

Blood & Honour – Hitlerjüngend in Normandy

Grimbosq Bridgehead -

The Kampfgruppe Wünsche Assault

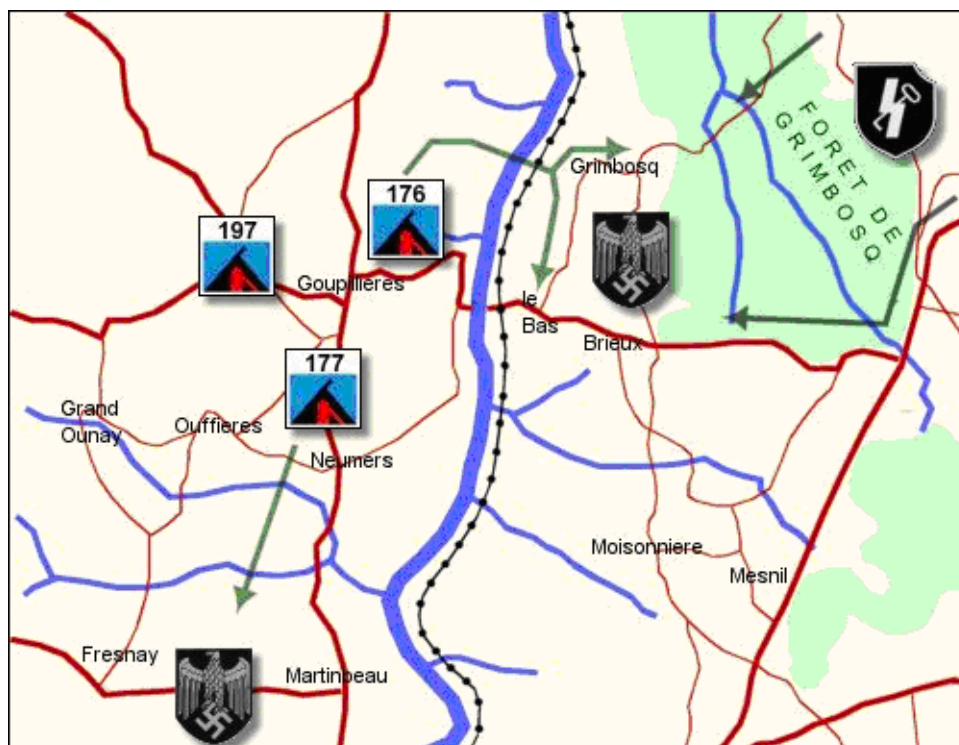
August 7th 1944

*Scenario written by Paddy Green and Richard de Ferrars
with contributions by Jeff Elson, Kate Thaxton, Mark Davies and Ken Natt*

Historical Overview

The village of Grimbosq is a small and rather unremarkable village sandwiched between a large forest and the steep banks of the River Orne. A rural farming community, its peace had previously only been disturbed by the train line running north from Thury-Harcourt. It was an unlikely place to become the focus of some of the fiercest fighting of the Normandy campaign.

In support of Operation TOTALIZE by Canadian forces to the east (see "Taming the Tigers"), 59th (Staffordshire) Division was ordered to attack towards Thury-Harcourt, west of the River Orne. The main thrust of this offensive was southwards however, in what appears to be an opportunistic move Brigadier Fryer's 176th Infantry Brigade was assigned the task of establishing a bridgehead over the River Orne. In a possibly unexpected turn of events, at 1840 hours on the 6th of August a suitable fording place for infantry was found opposite Grimbosq. During the night the infantry battalions of 176th Brigade, with support from two squadrons of the 107th Regiment RAC, established a bridgehead 1000m deep on the steep east bank of the Orne to the south of Grimbosq. By 0800 hours on the 7th August the destroyed bridge at le Bas, just to the west of Brieux, had been repaired and construction work was progressing on a more substantial Bailey Bridge. Two counter-attacks by the 271st Infantry Division failed to dislodge the British and during the day 176th Brigade enlarged its bridgehead to a width of about 3km and depth of 1500m and reinforced it with Churchill tanks once the Bailey bridge had been constructed.



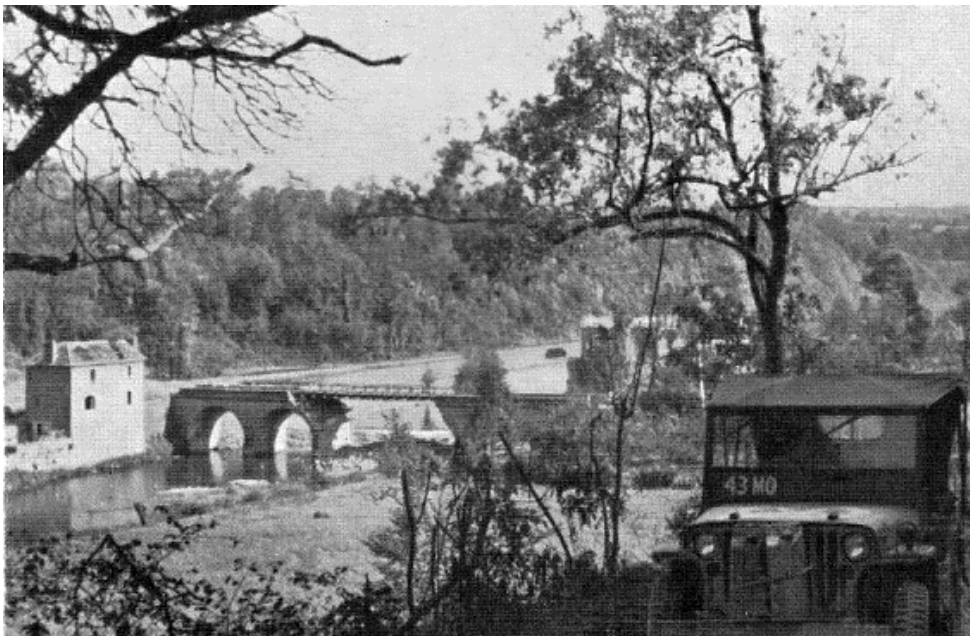
The Grimbosq bridgehead was of immense importance as it protruded deep into the German left flank at a time when they were under extreme pressure from Operation TOTALIZE to the north. It was clearly time for Sepp Dietrich, the commander of I SS Panzer Corps, to deploy part of his armoured reserve, and so he ordered Kampfgruppe Wünsche from 12th SS Panzer Division to restore the situation.

Scenario Design

While writing the Blood and Honour series of scenarios, Grimbosq was always a bit of a mystery. It is covered in scant detail in Hubert Meyer's "The 12th SS - The History of The 12. SS-Panzerdivision Hitlerjüngend" mainly because it was a detached action fought by Kampfgruppe Wünsche while Meyer was deployed further east as part of the main reserve behind 89th Infantry Division. It also gets little coverage in "Steel Inferno" by Michael Reynolds and in "Michael Wittmann and the Waffen SS Tiger Commanders Volume 2" by Patrick Agte. None of these books give sufficient detail with which to write a scenario. It was only when I stumbled of a copy of "The 59th Division: Its War Story" by Peter Knight and then the history of 34th Tank Brigade on the excellent RTR site http://www.royaltankregiment.com/9_RTR/History%20of%2034%20Armd%20Bde.htm that I started to piece this fascinating battle together. The strategic significance of Grimbosq quickly became apparent as did the ferocity of the battle that was fought there. However, only once my initial draft had been written and while I was hunting for the names of the Company Commanders involved, I had the good fortune of contacting Jeff Elson¹ from the South Staffs Museum who produced a huge amount of historical detail and war walk information on the battle, for which I am eternally grateful. The information Jeff provided has taken this scenario far beyond what I had originally envisaged.

Grimbosq is a unique battle for this period as it is a major German offensive by elite armoured troops at a time they were mainly on the defensive. As a scenario it benefits from a small and clearly defined battleground with highly concentrated troop densities as well as some attractive terrain features, including a river, railway, forest and bridge. It also has the possibility of a massed air attack being driven off by German Flak. The historical significance of the battle is enhanced as it was where Captain David Jamieson won one of the 5 Victoria Crosses awarded to land forces during the Normandy Campaign. This makes Grimbosq an ideal for a BFWWII scenario with potential to be used as an exhibition or demonstration scenario.

That said, as a scenario it is a rather simple affair of an armoured SS Kampfgruppe assault against a defending, under strength British brigade. A significant feature of the battle was the ever increasing amounts of British Artillery employed as the assault progressed against the bridgehead. This created a problem for scenario design. The German player needed a strong reason to push home his attack into the teeth of this artillery fire (as was historically the case) rather than sitting back having taken the villages of Grimbosq and Brieux and settling for a rather dull minor victory or a draw. The solution was to identify 7 victory locations and award players an exponentially increasing number of Victory Points for controlling them. This makes losses less important in this scenario than either holding or crushing the bridgehead.



The bridge near Le Bas - view from the west bank of the Orne.²

Historical Outcome

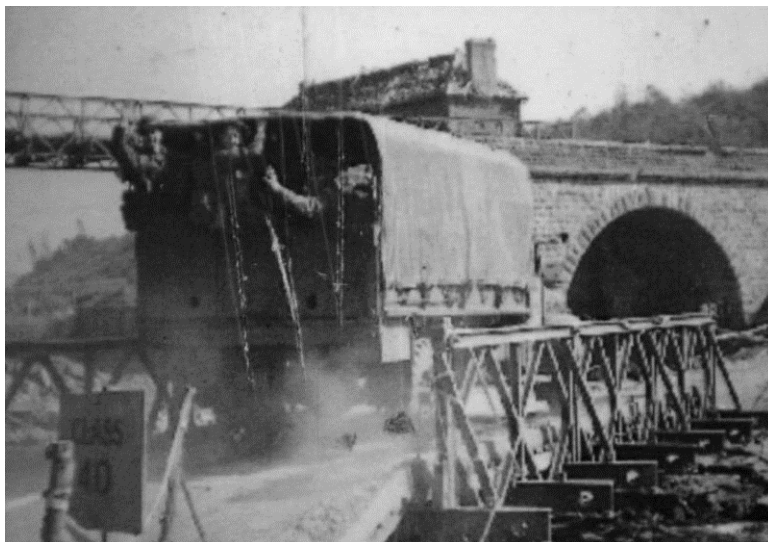
A combined Panzer and Panzer-Grenadier attack was launched from the Forêt de Grimbosq. Tanks made rapid progress and soon reached the narrow streets of Grimbosq. By 2030, Tigers were reported near the Orne, within 400m of the bridge at Le Bas. The fighting was fierce; the 107th Regiment RAC lost twenty-eight tanks during the fighting. Most of the 7th South Staffords were forced back across the river. However, the slender bridgehead

¹ Whose uncle was a Cpl in 6NSR with a 6 pound Anti-tank gun and was killed in action on the 7th August 1944

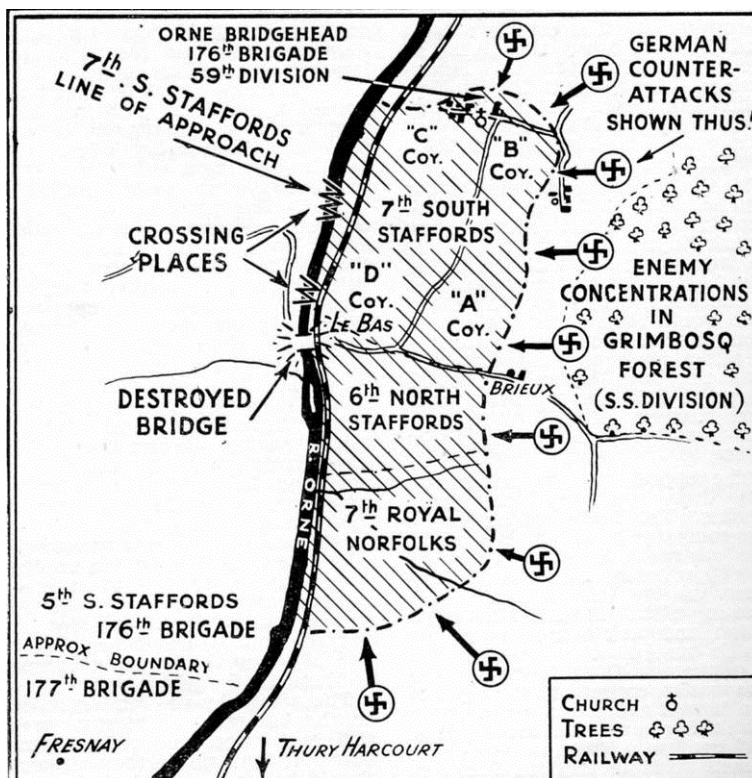
² From 59th Div – Its War Story.

survived by virtue of massive artillery support from the west bank of the Orne some of which was being called down by Captain David Jamieson in close proximity to his position.

During the night another infantry battalion, 1/7 Royal Warwicks from 197 Brigade reinforced the depleted British force and Wünsche's tanks were forced to pull back from the river. Wünsche had temporarily prevented the expansion of the bridgehead but despite further attacks he could not destroy it. In view of the major crisis developing to the south-east of Caen as a result of Operation TOTALIZE, Wünsche was ordered to break off his action and retired with the loss of 9 Panthers and 122 casualties (24 KIA). The British had stubbornly and successfully defended their bridgehead — it cost the 6th North Staffordshire Battalion 76 casualties and Lieutenant Colonel Ian Freeland's 7th Norfolks 42 killed, 111 wounded, and 73 missing. Captain David Jamieson of the 7th Norfolks was awarded the Victoria Cross for his part in this fighting.



The Destroyed La Bas Bridge and the Bailey Bridge 1944



An almost Contemporary Diagram of the Bridgehead Battle

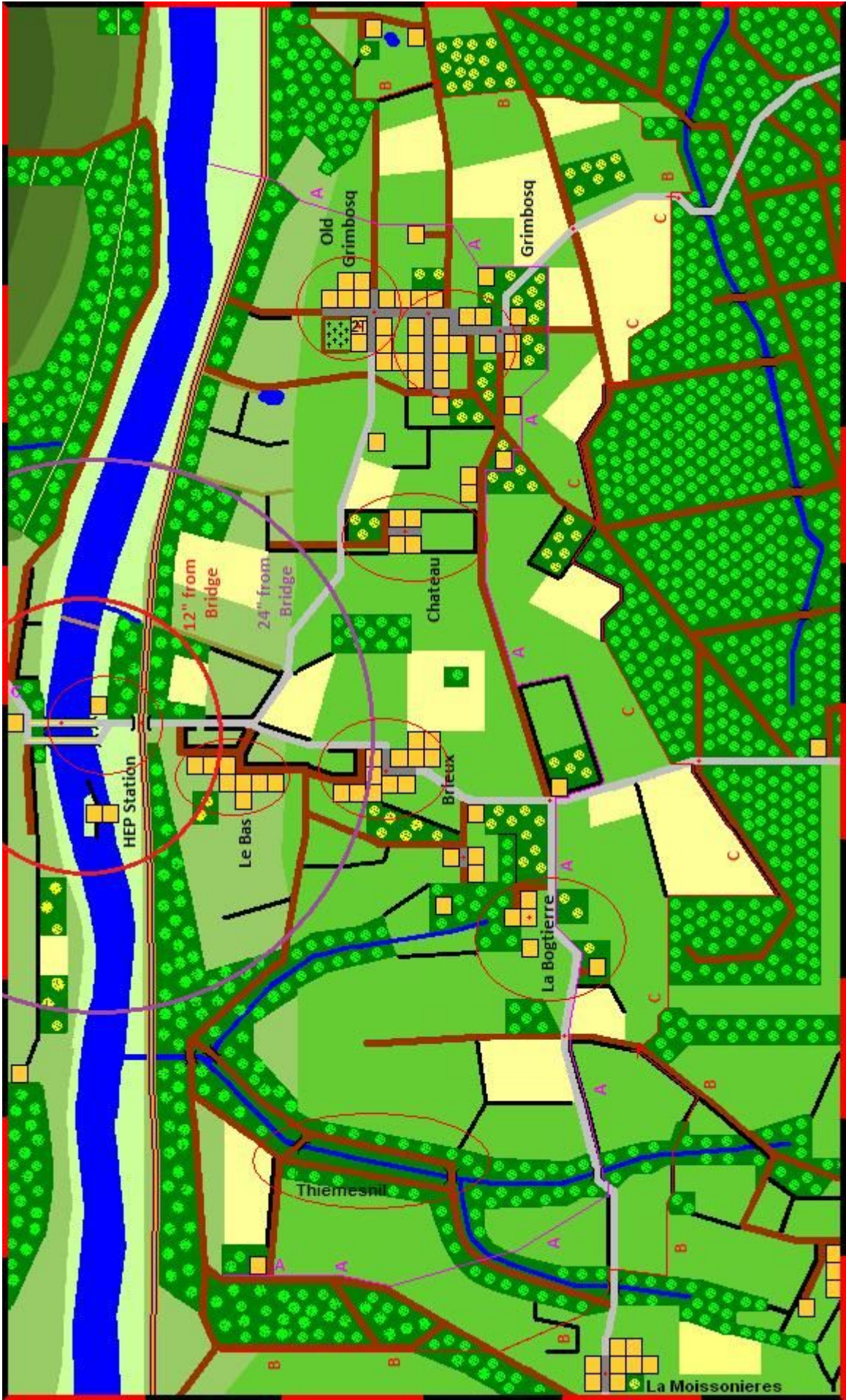
Map & Terrain

For this scenario it is strongly recommend that you use 20mm ground-scale if playing with 15mm figures. The board option shown above assumes 20mm ground-scale. If you want to fight this scenario in 15mm ground scale then reduce all dimensions by a third. However, please note that this will create a very cramped table. There are a lot of forces to fit within a small area.

- North is at the top edge of the map.
- The pink line AAA marks the eastern limit of the British initial deployment.
- Point C marks the location of British reinforcements
- The red line BCCB marks the western limit of the German initial deployment.
- The line CC marks the deployment limit of the 12SS HJ initial deployment.
- All green spotted wood areas count as cleared woods.
- All yellow spotted wood areas count as orchards.
- All hedges are tall hedges.
- Grimbosq churchyard is surrounded by a high wall which, if breached by a large vehicle creates a permanent 1" hole. The churchyard counts as rocky ground.
- Crops and Wheat fields etc, marked in yellow, are treated as tall crops.
- The River Orne is impassible except at crossings where special rules apply.
- The eastern bank of the River Orne is a steep bank where marked.
- Both ponds are impassible.
- All other streams count as wide or deep streams and bridges/culverts are assumed to exist where these are crossed by roads or the railway.
- The khaki coloured channels running into the Orne from the eastern bank are wide or deep gullies.
- All buildings are stone. BUS marked "2T" represent Grimbosq church tower and is a 2 story tower structure.
- The small red crosses are pre-designated but not pre-registered aim points for artillery.



A Churchill form 107 RAC at Le Bas – the bridges over the River Orne can be seen in the background



British Player Briefing

"It was of immense importance and it seemed that every senior officer in the British army was watching our little action and wondering if we would stay or run. I was determined to hang on, if we could, but I was worried. My concern was that everybody was going to skit and run, and I was determined to do everything I could to stop it. It wasn't a happy position."

Maj (then Capt) David Jamieson VC CVO describing the action at Grimbosq where he won the VC

Situation

Brigadier R. W. H. Fryer, CO 176 Brigade, 18:00 August 7th 1944, Groupilleres

The 59th (Staffordshire) Infantry Division was a 2nd Line Territorial Army unit of the British Army under the command of Major-General L. O. Lyne. On June 25th the division, numbering 1,147 officers, 21,575 enlisted men, arrived in Normandy via JUNO Beach and assembled in the Bayeux-Creully area. By July 7th Monty had thrown it into the thick of the fighting of Operation CHARNWOOD where it was placed in the center of the line between 3rd Canadian Division and 3rd British Division during the frontal assault on Caen. This assault saw the first use of carpet bombing in France which, despite being a morale booster, had virtually no impact on the German troop positions north and west of the city. As a result 59th Division walked into a baptism of fire, facing fanatical defenders from 12th SS Hitlerjüngend Division, who had occupied the area for a month and had been given plenty of time to prepare strong defenses. 59th Division suffered horrendously in the fields surrounding Galmanche and La Bijude and, despite some initial success, a counter attack soon pushed the 6th North Staffords back past the Chateau de la Londe. Monty's plan to overwhelm the defenders with a coordinated attack by three divisions, assisted by massive artillery and naval support fire, had failed. The butcher's bill for 59th Division was bitter with 239 killed and 1,090 wounded and missing.

On 16th July, the Division was committed to Operation POMEGRANATE, a series of attacks by XXX Corps toward Noyers-Bocage. Initially held in reserve, 176th Brigade watched as others attacked through the dense bocage. This time the enemy were 276th and 277th Infantry Divisions, containing Austrians, Poles and Russians (one only 15 years old) supported by elements of 2nd and 9th SS Panzer Divisions. Initial progress was slow. Many troops became lost in the thick dawn mist and then stumbled into both friendly and enemy minefields. Despite heavy casualties Brettevillette soon fell but on the other flank 197th Brigade suffered from particularly heavy and accurate enemy mortaring and failed to make any material progress. On 17 July, 177th Brigade attacked Noyers while the 1/6th South Staffs advanced on Bordel to be met with violent resistance. 176th Brigade strengthened this flank but also met with limited success. The next day a full scale attack on Noyers made little progress against determined enemy resistance. That night 176th Brigade moved into the front line to prepare for a set-piece attack. However, by the next day Corps had given up on capturing Noyers and so vigorous patrolling ensued across the whole front. This battle yielded no prize but again 59th Division casualties were high with 1,250 killed, wounded and missing.

Since then your Brigade has seen limited action in its march southwards. Many of the gaps in your ranks have been filled by green recruits or remain empty as manpower has become scarce. Routine patrolling has failed to fully restore morale, shaken by the mauling at the hands of the Hitlerjüngend outside Caen. It has not been improved by rumors that the Division is soon to be broken up. However, while on the left of 59th Division's advance southwards towards Thury-Harcourt your Brigade was assigned the task of finding a crossing over the River Orne, a formidable obstacle with steep banks. To some surprise at Corps HQ, a suitable fording place was found opposite Grimbosq. On the night of August 6/7th, 176th Brigade forded the river at this point, occupied Grimbosq and Brieux and began repairing the destroyed crossing near Le Bas. Somehow, 176th Brigade, the ginger-haired step-child of the unloved 59th Division, had found itself in possession of some of the most important real-estate in Normandy. Your bridgehead is situated right in the centre of the front line threatening the flank of the Germans who are becoming hard pressed trying to contain Operation TOTALIZE, the Canadian breakout from Caen. Your time has come! It seems like every senior officer in the British army is watching your little action and wondering if you will stay or run. Today, two stiff counter attacks by the Füsilierbataillon of 271st Infantry Division failed to dislodge your brave boys as 176th Brigade held on stubbornly and successfully to defend your bridgehead. However, at the end of the afternoon the sounds of tanks closing from the east indicate that the Germans are preparing for a strong counter attack. Soon afterwards your pickets in the Forêt de Grimbosq began falling back against a concerted advance by tanks and armoured personnel carriers. Rumours have begun to reach you that your enemy is again the feared 12th SS Hitlerjüngend Division.

Mission

Your Brigade currently hold a bridgehead over the River Orne to a width of about 3km and depth of 1500m centered on the Villages of Grimbosq, Brieux and Le Bas. You must hold this bridgehead at all costs.

British Deployment, Notes & Special Rules

• **Deployment and Reinforcement**

Turn 1 All British forces initially deploy on table behind Line AA. 176 Brigade Troops must deploy within 18 inches of the Bridge with the Exception of 257th Engineer Field Company which must deploy within 6 inches of the Bridge.

Variable FOOs from 59th (4th West Lancs) Medium Regt and 67th (Suffolk) Medium Regt enter the table at Point C

All British units initially deploy in hidden positions and may deploy in single IP or hull down.

• **Discipline Rating**

All MEs are Experienced.

• **Initial Casualties**

The Companies from both 6th North Staffordshire, 7th Royal Norfolk, 7th South Staffordshire Battalions and 257th Engineer Field Company had suffered significant casualties during the initial assault and in their defence against the counter attack by the Fusilier Battalion of the 271st Infantry Division. To simulate this each Rifle Company (Engineer Coy counts a Rifle Coy for this purpose), Carrier Platoon and HQ Company rolls 1d10 at the start of the game modifiers (+1 for every 0 that Battalion has rolled and -1 for every 9 that battalion has rolled) and consults the table below. These casualties count for Manoeuvre Roll purposes as having been sustained during this scenario. MEs suffering casualties cannot apply a zero casualty modifier. The British player may adjust the positions of his forces subsequent to this roll if desired.

Die Roll	Rifle Companies	Carrier Platoon	HQ Company
0	No Casualties	No Casualties	No Casualties
1-2	1 Inf unit lost	1 Inf unit lost	1 6pdr ATG and Carrier lost
3-5	2 Inf units lost	1 Inf unit & 1 Universal Carrier lost	1 6pdr ATG and Carrier plus 1 x 3" Mortar lost
6-7	3 Inf units lost	2 Inf units & 1 Universal Carrier lost	1 6pdr ATG and Carrier plus 1 x 3" Mortar and 1 Vickers MMG lost
8	4 Inf units lost	2 Inf units, 1 x 2" Mortar & 1 Universal Carrier lost	1 6pdr ATG and Carrier plus 1 x 3" Mortar and 1 Vickers MMG lost
9	5 Inf units lost	2 Inf units, 2 x 2" Mortars & 2 Universal Carrier lost	2 6pdr ATGs and 2 Carriers plus 1 x 3" Mortar and 1 Vickers MMG lost

*If 2 Rifle Coys each suffer 4 or more casualties and are combined into a single Coy. This combined Coy may never have more than 1 CO, and may substitute its second 2" mortar for Inf but may retain 2 PIATs. The resultant company assumes at least 25% for all future manoeuvre rolls and assumes a size of 11 for all future casualty calculations.

• **Defences and Minefields**

All units may deploy in single IP or hull down. However, because the engineers have been so busy repairing and constructing bridges over the River Orne no tactically significant defensive minefields have been laid. Uncleared but identified German minefields may be placed at the umpire's discretion – these will be known to both sides.

• **British Artillery**

Off-board artillery originates from the centre of the western board edge.

2" Mortars may fire unlimited dissipated smoke. All other Fire Support elements may fire up to 1½ rounds of full smoke. This is equivalent to laying of full smoke once plus 1 round of stoking OR laying/stoking dissipating smoke 3 times. HE fire from Mortars is limited to 2 rounds.

○ **Barrages and Pre-registered Fire**

No Barrage has been organized and no pre-registered fire has been arranged. However, FOOs have pre-designated a number of obvious targets (small red crosses on the map) which may be targeted by a FOO that has a clear LOS to the fall of shot against that target. Once a pre-designated spot has been targeted it may be subsequently used as a pre-registered spot by the same battery/FOO.

○ **Fire Support**

FOOs from 61st Field Regt are attached to the HQ Companies of both 6th North Staffordshire and 7th Royal Norfolk Battalions.

On turns 1-4 the 61st Field Regt is available as General Fire Support only. FOOs may not call their own batteries with enhanced Call for Fire modifiers.

On Turn 5 onwards the 61st Field Regt becomes Direct Fire Support.

On Turn 5 onwards the Optional British artillery – replacement of FOO casualties rule is activated.

On Turn 5 onwards FOOs from 61st Field Regt may call their own batteries as Organic Fire Support.

On Turn 5 onwards either FOO may call a MIKE target (Regiment) as General Fire Support. MIKE targets must include at least 1 armoured vehicle or at least 3 troop stands.

On Turn 8 onwards either FOO may call an UNCLE target (Divisional) as General Fire Support. UNCLE targets must include at least 3 armoured vehicles or at least 7 troop stands.

On the British turn after undisordered German Forces close within 24 table inches (16" in 20mm) of the Bridge at Le Bas A FOO from 59th (4th West Lancs) Medium Regt enters the table at Point C and 59th (4th West Lancs) Medium Regt becomes available as General Fire Support concentrations using 2x2 large templates resolved at +1/+2.

On the British turn after undisordered German Forces close within 12 table inches (8" in 20mm) of the Bridge at Le Bas A FOO from 67th (Suffolk) Medium Regt enters the table at Point C and both Medium Regts become Direct Fire Support. These may individually fire concentrations using 2x2 large templates resolved at +1/+2 or combine their effect (called by either FOO) to be resolved at +2/+3. Additionally 3rd AGRA becomes available as General Fire Support the Heavy Regiment of which may combined with either Medium Regiment called as General Fire Support concentrations using 2x2 large templates resolved at +3/+4.

○ **Forward Observers**

FOOs from 61st Field Regt may only be attached to the HQ Companies of both 6th North Staffordshire and 7th Royal Norfolk Battalions. These may not be used to call for fire from the Medium Regt or 3rd AGRA. The replacement of FOO casualties rule is activated from turn 5 onwards.

FOOs from 59th (4th West Lancs) Medium Regt and 67th (Suffolk) Medium Regt are attached at Brigade HQ level and may not call for fire from 61st Field Regt.

Capt Jamieson, CO of D Coy 7th Royal Norfolk Battalion won a VC during this engagement. During this scenario he conducts all Calls for Fire with a +1 modifier **and** an additional +1 on his call for fire if the template covers his position.

● **Crossings over the River Orne**

There are two fords and two bridges over the River Orne marked on the map.

- The northern ford was that initially crossed by troops from the 176th Infantry Brigade when the bridgehead was first created. Its position is marked on maps and it is known to the Germans. This ford well established and is the ONLY fording point for large vehicles over the River Orne. Only troops and amphibious or tracked large vehicles have sufficient wading depth to cross here. It is impassable to all non-amphibious small and medium vehicles as well as to guns. This ford is sufficiently wide to be crossed by two troop units moving abreast or by one vehicle. It counts as a Wide and Deep Stream for crossing with large vehicles which apply a -3 Bog-down modifier (note Churchills get a +1 Bog-down modifier.) If a vehicle bogs down a second time when already bogged, it is permanently stuck and needs to be recovered. To recover a vehicle, another Churchill must be within 1 inch and must attempt to 'improve position' (i.e. tow the bogged tank out). Tanks may only be towed out towards the West where the banks are less steep and only one attempt may be made per turn. Bogged tanks block that section of ford to other tanks, however, infantry may breach to cross in single file until the obstruction is cleared. The eastern bank of this river counts as a steep bank.
- The location of central ford is conjectural and its position has yet to be determined. Neither player knows its exact location. Troops conformed to the river bank within 6 inches of the location marked on the map may reconnoitre the section of river-bank in search for a ford by rolling a modified die roll of 8 or more (modified by discipline rating of troops.) If they fail then the player is informed his men have searched for 2 inches in each direction from their current position, but to no avail. Once one ford has been found then no other fords can be discovered. It is entirely possible that the British may be unlucky and not find any fords in this location, in which case tough! If discovered, this ford is only passable by troops, requires them to both breach and conduct a bog down check to attempt a crossing.
- The previously demolished bridge at Le Bas (the northern bridge) has been hastily repaired by Royal Engineers and is classified 'Class 5.' This is strong enough only troops and small soft vehicles to cross.
 - Troops treat this bridge as if it were unpaved road.
 - Small soft vehicles treat this bridge as if it were open ground
 - All other vehicles attempting to cross the bridge roll for structural integrity. Roll a d10 subtracting frontal amour score, -1 if medium vehicle, -2 if large vehicle and -1 if panicking. If the score is 0 or less the vehicle falls through the bridge destroying both the bridge and vehicle in the process.

- The Bailey Bridge (the southern bridge) is a “Class 40” structure and is passable to all units. It counts as open ground when crossing. The bridge can be destroyed by a pioneer unit in contact with the bridge conducting an Engineering action to prepare explosive charges followed by a detonate action.
- Both le Bas bridges can be damaged by IDF (count as soft vehicles) if the firing unit is over 75mm or by DF provided the firing unit is over 75mm and within 5 inches of the bridge. After 2 KO results the bridge is damaged and counts as a defile. After a further 3 KO results it is destroyed.
- Units that evacuate the Bridgehead by crossing the River Orne from east to west will not subsequently cross back unless they are in the command Radius of an undisordered CO in their Chain of Command.

• **Air Support**

- There is no routine air support allocated to British forces for this scenario.
- Given the impending attack by German Forces a request for Air support has been made and 2 squadrons of Mitchells from RAF No.2 Group (2 TAF) (either 137 or 139 Wing) are allegedly inbound. The umpire should make a hidden roll to determine whether the Mitchells arrive on Turn 1, Turn 2 or not at all. 1-5 Turn 1, 6-9 Turn 2, 0 not at all.
- If the Mitchells arrive they will fly along a pre-designated flight path, north-south 2ft in from the German long table edge. The British player designates 5 “bomb drop points” along this flight path (no FAC required.) There must be at least 4 inches (6 inches at 20mm scale) between these points. The umpire then rolls to determine which of these “bomb drop points” the centre of the front template of the bombing run 10 large templates (3 wide x 3 deep plus 1 front centre) is centered. Individual templates represent the bombing patterns of individual flights of aircraft.
- German Flak fire is then be made against each of these templates (or its flight path) with an 'amour' value of 2. A S or D result generates -1 or -3 modifiers respectively and a KO removes the template.
- Deviation of bombing. In the event of successful FlaK fire (i.e. a S or D result), before the results of the bombing are calculated roll one dice per template. The resultant number distance in half inches that the centre of the template is moved if S or in inches if D. The direction of this deviation is away from the direction of the FlaK fire that caused the S or D result.
- Calculate the results of the bombing with +3/+3 Stats with S or D results generating -1 or -3 modifiers.
- This process will be demonstrated by the British player deploying 3 Boston aircraft on the table over the templates. These aircraft may be placed on the table at the start of their flight path on the preceding German turn and at the end of their flight path in the subsequent German turn for display purposes.



Mitchell Bomber



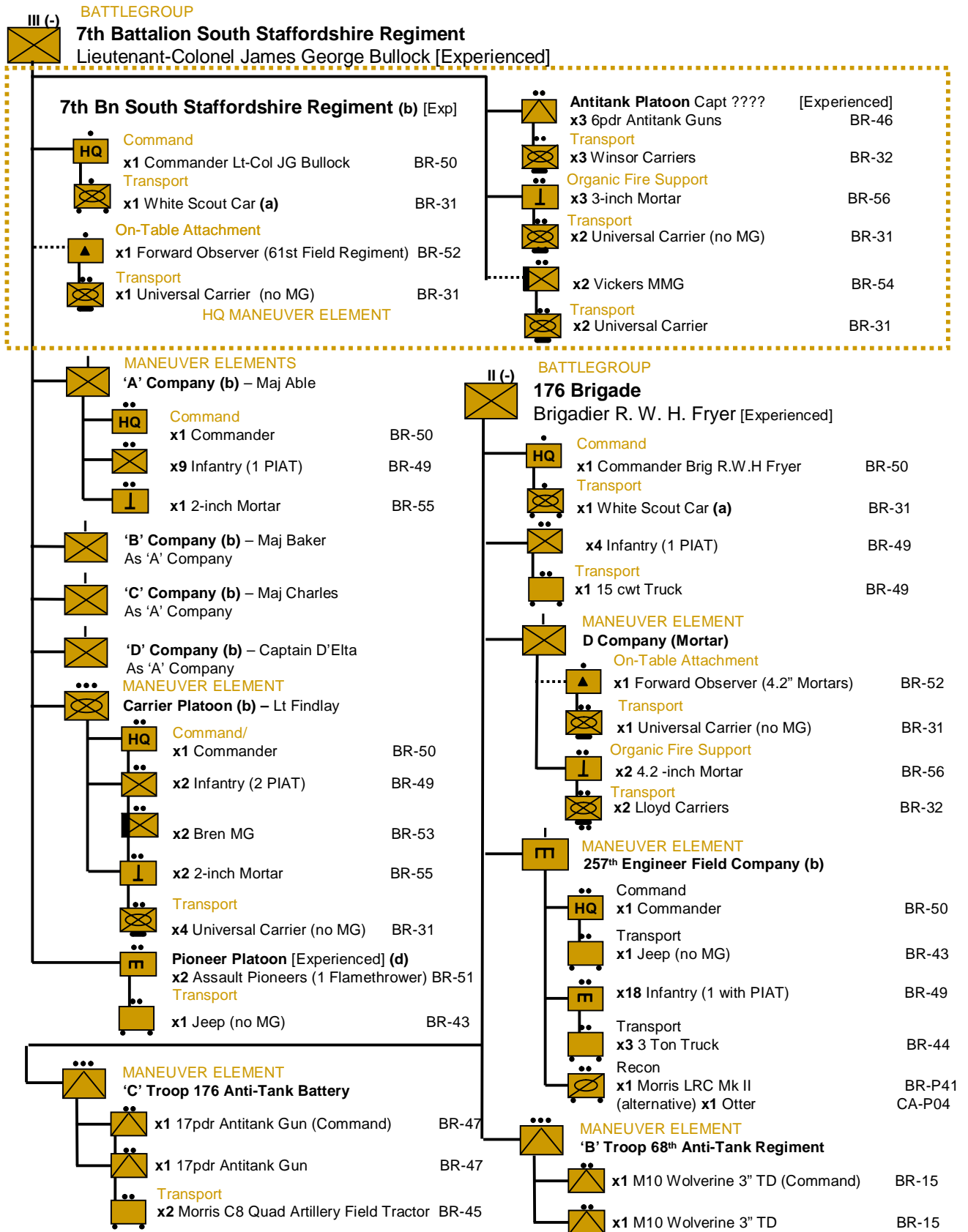
Capt David Jamieson VC



Lt Col Ian Freeland (pictured as a Captain) became Lieutenant-General Sir Ian Freeland, GBE KCB DSO GOC N.Ireland Jun 69 to Feb 71

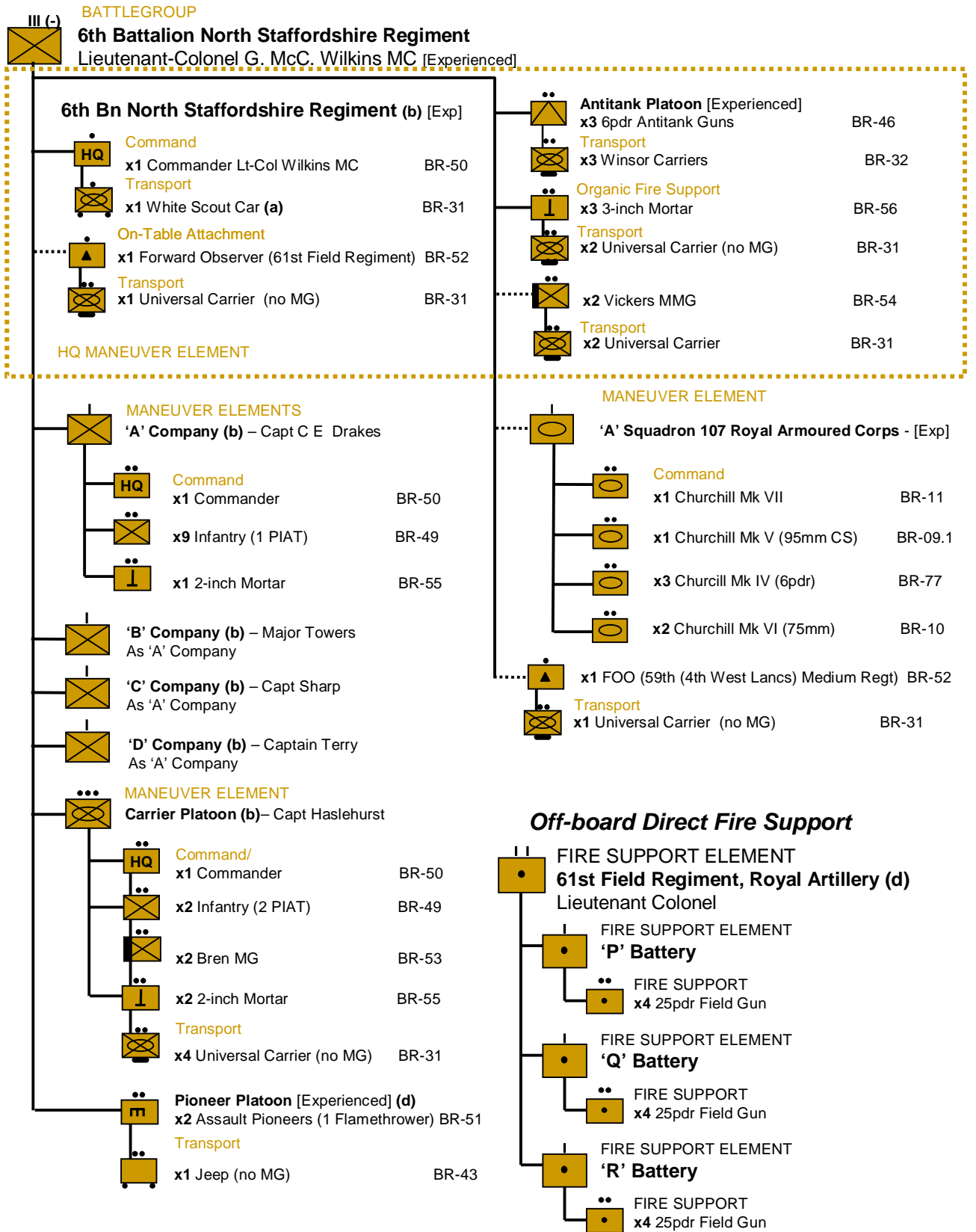
British ORBAT

Allied Forces 7th Battalion South Staffordshire Regiment



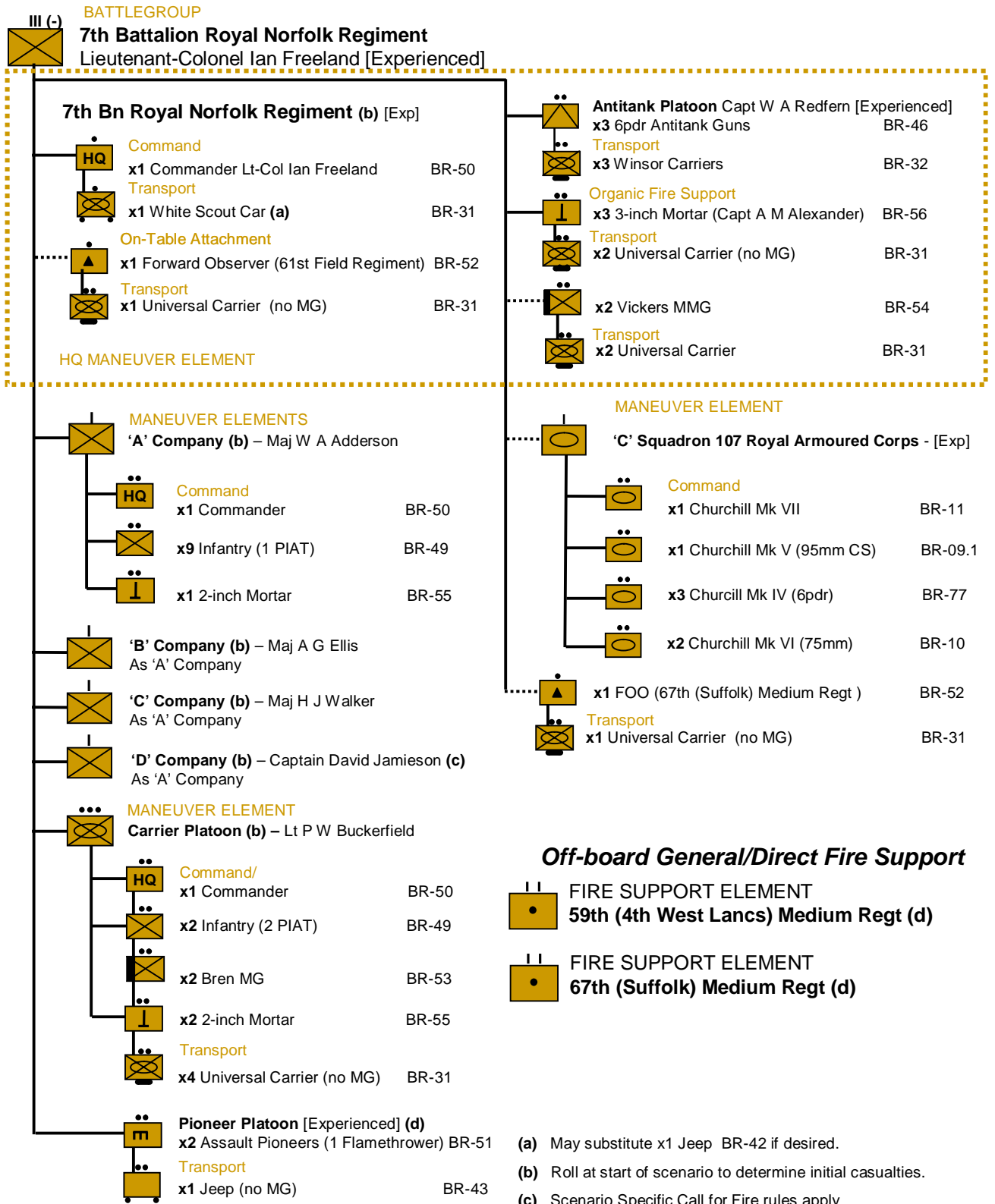
Allied Forces

6th Battalion North Staffordshire (Prince of Wales's) Regiment



Allied Forces

7th Battalion Royal Norfolk Regiment



German Player Briefing

"Tigers, Panthers and Panzer IVs assembled in the southern and western parts of the forest in preparation for the attack. The Tigers and Panzer Grenadiers made good initial progress and entered Grimbosq and Brieux, while elements of the 1st Battalion, 26th Regiment reached the stream in Le Bas. Twenty Eight enemy tanks were destroyed in heavy fighting, but when the barrage became too heavy the Panzer Grenadiers dug-in. Several Tigers were struck by artillery shells but no serious damage resulted."

Hubert Meyer

Situation

SS Ostufaf Max Wünsche 12 SS Panzer Regiment 'Hitlerjügend'. 18:00 August 7th 1944, Grimbosq

At 1840 hours yesterday, 271 Infantry Division reported that intense artillery fire began to fall in the Grimbosq and Thury-Harcourt sectors. During the night the infantry battalions of the British 176th Infantry Brigade forded the river and with support from two squadrons of the 107th Regiment RAC, established a bridgehead on the east bank of the Orne, south of Grimbosq. Füsilierbataillon 271 mounted a fierce counterattack in the early hours to eliminate the bridgehead near Grimbosq. This was repulsed, with high losses. By 0800 hours this morning the demolished bridge near Le Bas, just to the west of Brieux, had been secured by the British and engineers were working to restore it for armoured traffic. Tanks were brought forward to strengthen the bridgehead. A second counter attack by 271 Infantry Division was also beaten back. This demonstrated that 271ID had no prospects of achieving a decisive success with their own forces against the obviously strong enemy, supported by tanks. The General von Kluge assessed that the bridgehead over the River Orne at Grimbosq threatened to outflank the German 89th Infantry Division positions west of Condé-sur-Noireau which were trying to contain the British breakthrough between Vire and Thury-Harcourt. Needing to retain a strong reserve to counter the major Canadian offensive to the north, General Command need to hold back the majority of the 12th SS Hitlerjügend Division between Urville and Potigny to act as a strong reserve. However, it was clearly time for Dietrich [commander of I SS Panzer Corps] to deploy part of his armoured reserve. On the advice of your friend "Panzer Meyer," General Dietrich ordered you to restore the situation at Grimbosq. You are pleased to be able to serve the Führer by leading your Kampfgruppe in the conduct of a swift and violent counterattack against the British to stabilize the situation.

Your Kampfgruppe is a highly mobile and extremely powerful force of Tiger, Panther and Panzer IV tanks combined with a Panzer Grenadier Regiment, elements of Olboeter's Armoured Panzer Grenadier Battalion. All of the Panzer Grenadiere Kompanies have recently been restored to full strength after the depleted II./26 battalion was disbanded for this purpose. Also your Kampfgruppe is supported by III Artillery Battalion 12th SS and is accompanied by considerable amounts of 20mm Flak from 12th SS Panzer Division HQ, the HQ of 1st Battalion and that attached to 2nd Company 101st SS Heavy Panzer Battalion. You are glad of the Flak as during your march to the assembly areas in the Forest of Grimbosq, necessarily travelling in daylight and in the open, your Panzers came under attack from fifty-four Mitchell bombers. Intense Flak fire damaged thirty-six bombers, some so severely damaged that they crash landed nearby. Your forces suffered only minor damage during this attack and the positive effect of seeing so many downed RAF bombers has had a positive effect on the morale of your Kampfgruppe.

Shortly afterwards your Kampfgruppe approached the eastern edge of the Forêt de Grimbosq. You sent Olboeter's troops forward to clear the assembly areas of the few British outposts that had deployed forward into the forest to act as pickets. Inevitably this means that your counterattack is now expected. In order to maintain as much of the initiative as possible and to deny the British the opportunity to get more armoured units across the River Orne you have elected to conduct an immediate counter attack. Your Kampfgruppe has now assembled in the southern and eastern sectors of the forest for the attack. The III. Artillerieabteilung, attached to support your forces, have turned their guns to face and mustered all the ammunition they can obtain. Your attack will start at 18.00 hours. Heil Hitler!

Mission

You are to assault the British forces in the Grimbosq Bridgehead, in the villages of Grimbosq, Brieux and Le Bas, throw them back over the River Orne and destroy all crossings over the river. If unable to do this you are to damage the British forces east of the Orne so severely that they cannot function effectively, thereby neutralizing the threat of the Grimbosq Bridgehead. In doing this you are to husband your forces against excessive losses so to retain the I SS Panzer Corps armored reserve as an effective unit.

Notes & Special Rules

• Deployment and Reinforcement

Turn 1 All German forces initially deploy on table behind Line BCCB.
12th SS forces may only deploy behind line CC
Any troops or guns (including Flak) may deploy unlimbered and emplaced but may not deploy in IP whilst tanks may not deploy hull down.
There are no reinforcements

• Discipline Rating

All 12th SS MEs are Elite. All 271ID MEs are Experienced.

• Initial Casualties

271ID had suffered significant casualties during their initial defence and subsequent counter attack. To simulate this each Rifle Kompanie rolls 1d10 at the start of the game modifiers (+1 for every 0 that Battalion has rolled and -1 for every 9 that battalion has rolled) and consults the table below. These casualties count for Manoeuvre Roll purposes as having been sustained during this scenario. MEs suffering casualties cannot apply a zero casualty modifier. The German British player may adjust the positions of his forces subsequent to this roll if desired. All HQ Kompanies are unscathed.

Die Roll	979 Grenadier Battalion Koys	271 Fusilier Battalion Koys
0	1 Inf unit lost	2 Inf units lost
1-2	2 Inf units lost	2 Inf units and 1 Inf unit with PzF lost
3-5	2 Inf units and 1 Inf unit with PzF lost (add back 1 LMG)	3 Inf units and 1 Inf unit with PzF lost
6-7	2 Inf units and 1 Inf unit with PzF lost (add back 1 LMG)	3 Inf units, 1 Inf unit with PzF and HMG lost
8	2 Inf units and 1 Inf unit with PzF lost	4 Inf units and 2 Inf unit with PzF lost
9	3 Inf units and 1 Inf unit with PzF lost	4 Inf units, 2 Inf unit with PzF and HMG lost

• German Artillery

3rd SS Panzer Artillery Battalion (HJ) has been allocated in Direct Fire Support.

Off-board artillery originates from the centre of the eastern board edge.

Mortars may fire unlimited dissipated smoke or up to 3 rounds of full smoke. Stoking smoke or opting to lay dissipating smoke is equivalent to ½ round of full smoke.

○ Pre-registered Fire

Because of lack of preparatory time no pre-registered fire points have been recorded. However, FOOs have pre-designated a number of obvious targets (small red crosses on the map) which may be targeted by a FOO that has a clear LOS to the fall of shot against that target. Once a pre-designated spot has been targeted it may be subsequently used as a pre-registered spot by the same battery/FOO.

○ Organization of Off-board Fire Support

In **Direct Fire Support** you have the 3rd SS Panzer Artillery Battalion consisting of two 2 gun 150mm batteries and one 2 gun 105 mm Kanone Batteries. **This may only be called for by 12th SS units.**

The battalion may fire as a single unit using the following plans:

1. Battalion Random Shelling 6 x large templates 4 at 0/+1 & 2 at -2/-1
2. Battalion Shelling 6 x large templates 4 at +1/+2 and 2 at -1/0
3. Battalion Concentrated Shelling 3 x large templates 2 at +2/+3 and 1 at +1/+2
4. Battalion Concentration Thick Centre 2 x large templates at +2/+3 central template at +3/+4
5. Battery Thickened Concentration 1 x large template at +3/+4

The battalion may also fire as individual batteries. Once it has fired as individual batteries it may not fire as a Battalion again during the scenario. Options for Battery Fire are:

6. Battery Random Shelling 2 x large templates at 0/+1 (150mm) or -2/-1 (105mm)
7. Battery Shelling 2 x large templates at +1/+2 (150mm) or -1/0 (105mm)
8. Battalion concentration 1 x large template at +2/+3 (150mm) or 0/+1 (105mm)

In **General Fire Support** you have the 271 Artillery Battalion consisting of two 2 gun 75 mm batteries, one 2 gun 105 mm Battery and one 2 gun 150mm Battery. For the purposes of this scenario the two 2 gun 75 mm batteries are fire as 2 large templates at -1/0. **This may only be called for by 271 ID units.**

The battalion may fire as a single unit using the following plans:

- | | |
|---|--|
| 1. Battalion Random Shelling | 6 x large templates 4 at -2/-1 and 1 at 0/+1 |
| 2. Battalion Shelling | 6 x large templates 4 at -1/0 and 2 at +1/+2 |
| 3. Battalion Concentrated Shelling | 3 x large templates 2 at +1/+2 and 1 at 0/+1 |
| 4. Battalion Concentration Thick Centre | 2 x large templates at +1/+2 central template at +2/+3 |
| 5. Battery Thickened Concentration | 1 x large template at +2/+3 |

The battalion may **not** fire as individual batteries as it had insufficient ammunition and tactical flexibility to do this.

Smoke or combined smoke and shell may only be laid on shelling missions. Combined smoke and shell reduces the factors by -1.

- **Forward Observers**

12th SS FOOs are attached to both I./26 and III./26 in schwimmwagens and Sdkfz 251 respectively and a FOO in a PzBeobIII is attached to 1st Bn PzReg Staff with the CO of 3rd SS Panzer Artillery Battalion (HJ) personally accompanying his friend SS Ostubaf Max Wünsche.

271ID FOOS are attached to each Battalion of 979 Grenadier Regiment and are transported in kubelwagens or civilian cars.

If all 12th SS FOOs are killed the replacement of FOOs optional rule can be invoked at the umpire's discretion

- **Ammunition**

- Given the importance of this mission Kampfgruppe Wünsche has unlimited ammunition except for mortar smoke above which is limited to 2 rounds or 1 round and 2 stokes.
- 4./I./26th Pz Grenadier Kompanie includes a captured Russian 76.2mm gun nicknamed 'Ratschbumm.' This was non-standard and therefore was not well supplied with ammunition. The German player should record the number of times this gun fires in the game and if at any point after Turn 8 the unmodified die roll is lower than the number of times this gun has fired then it has run out of ammunition and is destroyed. In this case its crew does not count as casualties.

- **Allied Defenses and Air Activity**

- **Minefields** - It is expected that the British may have laid defensive minefields.
- **IP** - It is expected that the British have improved or Hull Down positions.
- **Bunkers** - The British have not held their bridgehead for long and you are not expecting to encounter trenches, bunkers or more advanced defences.
- **Air Activity** - Your KG is moving in the open in daylight. Expect Allied Air Activity. If situated in Grimbosq forest it is assumed that your Flak will deploy in clearings such that they can provide AA support in the event of an air strike.

- **Armoured Halftracks**

III./26 was armoured and equipped with Sdkfz251 half-tracks. These halftracks do not count towards the size of an ME or to their casualties but generate VPs in their own right.

The carrying capacity for all vehicles has been increased by one unit.



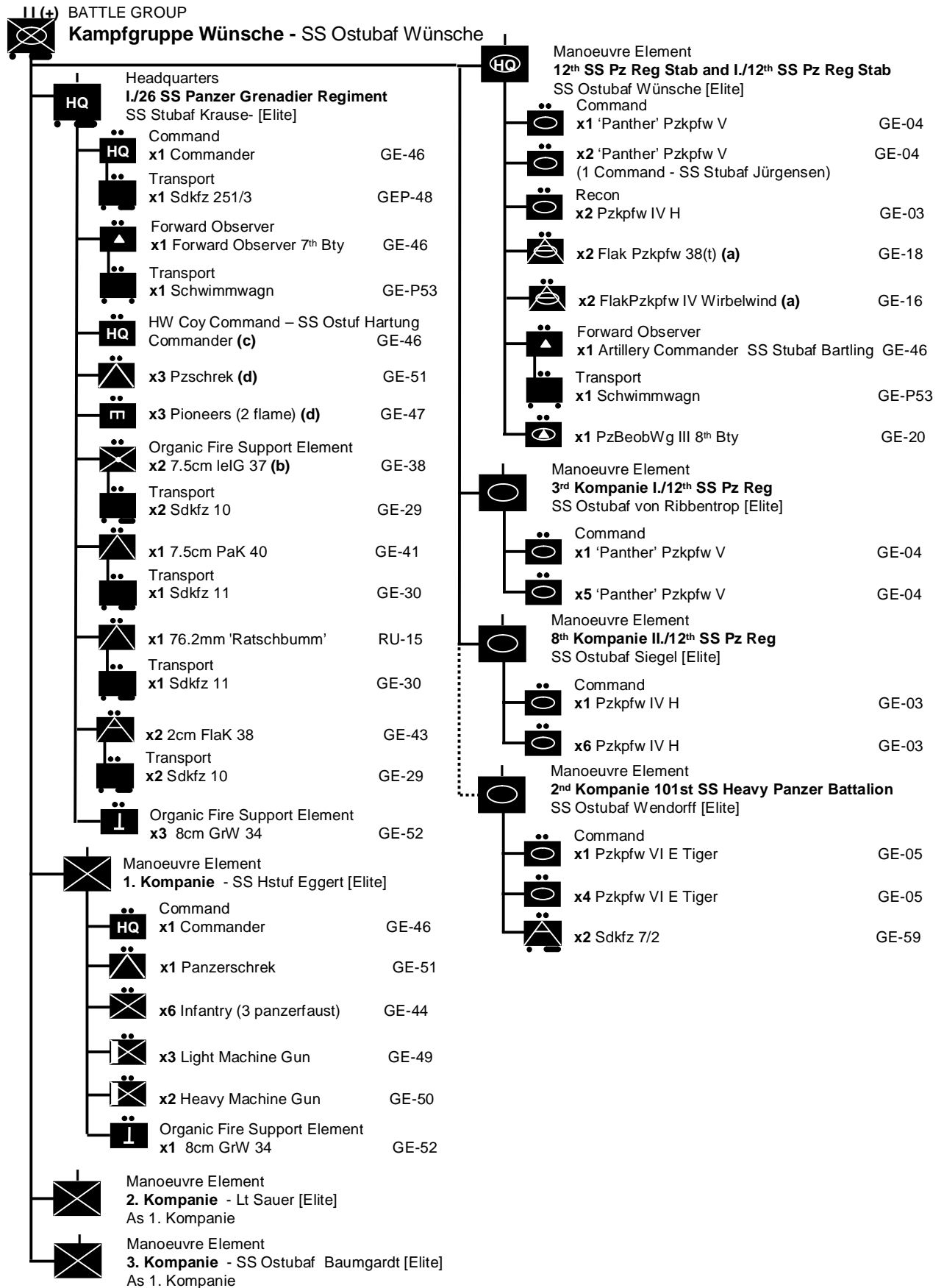
SS-Obersturmbannführer Max Wünsche



Generalmajor Paul Danhauser

German ORBAT

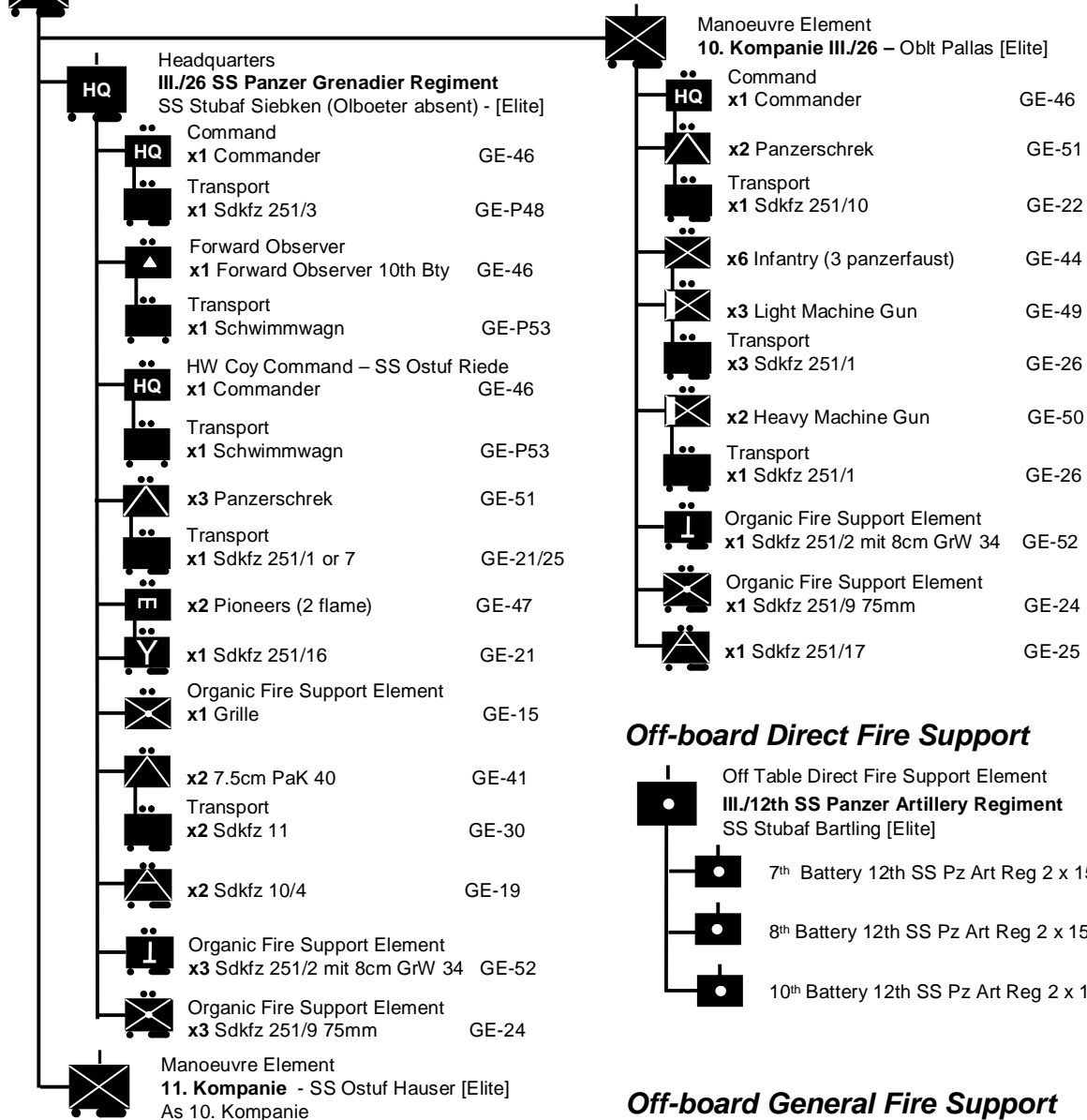
Kampfgruppe Wünsche –12. SS Pz Division ‘Hitlerjugend’



Kampfgruppe Wünsche –12. SS Pz Division ‘Hitlerjüngend’ (cont.)

II (+) BATTLE GROUP

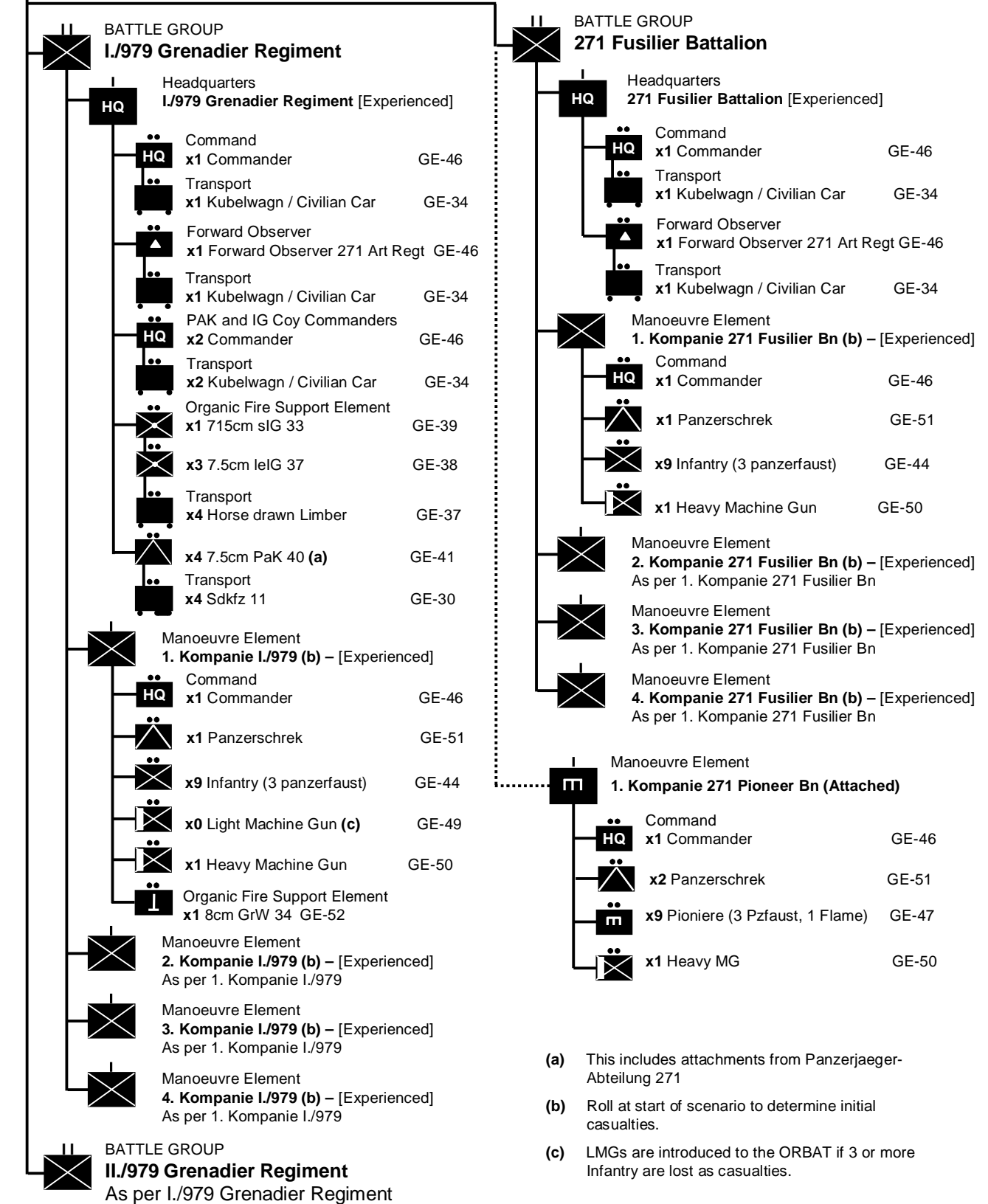
Kampfgruppe Wünsche - SS Ostufaf Wünsche



- (a) Maybe attached to armoured MEs as desired.
- (b) Add optional 150mm sIG33 and Sdkfz7 tractor if desired
- (c) Add optional schwimmwagn transport if desired
- (d) Add optional Sdkfz251/1 or 251/7 as appropriate transport if desired

271 Infantry Division

XX(L) BATTLE GROUP
271 Infantry Division (Elms) - Generalmajor Paul Danhauser



- (a) This includes attachments from Panzerjaeger-Abteilung 271
- (b) Roll at start of scenario to determine initial casualties.
- (c) LMGs are introduced to the ORBAT if 3 or more Infantry are lost as casualties.

Game Notes

The game starts at 1800 and lasts for 32 turns³.

Turns 26-29 Dusk rules apply. Turns 30-32 Night time good visibility rules apply.

The German player moves first.

Recommended Optional Rules

Grazing fire

Sneak manoeuvre action

Engineer / improved position rules

British artillery – replacement of FOO casualties should variably apply

Multi-level BUS

Vehicle carrying capacity increased by 1

Not all tanks burn

Victory Conditions

On the map there are 8 red circles these represent Victory Locations and begin the game in British hands. To control victory locations either player must have undisordered troops located within the circle **and** the circle must be devoid of **all** undisordered enemy forces. One exception to this is the bridge at Le Bas which counts as being in German hands in the unlikely event that both Bridges are destroyed. Contested Victory Locations count as being controlled by neither side. Victory Locations devoid of all troops count as being in the control of the last player who had undisordered troops located there.

Control of Victory Locations grants the controlling player Victory Points as follows:

- Control of 1 Victory Location grants that player 1 VP.
- Control of 2 Victory locations grants that player 4 VP.
- Control of 3 Victory locations grants that player 9 VP.
- Control of 4 Victory locations grants that player 16 VP.
- Control of 5 Victory locations grants that player 25 VP.
- Control of 6 Victory locations grants that player 36 VP.
- Control of 7 Victory locations grants that player 49 VP.
- Control of all 8 Victory locations grants that player 64 VP.

In addition VPs are awarded by destroying Enemy forces:

- Each enemy Infantry HQ or Gun ME at 25% casualties or more grants that player 1 VP
- Each enemy Infantry HQ or Gun ME at 50% casualties or more grants that player 2 VP
- Each enemy Infantry HQ or Gun ME at 75% casualties or more grants that player 3 VP
- Each enemy heavy/medium tank destroyed (Churchills, Tigers Panthers and PzIVs) grants 1 VP
- Each other armoured vehicle destroyed (White Scout Car, Universal Carriers, Op Tanks, Sdkfz 251s, Sdkfz 7/2, FlakPz38(t) and PzBeobIII) grants ½ VP
- Each enemy soft vehicle destroyed grants ¼ VP

For the purposes of defining VP panicking units count as KOed.

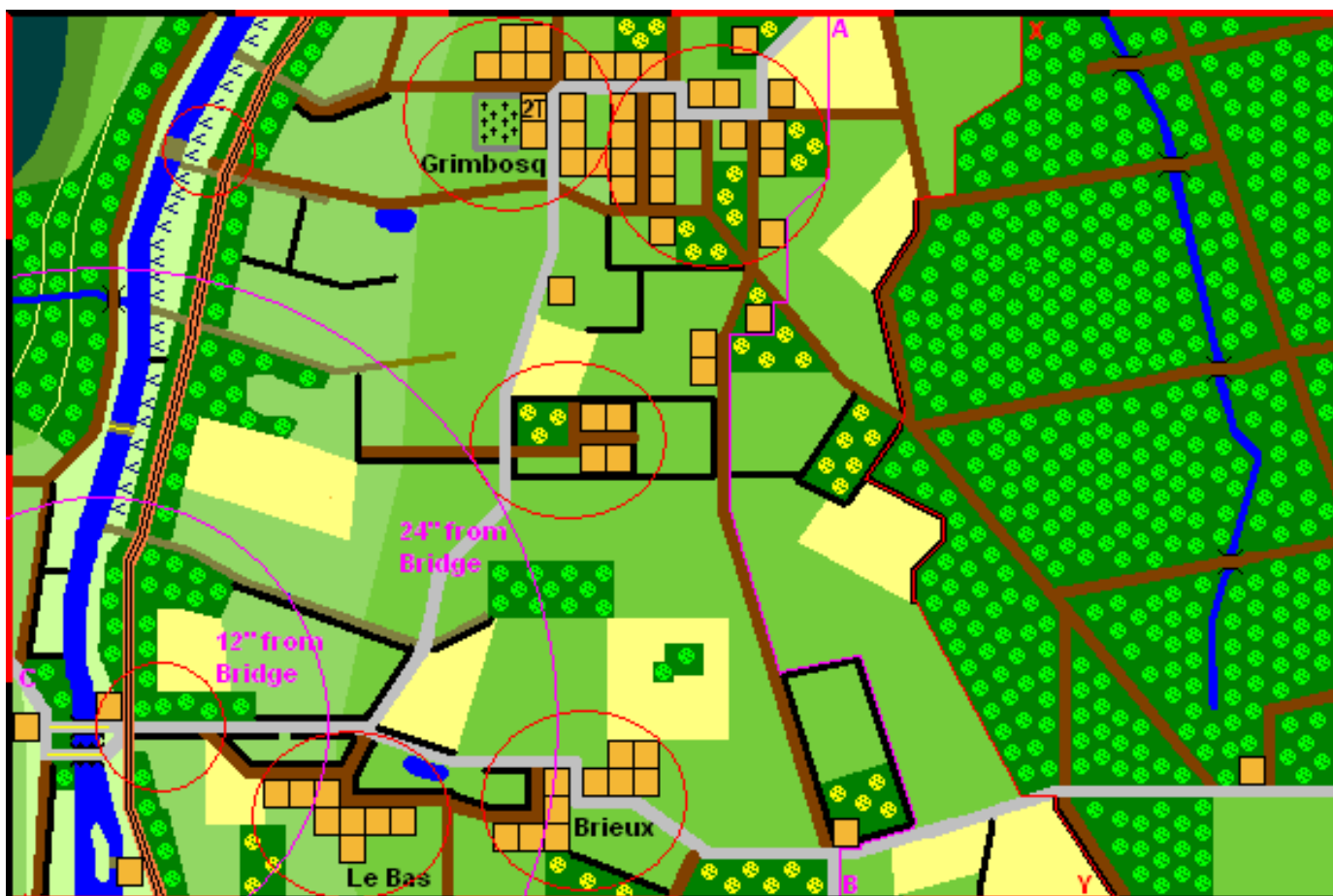
	British Player	German Player
Total Victory	25 VP more than the Germans or greater	25 VP more than the British or greater
Major Victory	12 VP more than the Germans or greater	12 VP more than the British or greater
Minor Victory	3 VP more than the Germans or greater	3 VP more than the British or greater
Draw	Equal numbers of VP or a difference of 2 or fewer	Equal numbers of VP or a difference of 2 or fewer

³ It should be noted that the original battle continued sporadically into 8th August – but for the purposes of this scenario the fighting has been captured within a single day.

Variations and Alternatives

Players may wish to expand on this scenario. Ideas that are historically justified include:

- The initial assault by 176 Brigade plus counter attacks.
 - All German forces at full strength (no initial casualties.) 271ID deploy hidden and in single IP anywhere east of Orne River. Fusilier Bn must deploy behind Line XX cannot be moved until Brit forces control at least 6 victory locations.
 - 12th SS forces enter table on turn 24.
 - Michell Bombers Arrive on Turn 28.
 - All British forces at full strength (no initial casualties) start on/off table west of the River Orne.
 - British player moves first.
- For a slightly smaller game.
 - Delete 271ID from German ORBAT and Germans deploy behind line XY
 - Delete 7th South Staffords from British ORBAT and Germans deploy behind line AB
 - Play on the following table:



Bovington '13 Scenario Notes

The umpires (Richard and Paddy) reserve the right to change anything, however big or small, in this scenario and/or anything in the rules, randomly, without justification or prior notification and in a totally arbitrary manner at any point during the game. Any such change does not set any sort of precedent and so any such decisions can be arbitrarily reversed at any point. They also reserve the right to add additional items to the ORBATs in a similarly arbitrary manner.

I

Manoeuvre

Element

9. Kompanie

I/26 - Hstuf

???? [Veteran]

Biography

The 12th SS - The History of The 12. SS-Panzerdivision Hitlerjugend – Hubert Meyer

Blood and Honor: The History of the 12th SS Panzerdivision – Craig Luther

The Panzers and the Battle of Normandy – Georges Bernage

The 59th Division: Its War Story – Peter Knight

Steel Inferno – Michael Reynolds

Michael Wittmann and the Waffen SS Tiger Commanders of the Leibstandarte: Volume 2 – Patrick Agte