

Operation Jupiter

Battle for Maltot

Scenario by Andy Parkes and Ken Natt.
Play testing by Bill Slavin.

Background

Operation Jupiter was the British 49th Infantry Division ("The Wessex Wyverns") attempt to capture the vital vantage point of Hill 112, which dominated the whole eastern bridgehead and the roads out of Caen.

The attack on Maltot was part of 130 Brigade's assault to clear the left flank of Hill 112 during operation Jupiter. The advance began at 05.00am and initially met with success as both 4th and 5th Dorsets achieved their phase 1 objectives on time. 130 Brigade now committed its third Battalion, 7th Hampshires, in an effort to build on the gains thus far achieved. Their objective was the village of Maltot, which was thought to be undefended. If Maltot could be taken then the flank of 112 would be secure, and the German positions there would become untenable. At 8.15 am the 7th Battalion Royal Hampshire's and the Churchill tanks of A Squadron 9th Royal Tank Regiment (9RTR), with 5th Battalion The Dorset's supporting their right flank, had left their start lines.

The Dorset's attacked an area known as triangular wood, with A company veering towards the crossroads in Maltot. B Company passed through the wood but was forced back due to the presence of tiger tanks from 1st company 102nd SS Schwere Abteilung.

Situation 10th July 1944

You have reached your first objective on the Caen-Esquay road, and are now ready to complete part two of the plan, to occupy Maltot.

A Company to secure the Orchard west end of Maltot at point A

B Company to secure the wood East end of Maltot at point B

C Company to take up a position 400 metres forward of the village, point C

D Company to take up positions around the crossroads in centre of village, point D

S Company is to support D company

In support are A Sqn 9 RTR with a troop from 129 Btty 86th AT Regt attached, also directly supporting the 7th R Hampshire's are an MG platoon from D company 8 Middlesex and a 17 Pdr troop from 233 Btty 59th AT Regt RA.

A Company of the 5th Dorsets will be in support on your right flank.

As Maltot is deemed unoccupied, there is to be no artillery support available for this plan. 212 Field Regiment RA is providing a smoke screen to your left flank so is unavailable for fire missions.

British Deployment, Notes & Special Rules

Turn 1 08.15 Hrs: 9 RTR and M10's from 86th AT Regt RA enter table first then the Infantry.
7th Hampshire's advance onto board from Western board edge marked in "Red" (West is to the top of the map) they have three Companies forward A right, B Centre, C left with D company as a reserve.

(This was the historical deployment and should be adhered to, representing the British assumption that the town was undefended.)

Battalion HQ and Support Company elements can enter at any point, either between forward and reserve companies or behind reserve company. Carrier platoon cannot be confirmed to have taken part in battle as seemed to have lost their vehicles to enemy fire between Chateau Fontaine and Eterville.

A Coy 5th Dorsets advance onto board on right of main road out of Maltot marked in "Purple" towards woods marked as "E". Dorset's cannot advance past the East/West metalled road running from the British board edge to German board edge.

Turn 7 10.00 Hrs Elements 3rd AGRA (13th Medium Regt) become available

Turn 19 13.00 Hrs Game Ends

Discipline Rating

All MEs are EXPERIENCED.

Off board Artillery

Fire Support originates from the British Players table edge.

Direct fire support is not available as being used to provide smoke screen to the North East.

General fire support is given by 13th Medium Regiment (3rd AGRA).

Transport

All company transport must be placed on table

Hidden Unit Status

No British units count as hidden units at the start of the game.

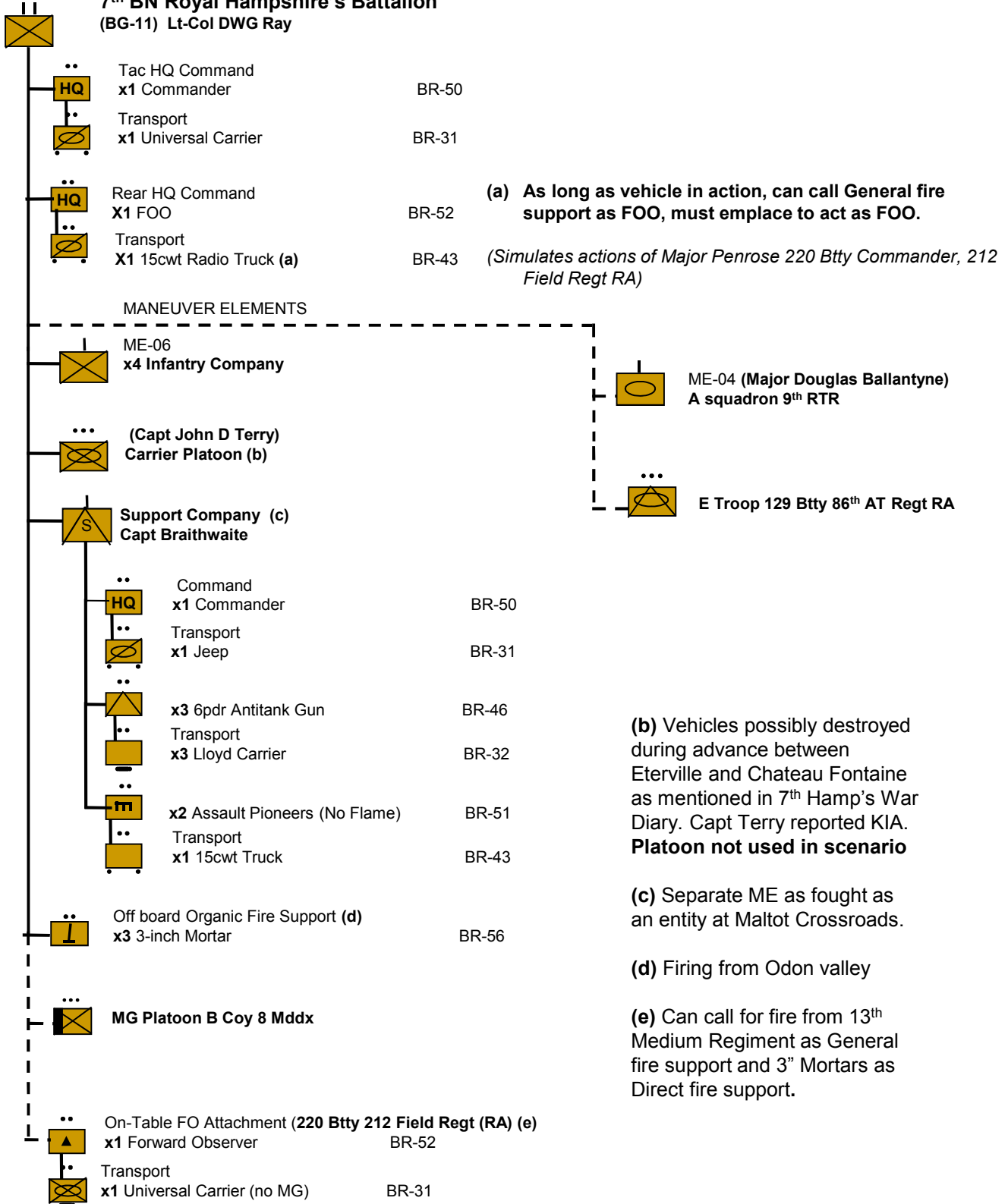
Flares and Smoke

2" Mortars may fire unlimited dissipating smoke throughout the game. Offboard 3" mortars and on table smoke capable units can fire smoke twice during the game. Off board artillery may not fire smoke or mixed missions as this is designated to other units

Game Length

Will last till turn 19 (13.00 Hours)

7th BN Royal Hampshire's Battalion
(BG-11) Lt-Col DWG Ray



(a) As long as vehicle in action, can call General fire support as FOO, must emplace to act as FOO.

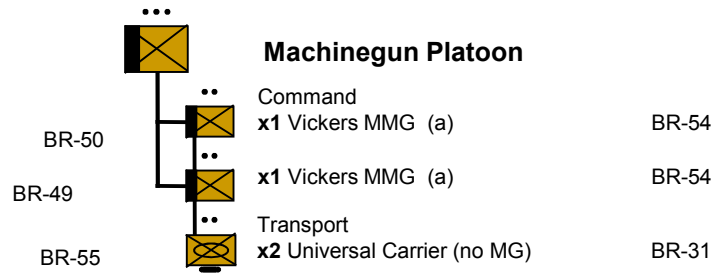
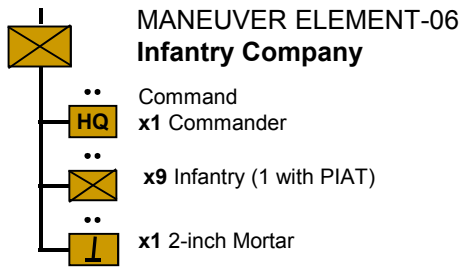
(Simulates actions of Major Penrose 220 Btty Commander, 212 Field Regt RA)

(b) Vehicles possibly destroyed during advance between Eterville and Chateau Fontaine as mentioned in 7th Hamp's War Diary. Capt Terry reported KIA. **Platoon not used in scenario**

(c) Separate ME as fought as an entity at Maltot Crossroads.

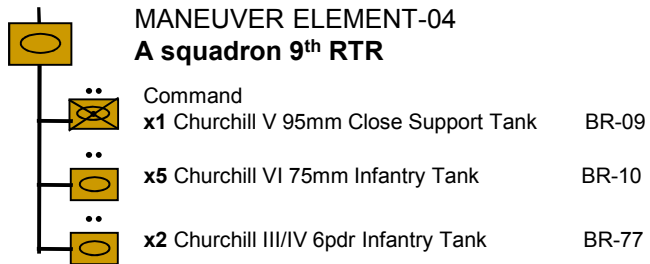
(d) Firing from Odon valley

(e) Can call for fire from 13th Medium Regiment as General fire support and 3rd Mortars as Direct fire support.



A Coy Major CGT Viner
B Coy Major JJ Tompkins
C Coy Major RJ Mc Phillips
D Coy Major H Eastwood

(a) Vickers MMGs may fire from their carriers when mounted, but may not conduct Grazing Fire while so doing (see website Playtest Rules page).







9th RTR Tank names and commanders as known.

SHQ Maj Ballantine "Inverness" KIA
 1 Tp 2/Lt Hendrie "Impudent" KIA
 2 Tp Lt Douglas WIA
 3 Tp ?
 4 Tp ?
 5 Tp 2/Lt Wells "Iraq" KIA





MANEUVER ELEMENT
A Company 5th Dorset's, Maj Tilly

- 
 Command
x1 Commander BR-50
- 
x9 Infantry (1 with PIAT) BR-49
- 
x1 2-inch Mortar BR-55
- 
 Off board Direct Fire Support
x3 3-inch Mortar BR-56

Medium Regiment (5.5-inch)
 Concentration














GENERAL FIRE SUPPORT ELEMEN
Medium Artillery Regiment

- 
 Off-Table General Fire Support
1st Medium Artillery Battery
x4 5.5-inch Gun
- 
2nd Medium Artillery Battery
x4 5.5-inch Gun

+2/+3	+2/+3
+2/+3	+2/+3



-  Cleared woods.
-  Woods with undergrowth.
-  Level 3.
-  Level 2.
-  Level 1.
-  Level 0.

-  Stream.
-  Low hedge.
-  Standing Cornfields.
-  Junction metalled road / track.
-  Bridge over stream.
-  BUS.

Operation Jupiter

Battle for Maltot

Background

The largest artillery barrage you have seen lit up the dawn sky and bombarded Hill 112 to your South West, and several of your Veterans have even been struck dumb by the sheer volume of fire being brought down on the whole front of the Regiment. SturmBannfuhrer Loffler's HQ of the 2nd Bn at Chateau Fontaine has been over run and he has fallen back onto the Richter's 1st Bn at Eterville. At 07.00 Hrs you received the message from Eterville that forward companies of I/22 Panzer grenadiers had been over run as well.

A counter attack by the 12th SS Hitlerjugend into Eterville from the Woods East of Maltot came to a halt and ended up as a common street brawl, which seems will go on for the rest of the day.

At 08.16 the enemy was seen advancing towards your positions in and around Maltot. You have been informed that Tigers from the Schwere panzer Abteilung 102 will have deployed from their laager at 08.30 hrs heading for Maltot, that will upset the Tommies, your Pioneers are firmly dug in Maltot itself, and will prove a tough nut to crack.

Mission

SS SturmBannfuhrer Wilhelm Schulze

To form a stop line at the forward hedge row of Maltot shown by the red line and stop the advance on and subsequent capture of Maltot itself.

German Deployment, Notes & Special Rules

Turn 1 08.15 Hrs Panzer IV's from 12th SS can start dug in (revetment, -2 for DF, must back out to exit) anywhere East of the main road through Maltot marked **X-X**, **BUT not in any woods or the Orchard**.

3x Infantry stands must man the forward outpost line at the hedgerow shown by the red line, class as hidden and improved position. Keep any three infantry bases off board for now.

Place any other stands in improved positions in BUS's within your set up area (**below the red line**).

You can lay down the remaining three stands of Infantry kept off board in any BUS anywhere outside of 2" of any British units **once** they have crossed the main road through Maltot, between points "X". (simulates bypassing of fortified positions). This happens immediately on the turn those BUS's become available, which may mean the placement happens over more than one turn.

This is to be done after the British have moved and they can then fire in the Defensive fire and subsequent Offensive phase.

Turn 4 09.15 Hrs Tigers arrive at Maltot along main road from East edge of table. Point “**A**”

Turn 7 10.00 Hrs Reinforcements from III/22PzGr arrive along main road from East edge of table from Feugerolles sur Odon, point “**A**” and must be mounted in transport.

Turn 9 10.30 Hrs Reinforcements from SS PzAufkl Abt 10 arrive along main road from East edge of table from Feugerolles sur Odon, point “**A**” and must be mounted in transport.

Turn 19 13.00 Hrs Game Ends

Discipline Rating

See below.

10th SS Veteran

12th SS Veteran

LSSAH Experienced

s.Pz Abt102 Veteran

Off board Artillery

Direct Fire Support will be given by your Regimental gun company and originates from Eastern Board edge

General Fire Support will be given by Werfer Lehr Regiment 1 and originates from Southern Corner as shown by Purple arrow.

Transport

All company transport must be placed on table

Hidden Unit Status

All units count as hidden units at the start of the game. All Infantry must deploy in any available BUS sector.

Flares and Smoke

All on table smoke capable units may only fire smoke once during the game. Off board artillery may not fire smoke or mixed missions.

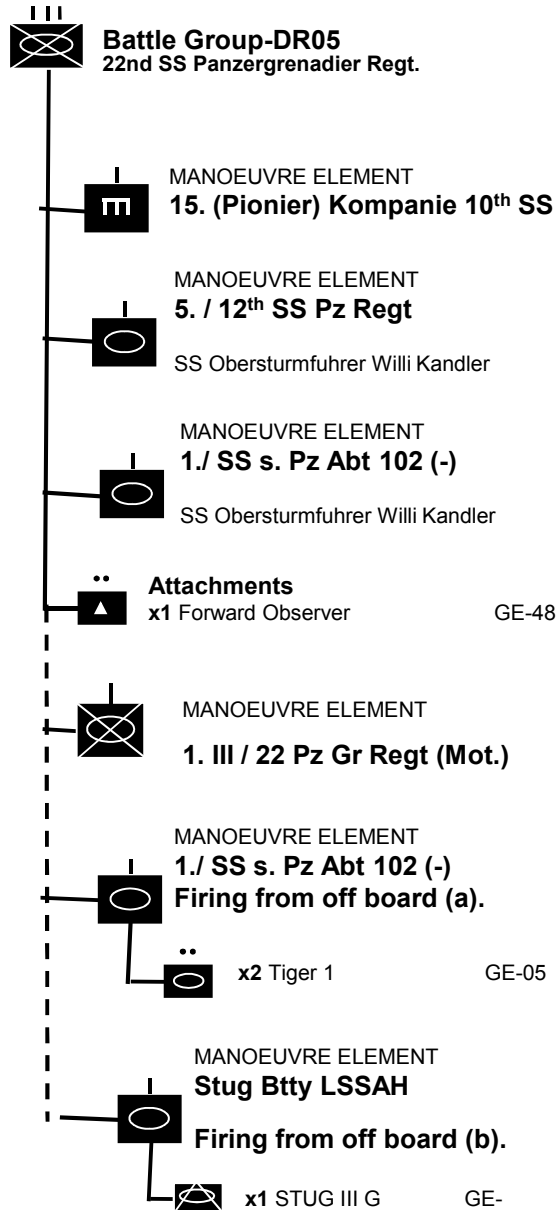
Game Length

-Will last till (13.00Hrs) turn 19

Off table support

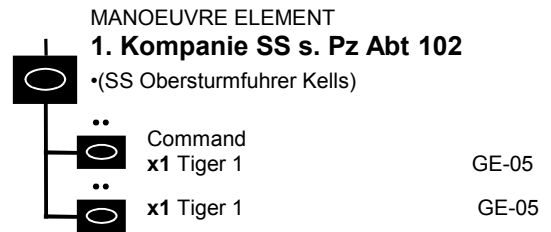
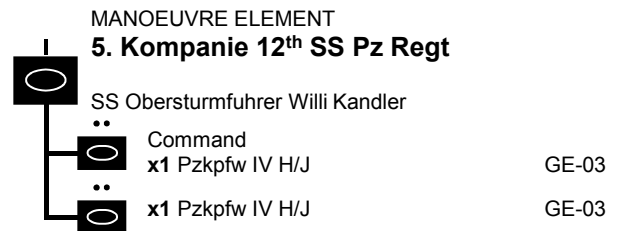
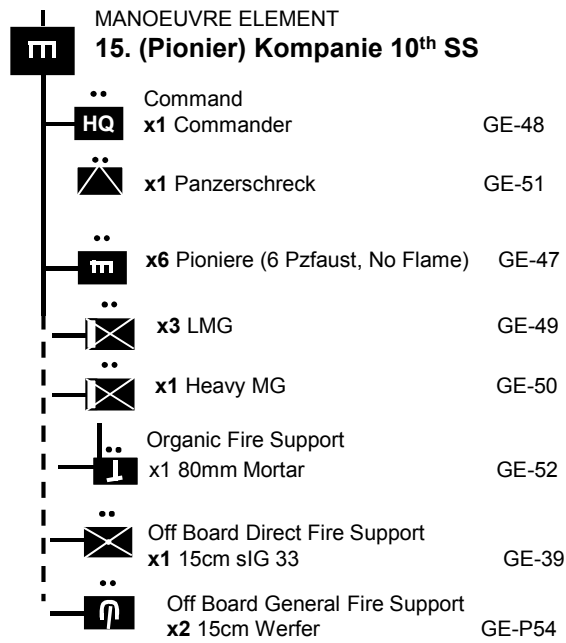
Two more Tigers from 1st Koy SS Schwere Pz Abteilung 102 located on South Flank on Hill 112 firing into the attack on Maltot – add 20” to their range. Fire comes from German's top left hand table edge as shown by the Blue arrows. **(One per arrow)** These vehicles can be engaged if you wish by direct fire only.

There is a STUG battery located off board from 1st SS “LSSAH” near Etterville firing onto flanks, – add 15” to range – firing through a smoke screen. Fire comes from Germans top right hand table edge as shown by Red arrow.

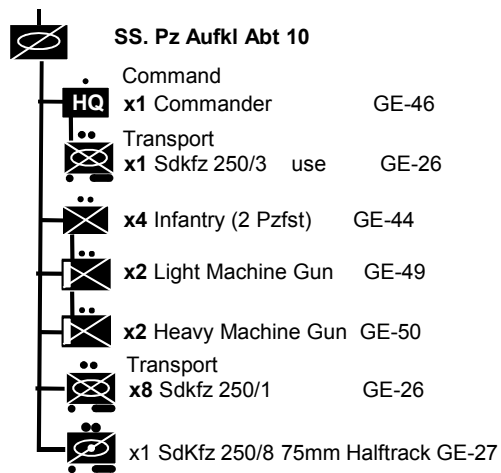
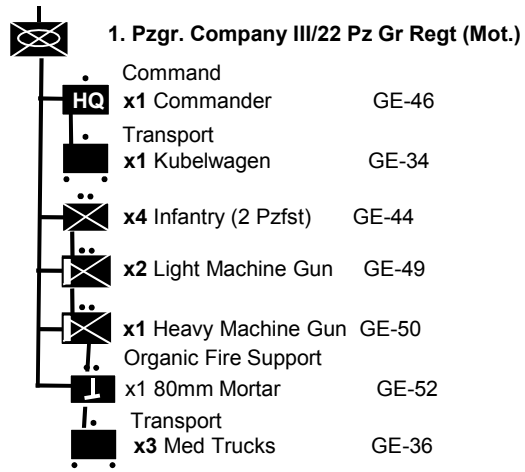


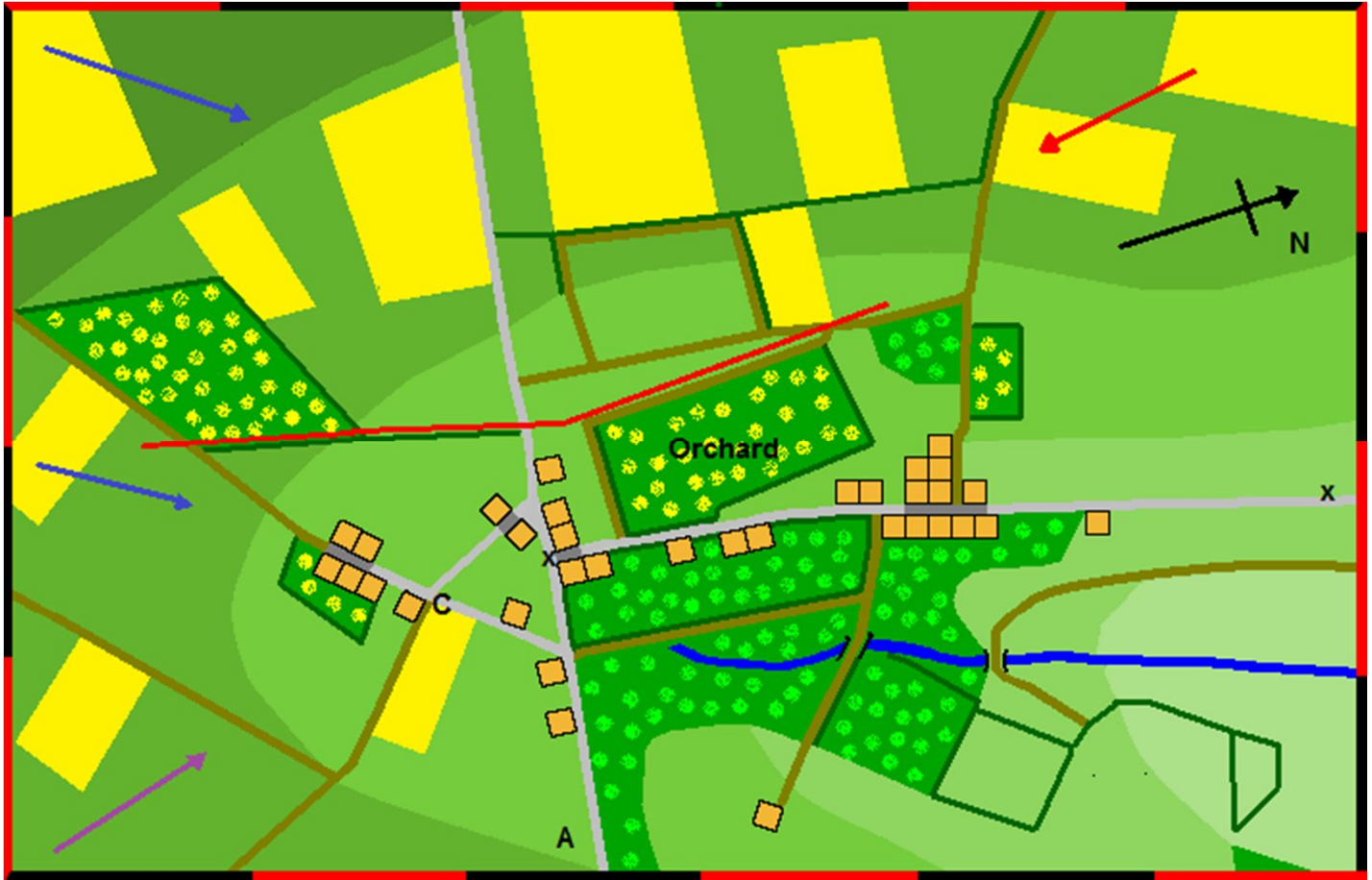
(a) Firing from off board from Hill 112 see Blue Arrows.


(a) Firing from off board from The North see Red Arrow.





Reinforcements








 Cleared woods.


 Woods with undergrowth.


 Level 3.

 Level 2.


 Level 1.


 Level 0.


 Stream.

 Low hedge.

 Standing Cornfields.

 Junction metalled road / track.

 Bridge over stream.

 BUS. Point "C" is a church with a level 1 tower.

Game Notes

The game starts at 0815 and lasts 19 turns.
The British player moves first.

The following optional rules are recommended: See Paddy Green's Blood and Honour optional rules.

2. Grazing fire.
3. Sneak maneuver action.
4. British artillery – replacement of FOO casualties.
8. "Not All Destroyed Vehicles Burn" and
10. "Fire" rules are in force throughout.
11. Improved position clarifications.
15. Engineer maneuver actions

Victory Conditions

	<i>British</i>	<i>German</i>
Total	<p>All objectives captured and held by end of game. Destroy both on board elements of SS s. PzAbt 102.</p> <p>Note: Objectives do not have to be held by units that were historically designated to take them.</p> <p>To Hold an Objective there is to be no enemy within 5" of any troop stand.</p>	<p>As Major below and reinforcements from III/22 Panzer Grenadier Regiment and SS Panzer Aufklarungs Abt 10 are not activated allowing troops to be used elsewhere on the Battlefield.</p>
Major	<p>Hold the Orchard and crossroads stopping all road movement through village.</p> <p>No enemy forces located within area of Orchard and within 5" of cross roads.</p>	<p>Stop the British capturing all of their objectives.</p> <p>Only III/22 Panzer Grenadier Regiment is activated.</p>
Minor	<p>Hold the Orchard at end of game allowing a forming up point for further attacks.</p> <p>No enemy forces located within area of Orchard</p>	<p>Hold the Orchard with either Tanks or Infantry at end of game and thus deny the British a Forming up point for further attacks.</p> <p>No enemy forces located within area of Orchard</p>

Historical Outcome

The 7th Bn Royal Hampshire Regiment advanced through the village not knowing that the 15th Kompanie (Pioneer) of the 22nd SS Pz Grenadiers were hiding in the cellars, and these popped up behind the forward companies. B Company on the far left flank advanced to far and met units of 12th SS Hitler Jugend in the woods along the Orne River, losing nearly everyone.

As the rest of the battalion dug in around Maltot elements of the 506th Heavy tank Battalion entered Maltot and a running battle began, with the Hampshire's finally having to retire back the way they came.

A Company 5th Dorset's found that they ended up drifting towards the village of Maltot due to fire from Hill 112, once they advanced past the woods South of Maltot, they came under fire from Tigers and were forced to retire.

9th RTR faired no better, Dougals Bannatine reported that his tank had been hit three times and that he was trying to get through the hedge into the orchard. He then dismounted to talk to his Reconnaissance Officer, Ronnie Kirby, and the CO of the 7th Hampshires. While they were talking there was a very heavy bout of mortaring and Douglas was wounded in the head and chest, and both his legs were broken, he later died of his wounds. At this stage tanks were on fire all around and the counter-attack started to come in.

After about an hour about three-quarters of A Squadron had lost their tanks and were trying to get back one way or another. The Padre and 9RTR ambulances made repeated attempts to get forward to the Squadron and succeeded in picking up about 12 men, but the position was impossible.

Eight long hours later their battered remnants of the 7th Hampshires were withdrawn, all but destroyed, from what one survivor called "Bloody Maltot".