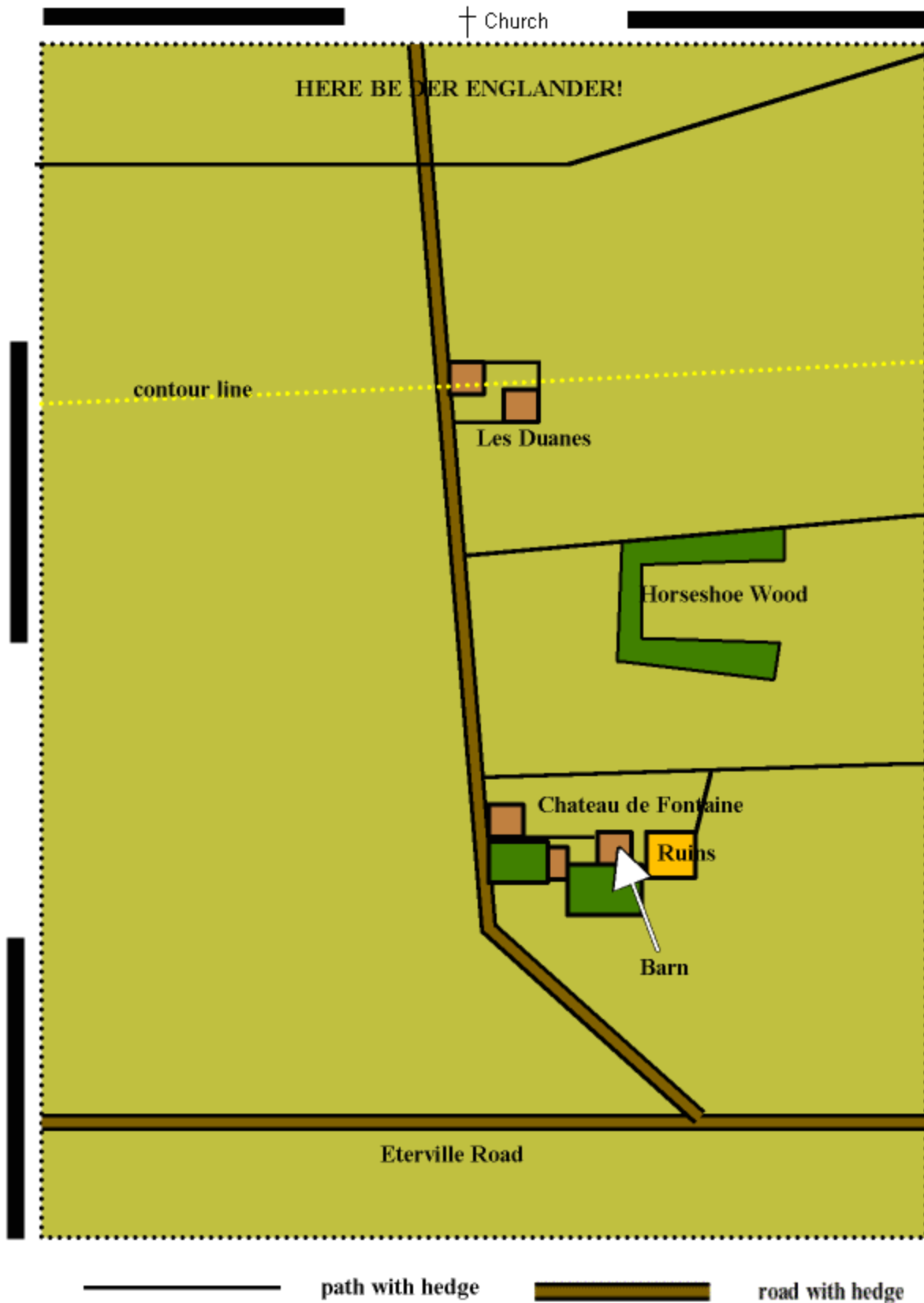


Battlefront: WWII Scenario
Jupiter-Les Duanes
Scenario Overview
By Ken Natt

Operation Jupiter

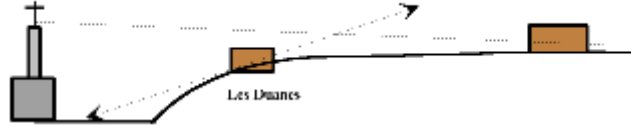
"He who controls Hill 112 controls Normandy"

Hill 112 was a prominent terrain feature that dominated much of the British sector of the Normandy Bridgehead, providing the Germans with observation far into British rear areas. Similarly, it would provide excellent observation into the German rear if held by the British. As such the British felt that it was imperative that this feature be captured and held, and Operation Jupiter was launched to do this. This scenario represents one of the attacks on the flanks of the main effort. The farm of Les Duanes and the ruined Chateau de Fontaine were situated on the right flank of the main effort against Hill 112. Both of these features needed to be cleared to protect the flank of the offensive. They were occupied by troops from the 10th SS (Frundsberg) division. On 10 July 1944, the 5th Dorsets launched an offensive to clear and capture these features.



Les Duanes itself was an important feature, as it was located on a slight rise that blocked most observation of the German positions. The ground rises in a convex slope from the British jumping off point around Etoupefour. The apex of this point is Les Duanes. Due to the curvature of the slope there is dead ground for units at ground

level either side of the Les Duanes contour. This makes Les Duanes a vital point for the defenders as without it they cannot bring accurate fire to bear on any attackers forming up in the valley. Seen from the side, the terrain looks (very) roughly like this:



Earlier, the British had captured Etoupefour Church, and an artillery observer stationed here is able to observe into the German rear area. Similarly, the Germans cannot see the British setup area until they cross the contour.

Terrain, Umpire Notes, and Options

- The map is 4' long by 3' wide. Each division on the side of the map represents 1 foot.
- There are waist high crops covering the open areas of the table, you can represent this by using regularly shaped cornfields (BF terrain-high crops) with small tracks in between.
- All roads and paths are lined on both sides with high hedges. You can put some breaks in the hedgerows to correspond to the tracks between the cornfields.
- The contour marked on the map will block LOS/LOF across it unless you are within 1" of it or in Les Duanes. The artillery observer in the church is able to see across it.
- Units in built up areas count as 1 level higher than surrounding terrain for observation. however, the contour still blocks LOS drawn from the Chateau de Fontaine.
- Les Duanes and all of the buildings at Chateau de Fontaine are stone buildings with two sectors each. In addition, Les Duanes is surrounded by a stone wall.
- Treat the ruins at Chateau de Fontaine as rubble.
- Horseshoe wood and the wooded areas around Chateau de Fontaine are cleared woods.
- The Germans had considerable time to prepare and all are considered dug-in in their initial positions. Units dug-in in stone built-up sectors receive a -2 defensive bonus against both direct and indirect fire. Units dug-in in other terrain will receive a -2 vs direct and a -1 against indirect.
- Use the optional [Machine Gun Beaten Zone](#) rules. As an addition to this rule, allow the German player to preplan his MGBZs. If he does not shift them, then smoke and suspected target modifiers do not apply. However, if the MGBZ are shifted at all, they will be effected by smoke and suspected target modifiers normally.

Troop ratings

Rating the SS the same as the Dorsets may seem a bit anomalous. The Dorsets had never seen action before, whereas the SS had a core of veteran NCOs and had just returned from service in Russia. However the Dorsets themselves performed well during this phase of the battle, and this performance on the day probably justifies their rating as Experienced, even though they were in reality simply well trained and motivated. The use of the carrier platoon to bring up ammunition and remove casualties does seem to have been a contributing factor to their success. One option would be for the umpire to rate the Dorsets as Trained, but allow them to deploy the carrier and AT platoons from the standard British Battalion BG-10 organization as active M.Es, along with an MMG platoon from the 8th Middlesex. 9RTR should be rated as Exp under any circumstances. Similarly the SS could be rated as Veteran if the umpire wishes.

Artillery

Counter Battery Fire

The Germans had a lot more artillery available in theory than this scenario allows, however it was spread across
©2006 Ken Natt and Fire and Fury Games

a large front that was engaged almost simultaneously. At the same time the British made a great deal of use of heavy counter battery fire, which in game terms probably balances out. Similarly, the British also used many more artillery assets (a Heavy artillery Regiment FS-04 and even the Battleship Rodney took part in Jupiter). However, for the purposes of this scenario, these assets are considered in use elsewhere.

Acknowledgements

A special thanks to Bob Eldridge, Mark Hannam and RMD for help with this one, and to Bob, Paul and Mike for play-testing.

Ken

Bibliography

An excellent account of this battle is found in the Battleground Europe book on Hill 112 by Tim Saunders.

Briefing for Lt Colonel Coad, Officer Commanding 5th Dorsets

Situation

Operation Jupiter, the offensive to capture the key terrain feature known as Hill 112, is beginning. Your Battalion is to support the attack on Hill 112 by clearing the enemy from the adjoining area to the left of Hill 112. On your immediate left your sister battalion (4th Dorset's) will be attacking Eterville.

Your opponents have been identified as Panzergrenadiers from 10th SS. The farm complex of Les Duanes is known to be held in strength, and positions have been identified at Horseshoe Wood and what looks like the main defensive position at Chateau de Fontaine. The enemy are well dug in and have been on the ground for about a week.

The ground rises in a convex slope from your jumping off point. The apex of this point is Les Duanes. Due to the curvature of the slope there is dead ground for units at ground level either side of the Les Duanes contour. This makes Les Duanes a vital point for the defenders as without it they cannot bring accurate fire to bear on any attackers forming up in the valley. The ground to your front is covered with waist high wheat, which may give some spotting cover.

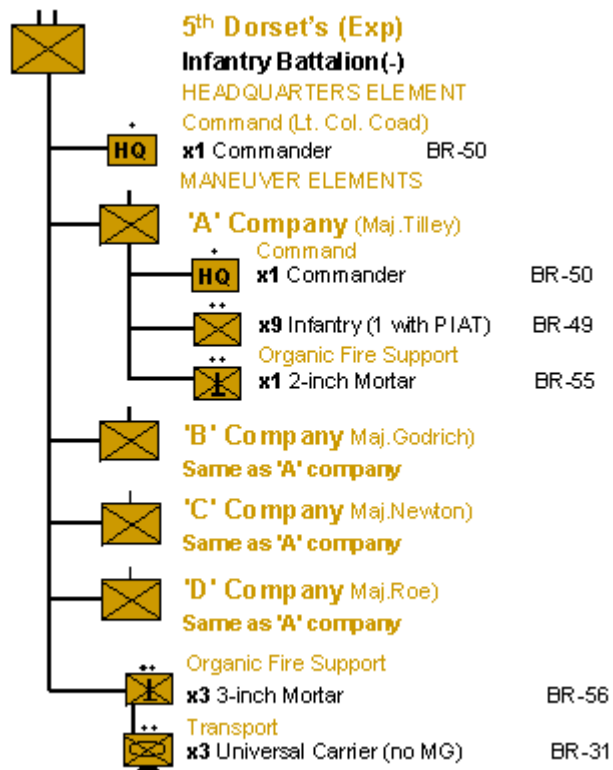


Mission

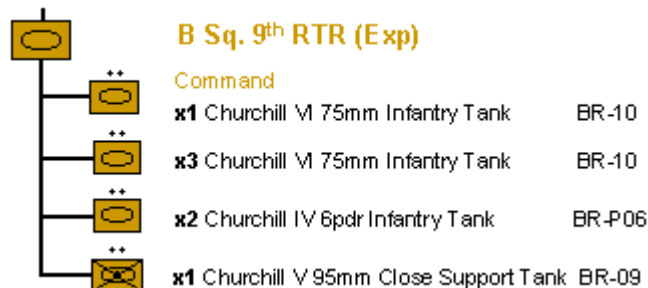
Your phase 1 objective is to secure the Eterville road, which is designated as jumping off point for phase 2 of the attack. You have to be in position ready to go at 07:00hrs (turn 13) with at least 2 Infantry Companies in good order that have suffered less than 25% casualties.

Execution

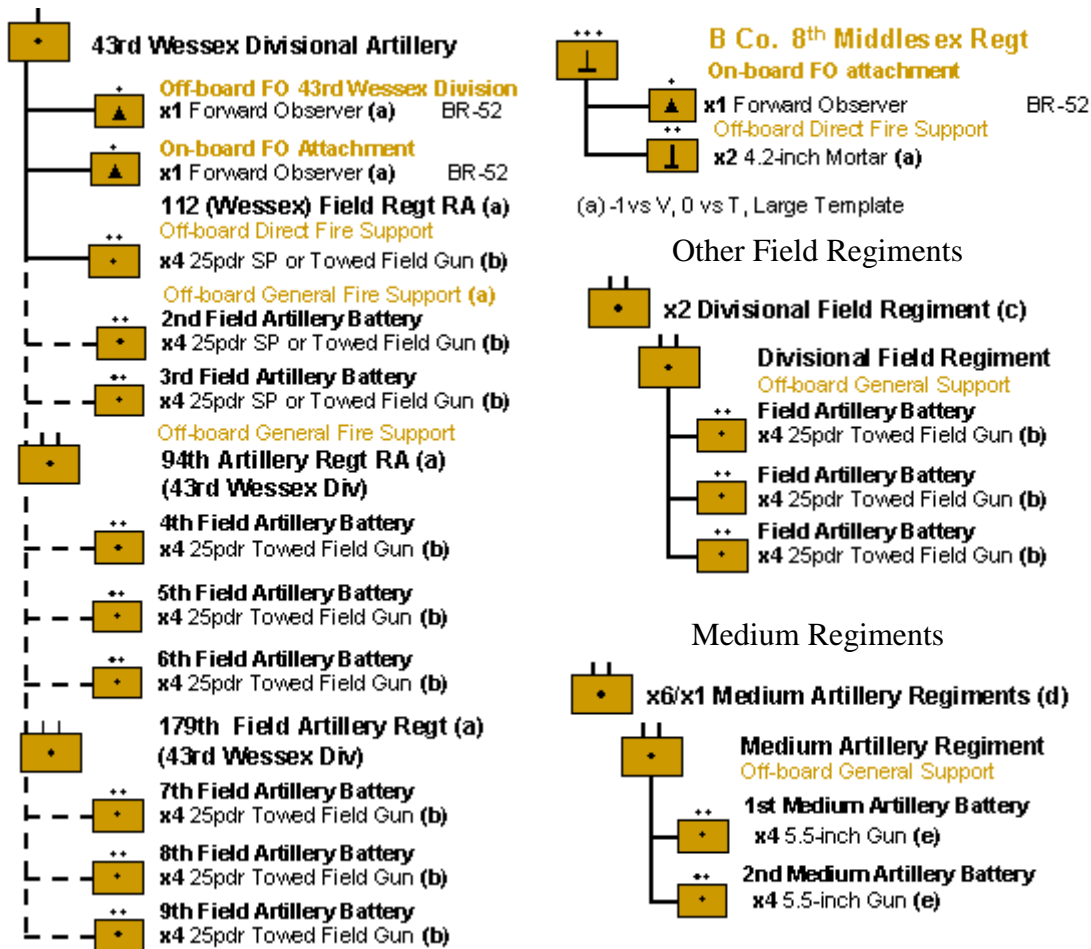
You are commanding the 5th Dorsets infantry battalion (a standard British BG-10 with several detachments), listed below. The plan is for the traditional "Two Up and Bags of Smoke" assault. C & D Companies are designated as assault units with A & B Companies in support to secure and hold objectives. The Mortar platoon will fire in support of the assault companies. Your carrier platoon and Anti-tank platoons are not engaged, as they are being used for resupply and casualty evacuation duties.



Attached to your command is B. Sqd 9RTR.



Your attack is being allocated significant artillery support



Artillery Notes

- The entire divisional artillery of the 43rd Wessex Division is available in General support on turn 7 and later. On turns 1-6, all but the 112th Field Regiment will participate in the rolling barrage. The on-board FO may call fire missions from one battery as direct support and the rest as general support. The divisional FO may direct fire from the entire 112 Field Regt as direct support. The off-board FO may direct the entire 112th Field regiment in a single Mike mission as direct support, or fire a separate battery pattern. The 2nd and 3rd regiments can only be used if an Uncle or larger pattern is fired. The British may use up to 2 UNCLE missions (using the entire weight of the 43rd Wessex) and unlimited MIKE missions during the game. However, remember that an FO must have a SPOTTED target to call a Mike or Uncle mission.
- Standard 25-pdr values: -1 vs V, 0 vs T, Large Template
- The extra Divisional Field regiments are available for the initial rolling barrage only. See the Fire Plan
- The 6 Medium regiments participate in the initial fire plan as 3 concentration patterns (2 regiments assigned to each) with a beaten zone of 4x2 large templates and a strength of +2 V/+3 T,G,sV. See the Fire plan for targeting details. On turn 6, the Medium Regiments are not available. On turn 7 and thereafter, one Medium regiment is available as General support to be called by the divisional FO stationed at Etoupefour church only. He may use them to thicken an Uncle pattern OR may use them INSTEAD of calling for a direct support mission from the 112 Field Regiment. If used to thicken an Uncle pattern the mission uses the base +1 V/+2 T,G,sV strength (instead of the 25-pdr -1/0) of the 5.5" guns in addition to the Uncle modifiers. Only the divisional FO can call an Uncle pattern with the Medium Regiments. The on-board FO can call an Uncle with the normal 43rd Wessex artillery.

- e. +1 vs V, +2 vs T, G, sV - Concentration +2 V, +3 T, G, sV

Artillery Fire Plan

- Beginning on turn 1 and lasting for 6 turns, a rolling barrage 3500 yards long (assume the width of the table!) will begin covering the front of the assault formations. The barrage will walk forwards 4 inches per turn and will mix smoke and HE. The barrage will continue for 6 turns. The extra divisional 25-pdr batteries will be involved in this barrage. The artillery from the 112th Field Regiment is not involved in the barrage and is available to fire normally from turn 1.
- On turns 2 and 3, the Medium regiments may fire 3 concentration patterns against pre-plotted locations around Les Duanes and Horseshoe wood. On turns 4 and 5, they may fire concentration patterns against pre-plotted locations around Chateau de Fontaine. The beaten zone for the concentration is 4 large templates wide by 2 deep. Their targets must be designated before the game begins and before the Germans place their troops. The targets of the concentrations may not be changed once the game begins (they may be cancelled by making a General support roll)
- The rolling barrage and Medium concentrations will arrive automatically. However roll a call-for-fire roll for each Medium Concentration and every 12 template section of the rolling barrage to see if danger-close occurs.
- The organic mortars and 8th Middlesex mortars are not part of the fire plan and may engage targets normally.
- On turn 7 and thereafter, artillery support is provided by the 43rd Wessex artillery, one Medium Regiment, and the organic mortars
- Remember the restrictions on British artillery outlined in the [artillery tutorial](#).

Starting Positions and Reinforcement Schedule

- All British ground forces may start at or behind the hedge-lined lane at the North (top) of the map. C and D companies, B. Sqd/9RTR and the Forward Observers from 8th Middlesex and 112 Field Regiment must start on the map. You may hold A and B companies off the North edge of the map for up to 3 turns if you wish.
- The 43rd Wessex Divisional Forward Observer is stationed in the Etoupfour Church tower just to the North. of the map (and may not move). From this position, he is high enough to see over the contour at Les Duanes, and can observe all positions from Horseshoe woods and Southwards. There is a 6" dead zone for his observation behind any building or woods terrain feature that is above ground level.
-

Objective

Your objective is to secure the Eterville road, which is designated as jumping off point for phase 2 of the attack. You have to be in position ready to go at 07:00hrs (turn 13) with at least 2 Infantry Companies that have suffered less than 25% casualties in good order within 1" or South of the Eterville road.

Notes

- The game starts at 0500 (Turn 1) and finishes at the end of the 0700hrs turn (Turn 13).
- The British move first.

Briefing for Sturmbannfuhrer Hans Loffler, Officer Commanding 2nd Battalion, 22 SS Panzergrenadier Regiment, 10th SS Division (Frundsberg)

Situation

The Tommies have been preparing for an attack on the vital terrain feature known as Hill 112. To your left the hill is held by elements of 12th and 9th SS, while your sister Battalion 1\22nd SS PGR is stationed immediately to your right rear in Eterville. You are holding the farm complex of Les Duanes and the ruined Chateau at La Fontaine which protect the Eterville road to your rear. Les Duanes is particularly exposed, being a mere 400m from the Tommies front line and overlooked by the church at Etoupefour, but it is vital to hold it in strength as it sits on the apex of the curve of the hill - anyone further up the hill cannot see past the 50m contour that runs through Les Duanes, while if it were in enemy hands it would offer good views to the rear of the position. All the buildings are stoutly built. One concern however is the chest high corn crops that fill the fields around your position, which will make spotting difficult.

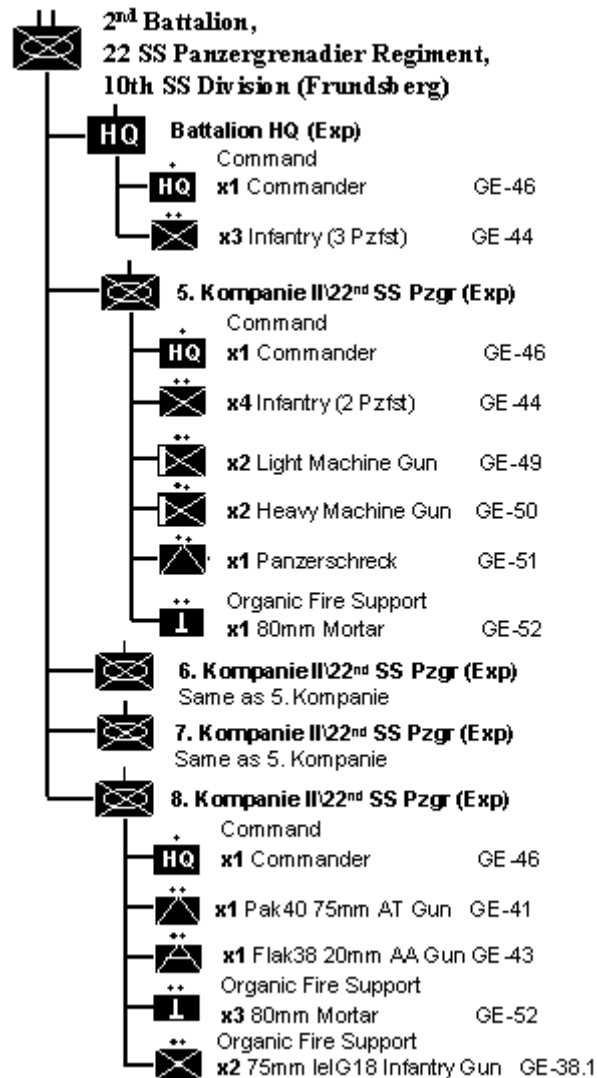


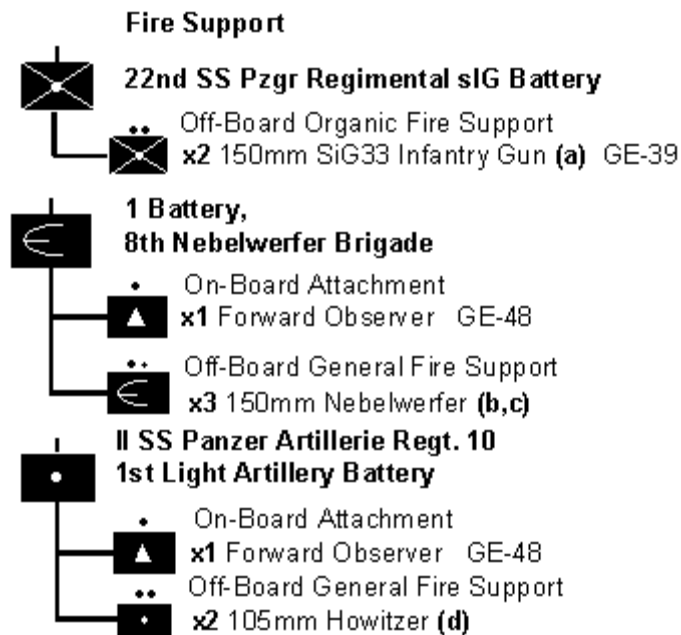
Mission

You are ordered to hold your positions on the right flank of the vital Hill 112 and protect the Eterville road.

Execution

Your forces are listed below:





- a. Large Template, +1 V, +2 T, G, sV
- b. The Werfer Battery fires a 3x2 large template pattern with a strength of 0 vs V/+1 vs T, G, sV. Only the 8th Nebelwerfer FO and the Battalion CO may call for the Werfers.
- c. You may predesignate one target location for the Werfers and a "triggering event". On the German IDF phase in the German Player turn immediately after the event occurs, you may call in the predesignated mission and the call-for-fire roll will automatically succeed (still roll for danger close). You may only do this once and only on the turn immediately after the triggering event occurs.
- d. Large template, -1 vs V, 0 vs T, G, sV

Starting Positions

- Your HQ Company and 6th and 8th (Weapons) Company hold the farm complex and ruins of Chateau de Fontaine. To their front No 5 Company hold the line anchored on and around "Horseshoe Wood", with No 7 Company in the Les Duanes farm complex.
- You have had a week to prepare. All troops occupying their initial positions are considered dug-in. See the scenario overview for the defensive benefits.
- HMG may pre-designate beaten zones from their initial positions. See the overview for the special rules. The MGBZ should be plotted before the game begins.

Objective

You must prevent the British from fulfilling their victory condition of capturing the Eterville road.

Scenario Notes

- The game starts at 0500 (Turn 1) and finishes at the end of the 0700 turn (Turn 13).
- The British move first.