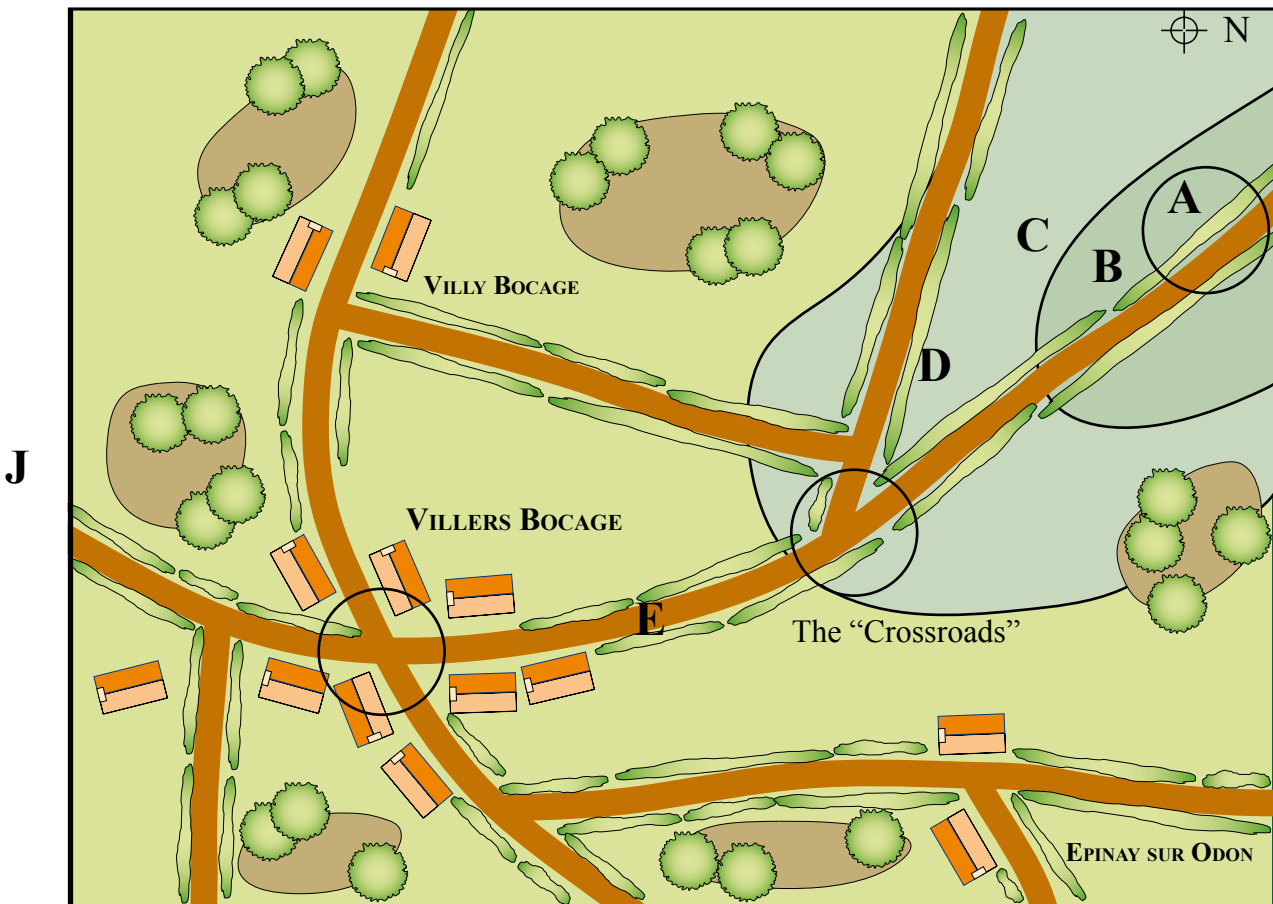
2 x batteries (each 2 x Sexton SP 25pdr field guns) – available from turn 2.

The infantry of the motor company start dismounted but not dug-in. The AT gun is limbered and crew mounted. In the first British turn no elements may fire or advance towards the enemy, call in fire or go on reserve fire. From turn 2 they may react as per normal. British reinforcements arrive @ the point and on the turn indicated.

Right: German Infantry. Valiant Miniatures plastic figures painted by Steve Goodhand.



## British Battle Map



POINT  
213

# GERMAN PLAYER INFORMATION

## ELEMENTS OF

**101ST HEAVY SS PANZER BATTALION,**

**130TH PANZER LEHR DIVISION.**

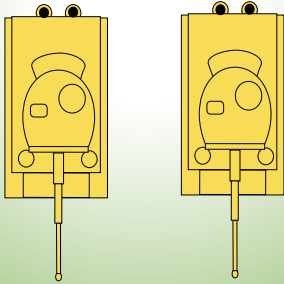
**2ND SS DIVISIONAL RECCE BATTALION**

(All regular except AFV units which are elite)

### AT F & G

2nd Company, 101st Heavy SS Panzer Battalion (Lt Wittman)

2 x Panzer VI Tiger I (88mm) ^



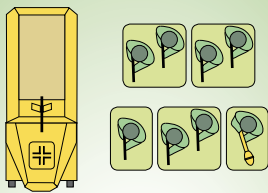
## REINFORCEMENTS

(All elite)

### TURN 1 @ G

**4th Light Escort Company, 101 Heavy SS Panzer Battalion**

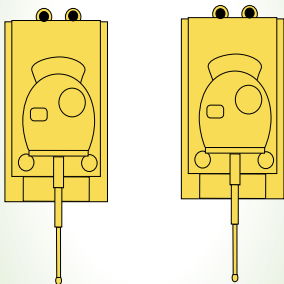
8 figures, Panzerfaust, Sdkfz 251/1 (no morale test) (Lt Spitz)



### TURN 2 @ G

**1st Company, 101 Heavy SS Panzer Battalion (Captain Mobius)**

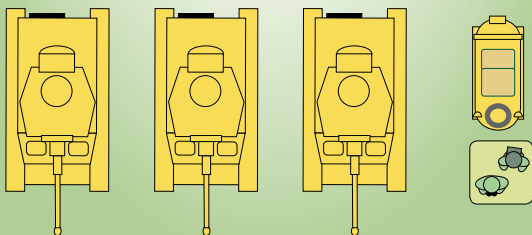
2 x Panzer VI Tiger I (88mm) ^



### TURN 3 @ H

6th Coy, 2nd Battalion, 130th Panzer Lehr Regiment (Captain Ritgen)

3 x Pz IV (75mm), 2 figure OP team, Schwimmwagen

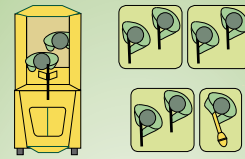


## REINFORCEMENTS CONTINUED

### TURN 4 @ I

**Company, 2nd SS Panzer Division Recce Battalion**

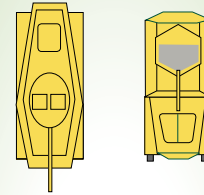
7 figures, Panzerfaust, Sdkfz 250/1



### TURN 5 @ I

**Armoured Car Company, 2nd SS Panzer Division Recce Battalion**

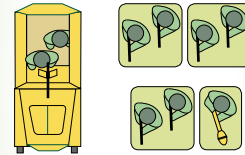
Sdkfz 234/2 Puma (50mm)\* AC, Sdkfz 250/9 (20mm)\* half-track



### TURN 6 @ K

**Company, 2nd SS Panzer Division Recce Battalion**

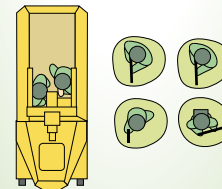
7 figures, Panzerfaust, Sdkfz 250/1



### TURN 7 @ K

**HQ, 2nd SS Panzer Division Recce Battalion (Major Fallois)**

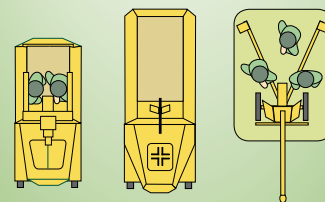
CO + 3 figures, Sdkfz 251/10 \*# (morale test @ 17 casualties)



### TURN 7 @ K

**HW Company, 2nd SS Panzer Division Recce Battalion**

Sdkfz 250/8 (75mm)\*, 3 figures, towed 75mm PAK 40, Sdkfz 251/1



\* 3 figures towards infantry unit test

^ 88mm AT ranges = short 12", medium 36", long 60" HE = 6 x 10"

# can fire hollow charge rockets

## Off Table Artillery

**2nd Battalion, 130th Panzer Artillery Regiment**

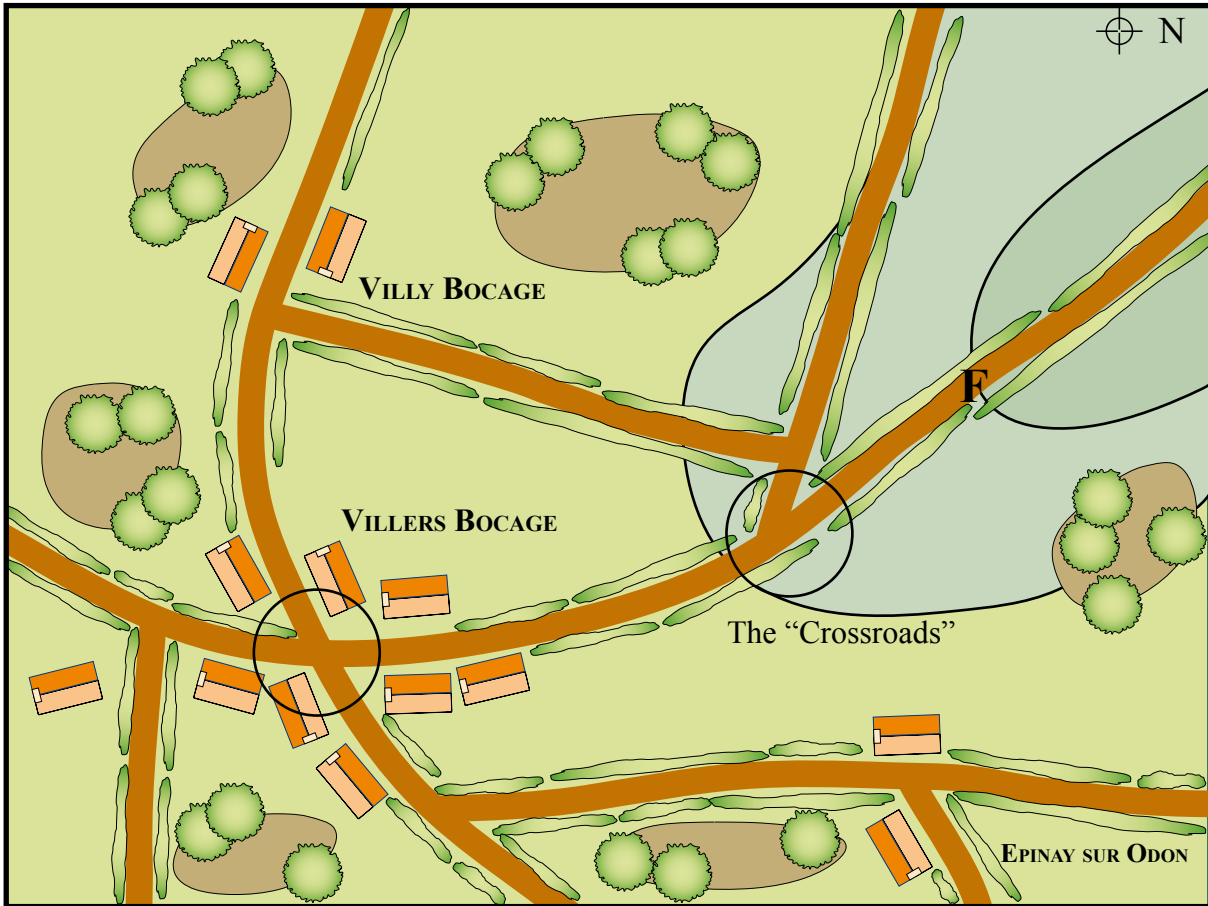
2 x 152mm (ex Russian) howitzers

**3rd Battalion, 130th Panzer Artillery Regiment**

2 x 105mm field guns

# German Battle Map

H



G

POINT  
213

K

I

Wittman's company starts on the road (1 tank at F and 1 tank at G) and within 12" of the British advance guard on Hill 213. German reinforcements arrive @ the point and on the turn indicated.

Below: the man himself  
- Michael Wittman.  
A Britannia model painted  
by Ray Haskins

