

# S. OPERATIONS OF SS PANZER ABTEILUNG 102 IN THE NORM-ANDY CAMPAIGN ORDER OF PRESENTATION:

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1. INTRODUCTION: This package contains a number of scenarios built around a series of battles which followed the British *Epsom* offensive of June 27, 1944. This situation was chosen to highlight some of the operations which took place during the tumultuous month of July 1944 during the Normandy Campaign around a hotly contested terrain feature near Caen known as Hill 112. The overall battle is broken down into a number of phases which reflect the ebb and flow of the battle for this crucial hill.

2. CG SSR: The following SSR apply during all CG unless stated otherwise in the applicable phase.

2.1 HEDGES: All hedges are Bocage (B9.5).

2.2 WEATHER AND ENVIRONMENTAL CONDITIONS: EC are dry with no wind at start for all CG phases. Weather is clear for all CG phases.

2.3 TERRAIN ON HILL 112: The terrain on Hill 112 includes Shellholes (B2) and Slope Hexsides (P2).

2.4 NUMBER OF TURNS PER PHASE: Each phase has a variable number of turns. At the end of the CC phase of Turn 6, a dr is made. On a dr of 1-2 the phase ends. On Turn 7, a dr of 1-4 ends the phase. Otherwise, all phases end after 8 Turns.

2.5 TERRAIN CHANGES: All terrain blazing (not marked with a flame) at the conclusion of a phase is replaced by rubble if a building or shellholes if brush or orchard. Any other terrain is replaced in its entire hex with open ground, defined by the hex spines. All fortifications in a terrain blaze are eliminated. Wreck blazes transfer to the terrain in their hex and are replaced with a Burnt Out Wreck. All wrecks remain in play. 6.3 and 6.4 apply to Britsh AFV's also at the end of a phase.

### 3. BOARD SET UP:

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3.1 Place the Hill 112 overlay on 4FF5-4FF6.

4. CAMPAIGN GAME: Operations of Schwere SS Panzer Abteilung 102 in The Normandy Campaign is played as a campaign which consists of a series of scenarios known as *phases*. The game is meant to progress through the entire set of phases to recreate the battle of attrition this German unit faced during the battle. The campaign begins with phase 1 and 1(a) and concludes with phase 5. The Campaign Game (CG) is won by the side with the highest total CGVP at the end of phase 5. CGVP are awarded for every win, or draw obtained during a given phase. Each win is worth 3 CGVP and a draw is worth 1 CGVP. Additionally, in each phase in which the British player earns more CVP's than the German (prisoners DO count toward the CVP total), 2 CGVP are earned towards their total.

4.1 AUTOMATIC BRITISH VICTORY: The British player wins the campaign game immediately upon eliminating 14 German Pz VIE. Recalled tanks do not count toward this total.

5. PHASES: Phases (P) 1 and 1(a) through 5 are listed below.

P1 July9, 1944: Elements of the 11th Armored's Motor Battalion have taken up positions on and around the bitterly contested Point 112. Only a few hundred yards to the south lie the SS troopers of the 21st Panzergrenadier Regiment preparing for another push to secure the heights. Support in the form of a smokescreen, and 2nd Kompanie Schwere SS Panzer Abteilung 102 has been brought up to insure that this time the Germans carry the day.

P1 VICTORY CONDITIONS: The German must have at least a three to one advantage in good order squads on Hill 112 at games end. AFV's do not count towards that total. P1 SETUP SEQUENCE: British set up first; German moves first.

### PI GERMAN OB:

Elements of the 3rd Battalion, 21st Panzergrenadier Regiment of the Frundsberg Division and 2nd Kompanie Schwere SS Panzer Abteilung 102 [ELR 4] set up south of herrows 19M, 4M and 16U (SAN 4):

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16 x 6-5-8	9 x 5-4-8
7 x LMG	3 x MMG
2 x HMG	4 x PSK
1 x 9-2	1 x radio
4 x 9-1	2 x SPW 251/9
2 x 8-1	2 x 8-0
7 x PzkwVIE	1 x 9-1 armor ldr
1 x 9-2 armor ldr	1 x 8-1 armor ldr

# P1 BRITISH OB:

Elements of the Motor Battalion, 11th Armored Division [ELR 4] set up anywhere north of hexrows 19N, 4N, and 16T (SAN 4):

12 x 4-5-7	3 x 4-5-8
4 x 1S Foxhole	4 x Piat
5 x LMG	1 x HMG
3 x MMG	1 x radio
3 x 51 mtr	3 x 2-2-8
3 x 57L AT	3 x Carrier A
1 x 9-2	2 x 9-1
1 x 8-1	1 x 7-0
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P1 SCENARIO SPECIAL RULES:

P1.1 See 2.4 for EC. Only Boards 19, 4 and 16 are in play for this phase.

**P1.2** The Germans have one module of 81 mm Battalion MTR OBA available on turn one. The British have one module 76mm Battalion MTR OBA available on turn one. Prior to set up both sides may Pre-Register one hex per module that is available at start. The German smoke FFE's each get a pre-registered hex.

P1.3 No German reserves are available for this phase.

**P1.4** As the first action of Prep Fire on Turn 1, the German player may place two SMOKE FFE's on any hill hex. Accuracy is rolled for normally and these two FFE's function normally in every other respect and are in addition to OB given OBA. No additional battery access is available for these smoke fire missions.

**P1.5** All German and British forces are restricted to Boards 19, 4 and 16 during play and may not enter any other boards (EXC. units of both sides may rout onto Board 13 but must attempt to return to Board 16 during the next movement phase following their return to good order). Any units which end the game off of the above allowed boards are counted as double towards the opposing side's CVP total.

AFTERMATH: On July 9, the SS tankers had been ordered up to Point 112, a few kilometers north of their current position at Evrecy. The attack was planned to take place at the junction of the SS Frundsberg Division on the left and the SS Hilderjugend Division on the right. SS-Sturmbannfuhrer Weiss received the order to attack and 2. Kompanie advanced from positions in St. Martin with seven tanks. In front of them the hill lay shrouded in a smokescreen that enveloped everything. Then, as the Tigers began their ascent, the smoke suddenly dispersed and they opened fire. Moving forward with SS-Unterstumfuhrer Schröif splatoon on the left and SS-Unterstumfuhrer Rathsack's platoon on the left and SS-Unterstumfuhrer Rathsack's platoon on the left the tank commander's eyes were trained mainly towards a copse on the south-east slope. The first anti-tank shell to hit tank 213 spin it around in a half circle. Tank 212 managed to destroy an anti-tank gun. Around 10:00 A.M. the 21. Kompanie's Tigers managed to occupy the whole of the eastern slope of the hill and gave continuous supporting fire to the troops of SS-Panzergrenadier Regiment 21 from the SS Frundsberg Division.





P1(a) July 9, 1944: To protect 2 Kompanie's right flank, SS Hauptscharfuhrer Baral's 2nd platoon was ordered to make its way toward the village of Maltot. British forces had been reported in the village at dawn.

P1(a) VICTORY CONDITIONS: The German wins if no British tank is within 5 hexes of 10Y5 at scenario end. Any other result is a British victory. P1(a) SETUP SEQUENCE: See SSR P1(a).1. British set up first. German moves first.

Elements of the 1st Kompanie, Schwere SS Panzer Abteilung 102 enter on the south edge

P3 SCENARIO SPECIAL RULES:

P3.1 See 2.4 for EC.

P3.2 The British radio represents one module of 76mm Battalion Mortars. The British also receive one module of 150mm OBA with plentiful ammo directed by a spotter aircraft available on Turn 1.

1 x HMG

1 x radio 4 x 2-2-8

1 x 9-2

1 x 7-0

1 x Carrier A

AFTERMATH: Just as the first Tiger neared the copse on the south east side of the hill, 3 Shermans and some anti-tank guns opened up. A light aircraft hung about overhead and minutes later the British heavy artillery entered the battle. The Tigers were able to deal with a number of Churchills which then entered the fray, but British artillery forced the grenadiers to ground. Despite checking the grenadiers advance, the British brought down a smoke screen and began an attempt to evacuate the hill. The Tigers halted at the summit of the hill while British scout cars were ferrying men and equipment back and forth in a withdrawal. Two more Churchills covering this effort were brewed up before the remaining British forces could retire behind a fresh layer of smoke. The Tigers pulled back to St. Martin, leaving one behind at all times on the hill to stick it out on Hill 112 until August 1, when orders came through assigning the Abteilung to the SS Hohenstaufen Division and ordering it to move southwards during the night. In the interim, the Abteilung was kept busy both day and night a little to the east.

P4 July 15/16, 1944: As Allied pressure began to mount, the 102nd was temporarily moved out of St. Martin after British radio signals were picked up ordering artillery and air strikes against the town. The Abteilung was back in action shortly in the form of the 1st Kompanie. A British night attack on the night of July 15/16, on Maltot led to orders for the weary tankers to get back into action. As the unit raced to Maltot, reports of flamethrowing tanks reached Oberscharfuhrer Rodinger of 1 Kompanie.

P4 VICTORY CONDITIONS: The side which holds the majority of multi-hex stone buildings at game's end is the winner. Any other result is a draw.

P4 SETUP SEQUENCE: German sets up first. British move first. 1

#### 76 P4 German OB:

Elements 1 Kompanie Schwere SS Panzer Abteilung and any reinforcements enter anywhere on the south edge of Board 10 and 17 on Turn 1 (SAN 5): 7 x PzkwVIE 9-1 armor ldr

Elements of the 3rd Battalion, 21st Panzergrenadier Regiment of the SS Frundsberg

Division garrisoning Maltot [ELR 4]: Units set up at the conclusion of Phase 2. No reinforcements may be set up on map with this force.



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P4 BRITISH OB:

Elements of the 227th Scottish Brigade and tanks of the 29th Armored Brigade [ELR 4] enter Turn 1 on the north edge of Board 10 and/or 17 {SAN 4}:

4 x Crocodile	6 x Churchill VII
7 x 4-5-7	2 x 4-5-8
3 x LMG	3 x Piat
1 x MMG	2 x 9-1
1 x 8-1	

#### P4 SCENARIO SPECIAL RULES:

P4.1 See 2.4 for EC. Night rules are in effect with a Base NVR of 4. Only Boards 13, 17 and 10 are in play for this phase. The German is scenario defender. P4.2 The German retains remaining infantry for P5. See 6.1.

AFTERMATH: Called in to restore the situation, the 1 Kompanie arrived in time to bolster the defending infantry. The British attack made continual progress regardless, and at one point a British captain approached Rodinger's tank and called on him to surrender. The 102nd was able to extricate themselves from Maltot. But they would be back in a repeat performance on July 17 after receiving orders to advance on the town again at 6:00 P.M. in another attempt to clear Maltot of enemy troops. While the SS troopers would be able to hold a line Feuguerolles - Maltot through July 23, they would not be able to force the British to relinquish Maltot. Before long, British armor would be boiling out of the town.

during the evening of July 10 and the consolidation of Maltot on the same date. P2 SCENARIO SPECIAL RULES:

P2.1 There are no turns played during this phase.

P1(a) must be moved south of these hexrows and set up in new hexes. See 6.1 for redeployment rules and restrictions. This redeployment takes place after play has ended, and without the opponent's knowledge of the new unit locations. All units in concealment terrain

P2.3 A minimum of 5 squads and one leader from the German force described in P2.2 must

P3 July 12, 1944: Another day of inactivity on July 11 followed July 10. The German panzergrenadiers watched the British pound the hill with artillery, and then move back into positions on 112. The 102nd's Tigers were once again ordered to support the panzergrenadiers of the 3rd Battalion in an effort to re-occupy Hill 112. At precisely 5:20 A.M. the first Tiger reached a copse on the south side of the hill.

P3 VICTORY CONDITIONS: The side to have a 2-1 advantage in squads on hexes of Hill 112 at game's end is the victor. AFV's count as 2 squads toward this total. Any other result is a draw.

P3 SETUP SEQUENCE: British set up first. Grmans move first.

### P3 GERMAN OB:

Elements of the 1st and 3rd Kompanie of Schwere SS Panzer Abteilung 102 enter on the south edge on Turn 1 (SAN 5):

12 x PzkwVIE	2 x 9-1 armor ldr
1 x 9-2 armor ldr	1 x 8-1 armor ldr
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Elements of the remainder of the 3rd Battalion, 21st Panzergrenadier Regiment of the SS Frundsberg Division [ELR 4]: Any forces remaining from the conclusion of P1 and P1(a) set up on map as indicated. Any reinforcements purchased enter on the south edge on Turn 1.

# P3 BRITISH OB:

Elements of the 31st Armored Brigade enter on Turn 1 on/between 4GG5 and 19GG5 [SAN 6]:

3 x Sherman III(a)	4 x Churchill IV
4 x Churchill VII	1 x 9-1 armor ldr
Elements of the Wessex Ba	attalion [ELR 4] set up on or north of hexrows 19Q, 4Q, 1
130 on Boards 19, 4, 16 au	nd 13:
12 x 4-5-7	6 x 4-5-8



of Board 10 and/or 17 on Turn 1 (SAN 2): 4 x PzkwVIE 1 x 9-1 armor ldr

### • P1(a) BRITISH OB:

T P1(a) GERMAN OB:

Elements of the 31st Armored Brigade enter on the north edge of Board 10 on Turn 1 (SAN 2]: 1 x 8-1 armor ldr

4 x Sherman III(a)

P1(a) SCENARIO SPECIAL RULES:

P1(a).1 This phase is to be played at the same time as P1. German and British units may not exit Boards 10 and 17 (half hexes included) at any time during the phase. Both side's units may fire at any target on the entire map area.

P1(a).2 See 2.4 for EC.

P1(a).3 At the conclusion of P1(a), all mobile German tanks are withdrawn from the entire map area. All other German vehicles and infantry remain in place subject to further SSR. All British units are removed.

AFTERMATH: Baral's tanks pushed on right into the village and came across four Shermans. Three were dispatched by the Tigers while the fourth was forced to withdraw, last being seen making off to the north.

P2 July 10, 1944: Following the battle on July 9, and into the evening of July 10, Allied artillery continually bombarded the hill. In the confused situation, the Germans gave up the hill and withdrew southward. While German troops pulled back, off the hill, their infantry forces were able to move in and consolidate Maltot without incident on July 10.

P2 SETUP SEQUENCE: This phase represents the German withdrawal from Hill 112

P2.2 All German on map units remaining north of hexrows 19P, 4P, and 16R (inclusive) after gain concealment automatically after redeployment has been concluded.

be set up within 10 hexes of 10Y5 (Maltot).



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P5 July 23, 1944: The Germans continued to hold the line Feugerolles - Maltot with the aid of the Frundsberg Division assault guns. On the 23rd the 2 Kompanie was still in position supporting the panzergrenadiers when the rumble of tank motors was heard from Maltot. 2 Kompanie asked for and got 2 artillery strikes just before British tanks emerged in force from Maltot on both sides of the road.

P5 VICTORY CONDITIONS: The side which can obtain a 2:1 advantage in CVP's is the victor. Any other result is a draw. The British receive twice the CVP total for any AFV's which exit off the south edge

P5 SETUP SEQUENCE: Germans sets up first. British moves first.

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P5 GERMAN OB:

Elements of the 2nd Kompanie, Schwere SS Panzer Abteilung 102 enter on the south edge of Board 10 and/or Board 17 on Turn 1 (SAN 4): 7 x PzkwVIE

### 1 x 9-1 armor ldr 1 x 9-2 armor ldr

Elements of the remainder of the 3rd Battalion, 21st Panzergrenadier Regiment of the SS Frundsberg Division [ELR 4]: Any forces remaining from the conclusion of P4 and any infantry reinforcements set up on map south of hexrows 10R, 17R and 13P on Boards 10, 17

and 13

**P5 BRITISH OB:** 

Elements of the 31st Armored Brigade enter on the north edge of Board 10 on Turn 1 (SAN 4):

6 x Sherman III(a) 1 x 8-1 armor ldr 6 x Churchill IV 4 x Churchill VII

**P5 SCENARIO SPECIAL RULES:** P5.1 Only Boards 10, 17, and 13 are in play. P5.2 See 2.4 for EC. P5.3 German AFV reinforcements enter on Turn 2 on the south edge of Board 17.

AFTERMATH: The Tigers were able to knock out 6 British tanks and hold off the remainder to hold the sector until the infantry could dig in. The Tigers then pulled back 200 meters to the rear along the hedgerows with 2 tanks remaining as lookouts at the northern exit of Feugerolles.

CONCLUSION: The Tigers hung in south of Hill 112 until August 1, when orders came through attaching the unit to SS Hohenstaufen. The 102nd moved southwards that same night. In the space of 20 minutes the Abteilung evacuated the positions around Hill 112 and Maltot it had been battling to hold for the past month. During the night time pull out, the dust raised by the grinding tank treads of the Tigers attracted sporadic shelling and made for a long, tiring night for the tank crews. There would be no rest for the Abteilung as Allied pressure and the inevitable attrition reduced the 102nd to a shell of its former strength during the battles in the Falaise Pocket. On the morning of August 16 the unit found itself about 500 meters north of Falaise. 2 Kompanie was down to 2 Tigers and the other two companies were at about the same strength. With house to house fighting taking place in the town the remnants of the unit were sent to reinforce German troops still holding out in the northern part of Falaise. At the Ecole Superieure they joined sixty Hitlerjugend troops and fought on to the end. A few survivors abandoned their tanks on the banks of the Seine near Elbeuf on August 25. Despite knocking out 227 tanks during the battles between July 10 and August 20, the unit paid the ultimate price ..... total destruction.

6. GERMAN REINFORCEMENT CHART: The chart below lists German reinforcements which may be purchased for use in any allowable phase. The German must deduct the listed CGVP from their current total for any reinforcements purchased. Reinforcements purchased must be used in the phase they are purchased for. Infantry reinforcements purchased become part of the overall OB of the 21st Panzergrenadier Regiment and are subject to any SSR which apply to this unit in later phases. The units listed are available for purchase ONCE during the CG.

### GERMAN REINFORCEMENT CHART

ID	Group Type	Units	CGVP Cost	Earliest Available
n	SS Inf Pim.	4 x 658, 9-1, LMG, Psk	2	P3
12	SS MG Pitn.	3 x 348, 658, HMG, 2 x MMG, 8-1	2	P3
V1	PzVIE Pitn.	4 x PzVIE, 10-2 ann. ldr.	4	P3

6.1 GERMAN REDEPLOYMENT RULES: The rules outline below are for use during German redeployment. The player will note this section stresses simplicity over heavy detail.

6.2 Eligible Hexes: The German player may set up his units in any hexes within the listed setup area

6.3 Immobilized Vehicles: A dr is made for all immobilized vehicles. On a dr of 1-5, the vehicle is considered to have been withdrawn safely during the night by tank recovery crews and is removed from play permanently and are not counted towards CVP totals. On a dr of 6, the vehicle remains in place abandoned and is marked as scrounged. AFV's which suffer this fate are counted toward CVP totals.

6.4 Shocked Vehicles: All shocked vehicles have their condition rolled for by the German player at the end of a phase. Any result is final with destroyed vehicles counting toward the CVP total lost.

6.5 Non Good Order units: All units are returned to good order status at the conclusion of play.

6.6 Melee: All melees are rolled for at the conclusion of play until the units of one side only remain in the hex. Destroyed units count toward CVP totals.

6.7 Wounded Leaders: A dr is made for all wounded leaders. On a 1-3, the wound is considered slight, and the leader is available for later phases at full strength. On a dr of 4-6, the leader is considered to have been evacuated and is replaced by a leader of the next lowest quality from the leader's original strength (Ex. A wounded 8-0 is replaced by a 7-0)

6.8 Hero Counters: German Heroes remain in play.

6.9: British Units: No British units remain on map at the conclusion of any phase. Immobilized vehicles are removed for the British.

DESIGNER'S NOTES in brief: The original idea for this game came out of a desire to portray the attrition of sustained battle within the confines of the ASL system in a shorter form than the current campaign games available. Another reason was the desire to portray the force of a massed armor formation within the congested Normandy battle field. Whether in Normandy or the late war Eastern Front numerous accounts describe how a company of Tigers could deploy to a troubled sector of the front and retrieve almost any situation. When was the last time you willeded an entire Schwere Panzer company? And can ASL portray the type of mutually supporting massed fire this type of a unit could dish out? Let's play on and find out together.

In "SS 102" the attrition factor is not as present for the British player. But it's not completely absent either. While he can just send wave after wave of fresh units forward to wear down the SS troops in phase after phase, that extra bonus for earning more CVP's than the opponent reduces the British player's desire to make bogus moves to knock out one Tiger. That's as it should be. While not possessed of an unlimited supply of forces, the relative advantage the Allies had in Normandy was in the ability to throw fresh units into the line against their weary German counterparts. Part of the overall plan was for the British and Canadian troops around Caen to "write down" the German armor and SS troops to allow for the American build up for Cobra, and the breakout from the hedgerows. While units like the 102nd were able to give battle for a month on this portion of the front, they were still tied to the same general area unable to render mobile assistance to the overall German effort before the Ruckmarsch to the Seine.

The overlay of Hill 112 was created from a combination of photos and a topographical map from the period. We make no claims for this representation of the hill as an exact replica of the terrain feature. It was designed for the right "feel" and in keeping with the fact that standard ASL boards are used to create the overall terrain for the battle. In past scenarios depicting combat around this objective, Hill 112 is represented by everything from the massive Board 2 hill to the old 2 level hill overlay from GI: Anvil of Victory. That seems fine if one considers that military objectives are always referred to by the spot height ntinental maps using the metric system. Thus, Point 112 is 367 feet high. However, that height refers to the above sea level measurements. In actuality, Point 112 is only 30 feet or so above the surrounding countryside and represents a very slight prominence compared to the heights depicted on ASL Board 2. A photo taken from the D8, the highway that runs along the top of Hill 112 shows a line of sight into the upper level of a couple of small, "one level (in ASL parlance)" buildings. That same photo shows LOS over some thin patches of woods/brush/orchards (once again in ASL parlance) but no dominating LOS over some woods not too far in the distance. Thus, the decision to make the hill al Level obstacle with some slopes.

The decision to equate automatic British victory to knocking out 14 Tigers was more or less based on the assumption that elimination of an entire company, coupled with the usual inoperable vehicles in the repair shop at any given time, would gut the combat effectiveness of the 102nd fairly early in the campaign. Players may wish to alter this figure based on play experience. It does keep the German player from using these valuable weapons foolishly or sending them individually on any glory missions. The stiff penalties assessed to the Germans for purchasing any reinforcements is in keeping with the scarcity of same. If the German buys up their entire pool of reserves, they equal a loss in almost three scenarios. The British on the other hand, can keep flinging their guys against the Germans in an effort to wear them down. They too must be cognizant of their losses as a potential 5 CGVP's are available in any given phase if the British win and earn more CVP's than the Germans. Or, the British player can mitigate the effects of a defeat in any given phase by earning that 2 point CVP bonus. Take it another step further, the British player can lose a scenario, knock out enough German men and equipment to earn the CVP bonus, and force the German to dip into their precious reserves for the next phase of the battle. You get the picture. Punch the numbers up a few different ways and see how they relate to this strategic aspect of the game as a simulation of the battle it recreates albeit in a small package. Finally, this version should be considered 1.0. Any feedback is welcome and will be used to make

changes for the future. That's if anyone has any interest in playing this critter. Send your comments to the address for Trail Break, at 88 Lodar Lane, Brewster, NY 10509. We'll make any new versions of the rules available for a S.A.S.E.

