

RAPID FIRE!

Normandy Battlegames

**Armoured Ambush near Point 226
Operation Bluecoat – 30th July 1944**

Scenario for Normandy 1944 by Mark Piper



For use with Rapid Fire! fast play WWII wargaming rules.

What Really Happened

On July 30th the 15th Scottish Division, supported by the 6th Guards Tank Brigade, broke through south of Caumont, where the front was weakly held by the German 326th Infantry Division, and made a ten-kilometre drive to secure Point 309 controlling the N175 road. 'S' Squadron of 3rd (Tank) Battalion Scots Guards, equipped with Churchills, was detailed to cover the left flank from the slope of Point 226. Some infantry support, from the 2nd Battalion Argyll and Sutherland Highlanders, was located nearby at Les Loges but was still struggling forward to catch up with the armoured advance.

All remained quiet for a while but suddenly tanks started to explode in flames, one after another. Two Jagdpanthers pulled out of cover onto the crest covered by a third from where, within seconds, they had destroyed some more Churchills. The crews had broken cover without realising that three tank squadrons were facing them and the sight of the two other Churchill squadrons soon prompted them to move back. 11 Churchills were destroyed in less than five minutes!

The Game

The game represents the German counterattack against the British advance during Operation Bluecoat. Vehicle and weapon scale for this scenario is approximately 1:1, troops are approximately 1:3.

There are two options: **Historical** only using the three Jagdpanthers, supported by 3. Kompanie Stabs vehicles and off board artillery support versus the 14 Churchills on Point 226 or **Hypothetical** an expanded scenario involving elements of forces that were in the area but not actually engaged on the day. It is suggested that the game is played over a maximum of 8 moves. Table size is 6' x 4'.

British Forces

Elements of 3rd (Tank) Battalion Scots Guards and 2nd Battalion Argyll and Sutherland Highlanders.

German Forces

Elements of Schwere Panzerjäger Abteilung 654 and Fusilier Bataillon 326.

Victory Conditions

The German player wins if, by the end of the game, more than 9 British tanks have been destroyed or routed **AND** no more than two German Jagdpanthers or Command Panther are destroyed or routed. The British player wins if they prevent the German player achieving both objectives. Any other result is a draw.

British Deployment

On board elements, of 3rd (Tank) Battalion Scots Guards and 2nd Battalion Argyll and Sutherland Highlanders, set up first anywhere in the location indicated on the scenario map. Troops are in hard cover. British tanks are facing south at the start of the game. British player moves second.

British Reinforcements

Elements of support company, 2nd Battalion Argyll and Sutherland Highlanders and 97th Anti-Tank Regiment may enter from the board edge (**B3**) from move 4 (maximum 6" on the turn it arrives).

German Deployment

Elements of Panzerjäger Schwere Abteilung 654 and Fusilier Bataillon 326 set up second, anywhere in concealing terrain, north of the line **G-G**. German player moves first.

German Reinforcements

Elements of Stabs 3. Kompanie, Schwere Panzerjäger Abteilung 654 and Fusilier Bataillon 326 may enter from the board edge as indicated (**G1, G2, G3**) from move 3 (maximum 6" on the turn it arrives).

British Special Rules

APDS – All 6 pdr guns, including guns mounted in Churchill tank, may fire two AT class 2 rounds per game (representing APDS ammunition). HE is not available to these guns.

Delayed reaction to ambush – British tank crews were mostly dismounted, while orders groups took place, and there was significant delay in the reaction to the German armoured ambush to their rear. Only the two tank troops nearest the ambush may activate on British turn 1. All other tank troops activate on British turn 2. Remaining British infantry and artillery OP activate on turn 3.

Tank troop morale – British tank troops are subject to the ‘large tank battles’ unit morale and should test when a tank in that unit is destroyed (Reloaded Extra page 15).

Not enough Churchills tanks in my collection – This scenario requires 14 Churchill models. If you do not have this many in your collection remove one troop of three tanks from the British force and the command Panther and Bergepanther of the German Kompanie Stabs from the German force. Reduce the number of Churchills to be destroyed or routed to seven **AND** no more than one German Jagdpanther destroyed or routed.

Expanded game – The British forces in this scenario have been expanded to include historical forces that were in the area but not actually engaged on the day. To play a strictly historical version only use the tanks of ‘S’ Squadron 3rd Scots Guards.

German Special Rules

Ambush planning – The German Jagdpanther Zug commander, Leutnant Scheiber, had moved forward on foot to check out the British position and planned alternate firing positions. The first damage result of the game, on each Jagdpanther in cover, can be ignored on a D6 throw of 4, 5 or 6.

Bergepanther recovery vehicle – A damaged AFV may remove a damage marker if the recovery vehicle is in contact for one full move during which neither vehicle does not move or fire. This is done at the beginning of the following turn before any morale tests (Reloaded Extra page 10).

Expanded game – The German forces in this scenario have been expanded to include historical forces that were in the area but not actually engaged on the day. To play a strictly historical version only use the three Jagdpanthers, the vehicles of 3. Kompanie Stabs and the off-table 150mm guns, with the on-table observer team.

Notes on the Battle Map

Cover – Woods are a continuous feature for movement, provide soft cover / partial concealment and restrict visibility to a maximum of 3”. Hedgerows block LOS, provide soft cover / partial concealment, and restrict movement.

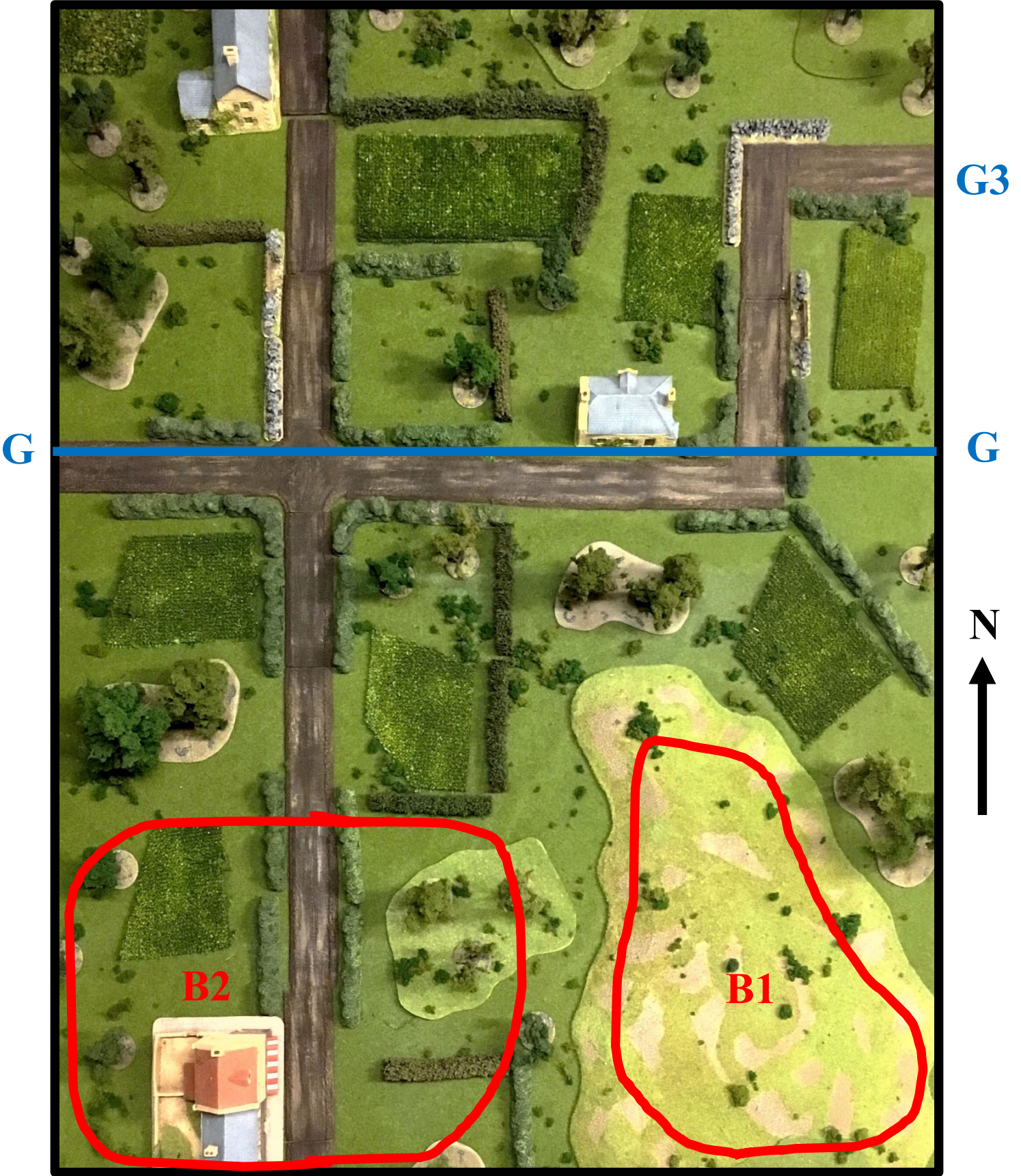
Cornfields - Offer no cover for vehicles but stationary infantry / weapons, or those that move 3” or less and do not fire, can claim soft cover. Infantry and weapons can only fire out of cornfields / orchards if they are on the edge or if they are fired at.

Point 226 – The high ground of Point 226 does not affect movement.

Buildings - Buildings start the game intact and have a maximum capacity of 11 figures.

Battle Map

G1 ← → G2



G3

G

G

N

B2

B1

← → B3

British Forces (all regular)
Elements of 3rd (Tank) Battalion Scots Guards
and 2nd Battalion Argyll and Sutherland Highlanders

‘S’ Squadron / 3rd Scots Guards / 6th Guards Armoured Brigade @ B1 (regular)

Squadron HQ - Captain William Whitelaw (active turn 2)

CO + 2 figures, Churchill (75mm), Churchill CS (95mm)

No. 7 Troop - Lt. Richard Humble (active turn 2)

2 x Churchill (75mm), 1 x Churchill (6 pdr)

No. 8 Troop - Lt. E.P. Hickling (active turn 2)

2 x Churchill (75mm), 1 x Churchill (6 pdr)

No. 9 Troop - Lt. C.R. Cunningham

2 x Churchill (75mm), 1 x Churchill (6 pdr)

No. 10 Troop - Lt. A. Stevenson

2 x Churchill (75mm), 1 x Churchill (6 pdr)

‘D’ Company / 2nd Battalion Argyll and Sutherland Highlanders @ B2 (active turn 3)

Major Kenneth – CO + 30 figures (regular)

Company HQ CO + 6 figures, PIAT, 2” mortar

7 Platoon 8 figures

8 Platoon 8 figures

9 Platoon 8 figures

Gun Section, 190th Field Artillery Regiment

2 x 25pdr (off table)

2 figure OP team (on table) @ B2 (active turn 3)

AT Section / Support Company / 2nd Argyll and Sutherland Highlanders – turn 4 @ B3

3 figures, 6 pdr AT gun, Lloyd carrier

SP Gun Section / 146th Battery / 97th AT Regiment RA – turn 5 @ B3

M10 Achilles (17 pdr)



Right: Churchills of
‘S’ Squadron
3rd Scots Guards on
Point 226.

German Forces

Elements of Schwere Panzerjäger Abteilung 654 (elite) and Fusilier Bataillon 326 (regular)

1. Zug / 3. Kompanie / Schwere Panzerjäger Abteilung 654 (elite) **North of G-G**

1. Section Jagdpanther (88mm) – Leutnant Scheiber
2. Section Jagdpanther (88mm)
3. Section Jagdpanther (88mm)

Gun Section / Artillery Regiment 326

- 2 x 150mm sFH 18 Howitzer (off table)
2 figure OP team with Sdkfz 250/5 HT (on table) **North of G-G**

Kompanie Stabs / 3. Kompanie / Schwere Panzerjäger Abteilung 654 - turn 3 @ **G1**

- Panther Befehlswagen (75mm) - Hauptman Heyn
Bergepanther recovery vehicle (VMG)

1. Kompanie / Fusilier Bataillon 326 – turn 4 @ **G2**

CO + 31 figures

- Stabs** CO + 4 figures, Panzerschreck
1. Zug 9 figures, Panzerfaust, MMG
 2. Zug 9 figures, Panzerfaust, MMG
 3. Zug 9 figures, Panzerfaust, 81mm mortar

2. Kompanie / Fusilier Bataillon 326 – turn 5 @ **G3**

CO + 31 figures (regular)

- Stabs** CO + 4 figures, Panzerfaust
4. Zug 9 figures, Panzerfaust, MMG
 5. Zug 9 figures, Panzerfaust, MMG
 6. Zug 9 figures, Panzerfaust, 81mm mortar

Left: 1. Zug
3. Kompanie
Schwere Panzerjäger
654 with Kompanie
Stabs.





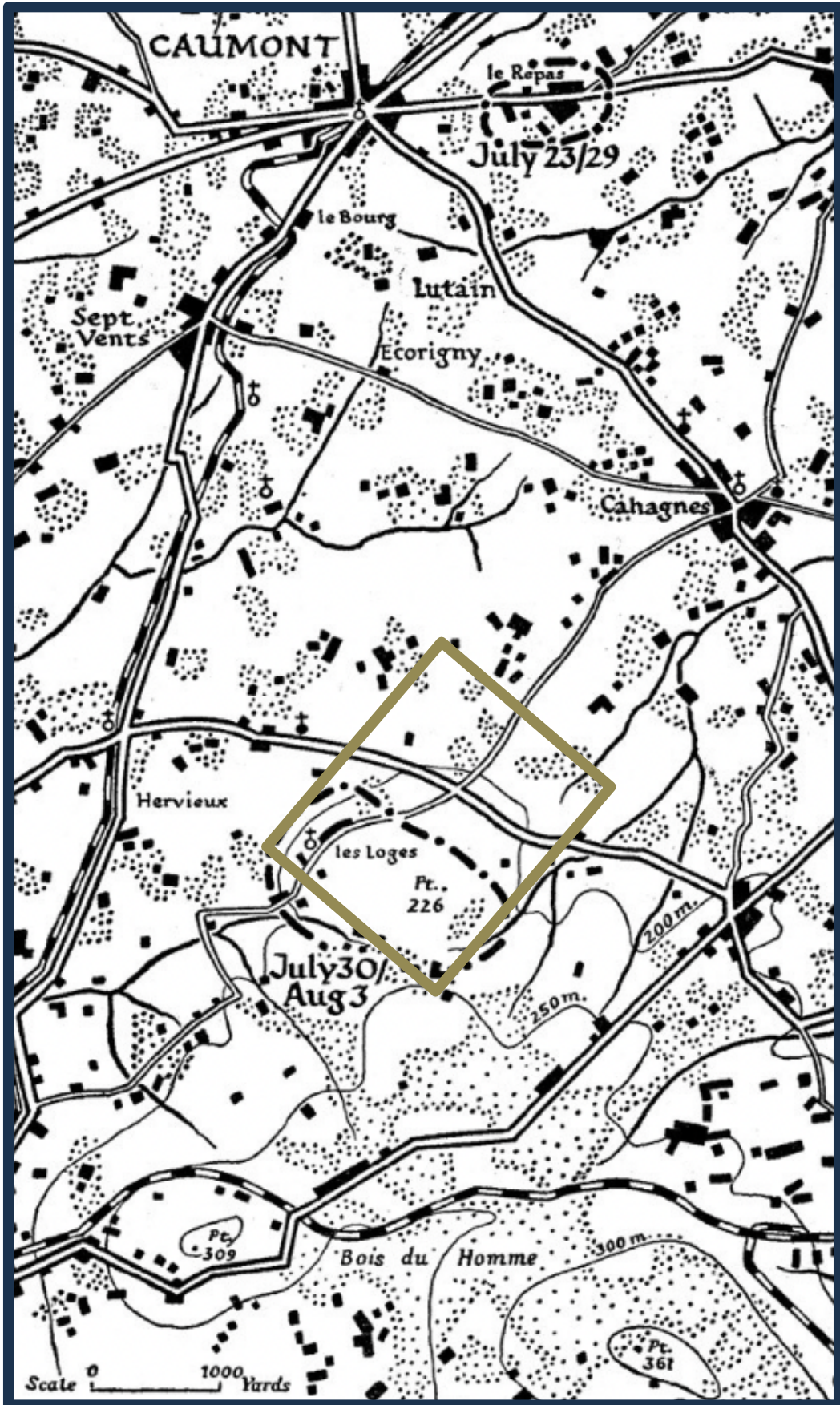
Left: Jagdpanther ambush position



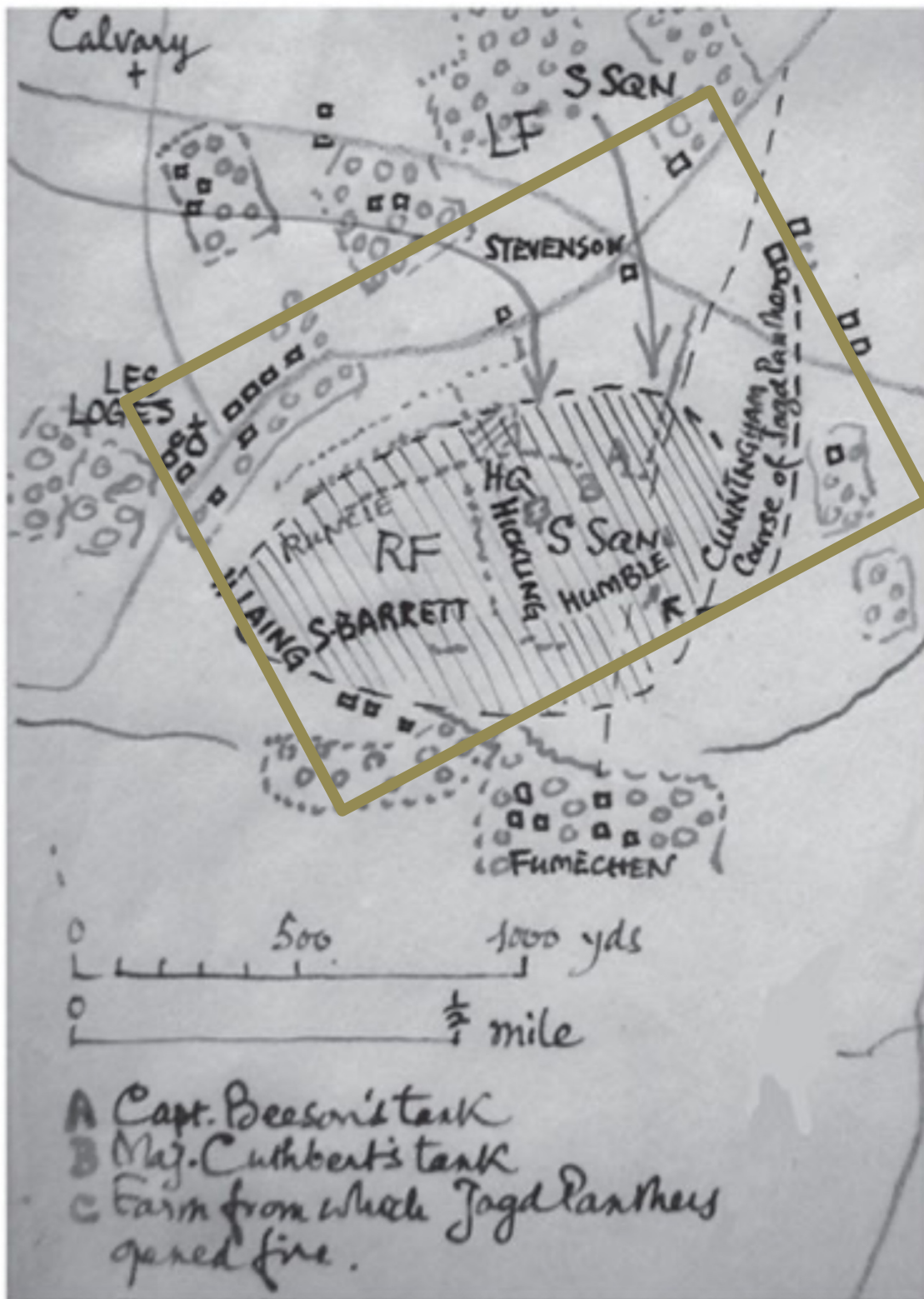


Left: Jagdpanthers and Churchills battle in the hedgerows near Point 226.





Over the Battlefield 'Operation Bluecoat'— Ian Daghish
(Approximate area of scenario)



Sketch map of plan of action of 3rd Scots Guards on Hill 226, 30 July 1944, during Operation Bluecoat

‘The Armoured Campaign in Normandy June-August 1944’ – Stephen Napier
 (Approximate area of scenario)

Where to Find Out More

‘Operation Bluecoat’ (Battlefield Europe) – Ian DGLISH

‘Mont Pincon’ (Battlefield Europe) – Eric Hunt

‘Over the Battlefield – Operation Bluecoat’ – Ian DGLISH

‘The Armoured Campaign in Normandy June-August 1944’ – Stephen Napier

‘Caen – Anvil of Victory’ by Alexander McKee

‘Panzers in Normandy – Then and Now – Eric Lefevre

‘War Diary 3rd Tank Battalion Scots Guards, July 1944’

<http://ww2talk.com/index.php?threads/war-diary-3rd-tank-battalion-scots-guards-jan-dec-1944.37230/>

‘Prowling Panthers Official Briefing – 654 Schwere Panzerjäger Abteilung (654th Heavy Tank-Hunter Battalion) Normandy 1944’ - Flames of War Official Briefing (PDF)

15th (Scottish) Infantry Division

<https://www.dday-overlord.com/en/battle-of-normandy/forces/gb/15th-infantry-division>

‘Debut at Caumont – 3rd Battalion Scots Guards – Operation Bluecoat – 30th July 1944 – Historical background to a Wargame’ - Colin Foster (Mailed Fist Wargame Group)

‘Jagdpanser Tank Destroyer’ – Dennis Oliver

‘Panzer Tracts No.9-3: Jagdpanser’ – Thomas Jentz & Hilary Doyle



Left: Churchills fight back after being ambushed near Point 226.

RAPID FIRE! RELOADED

GERMAN VEHICLE AND GUN CHART

GUNS		
Description	AT / HE Value	Points
50mm mortar	HE 2 x D6	3
81mm mortar	HE 4 x D6	8
Panzerfaust anti-tank rocket launcher	AT class 2 / HE 4 x D6	-
Panzerabwehr anti-tank rocket launcher	AT class 2 / HE 4 x D6	3
150mm sFH 18 howitzer	HE 6 x D6	14

Minimum range 6", maximum range 18"
 Minimum range 6", maximum range 48"
 Maximum range 6", one shot weapon
 Maximum range 6"
 IDF only
 Maximum range for IDF is 72"

COMMAND, OP AND RECOVERY VEHICLES					
Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons	Points
Panther command (75mm)	30 / 15	2	VMG	AT class 1 / HE 3 x D6 (or VMG)	27
Sdkfz 250/5 OP half-track	30 / 15	5	VMG	-	14
Bergepanther	30 / 15	2	VMG	-	15

SELF-PROPELLED GUNS AND TANK DESTROYERS				
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Points
Jagdpanther (88mm) *	30 / 15	2	AT class 1 / HE 5 x D6 * (or VMG)	24

*AT ranges are: short 0 - 12", medium 12 - 36", long 36 - 60". HE bands are: 6 x 10".

RAPID FIRE! RELOADED

BRITISH/Commonwealth VEHICLE AND GUN CHART

GUNS		
Description	AT / HE Value	Points
2" mortar	HE 2 x D6	3
PIAT hand-held anti-tank launcher	AT class 2 / HE 4 x D6	3
6 pdr anti-tank	AT class 3 / HE 2 x D6	8
17 pdr anti-tank	AT class 1 / HE 4 x D6	12

Minimum range 6", maximum range 18"
 Maximum range 6"
 From July 1944 may fire up to two AT class 2 rounds per game (representing APDS ammunition). HE is only available from September 1944
 AT ranges are: Short 0 - 12", Medium 12 - 36", Long 36 - 60". HE bands are: 6 x 10".
 HE is only available from September 1944

INFANTRY TANKS					
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Turret Weapons	Points
Churchill III (6 pdr)	18 / 9	2	VMG	AT class 3 (or VMG)	21
Churchill IV NA (75mm)	18 / 9	2	VMG	AT class 3 / HE 4 x D6 (or VMG)	21
Churchill V (95mm howitzer)	18 / 9	2	VMG	AT class 2 ** / HE 5 x D6 (or VMG)	25

*AT ranges 0-6", 6-14" and 14"-24"

**AT ranges are: short 0 - 4", medium 4 - 8", long 8 - 12".

SELF-PROPELLED GUNS					
Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons	Points
M10 (3" / 76mm)	24 / 12	4	-	AT class 2 / HE 3 x D6	16
M10 Achilles (17 pdr)	24 / 12	4	-	AT class 1 / HE 4 x D6 *	18

*AT ranges are: short 0 - 12", medium 12 - 36", long 36 - 60". HE bands are: 6 x 10". HE is only available from September 1944.

ARMoured PERSONNEL CARRIERS				
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Points
Carrier	24/12	5	-	4