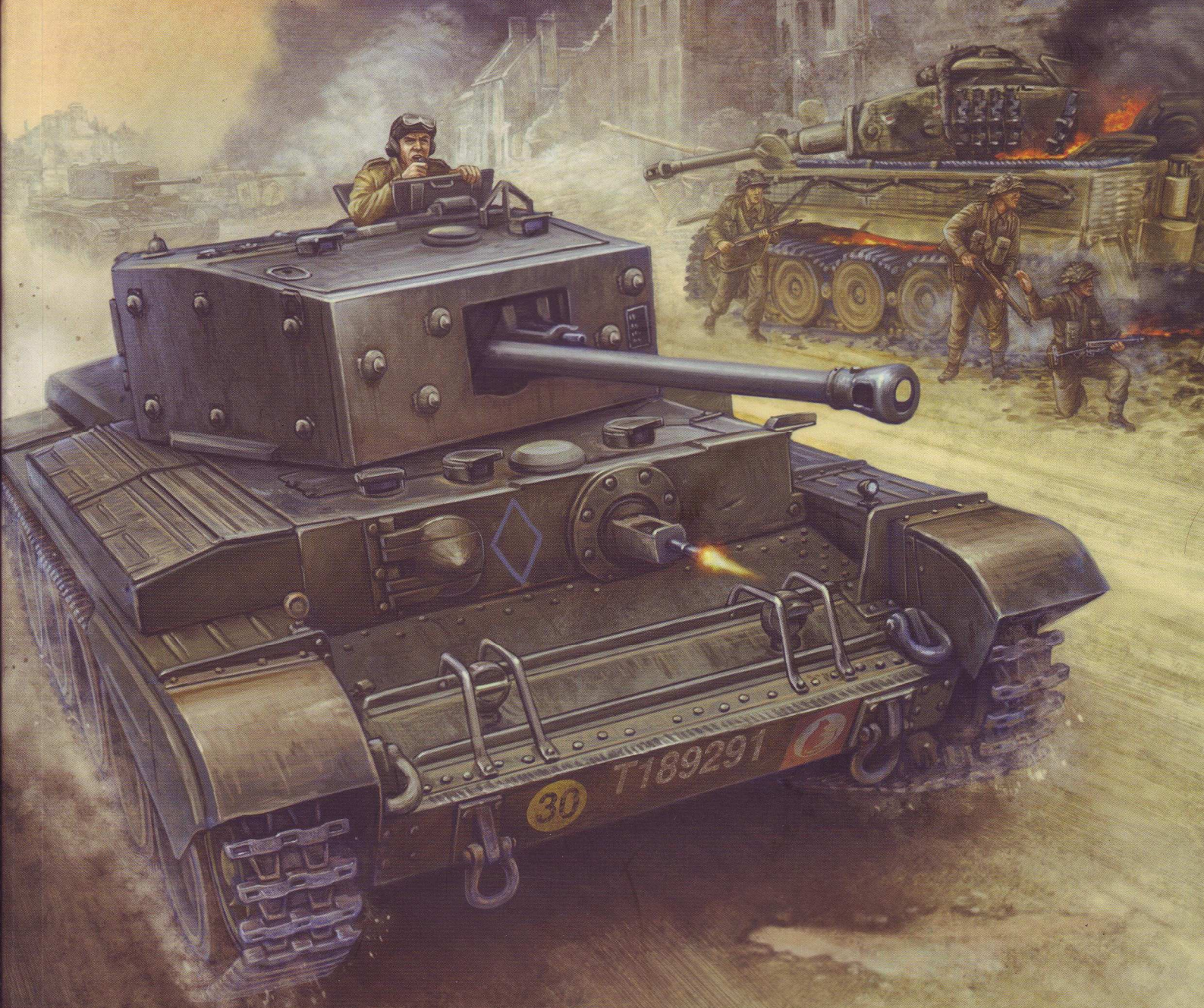


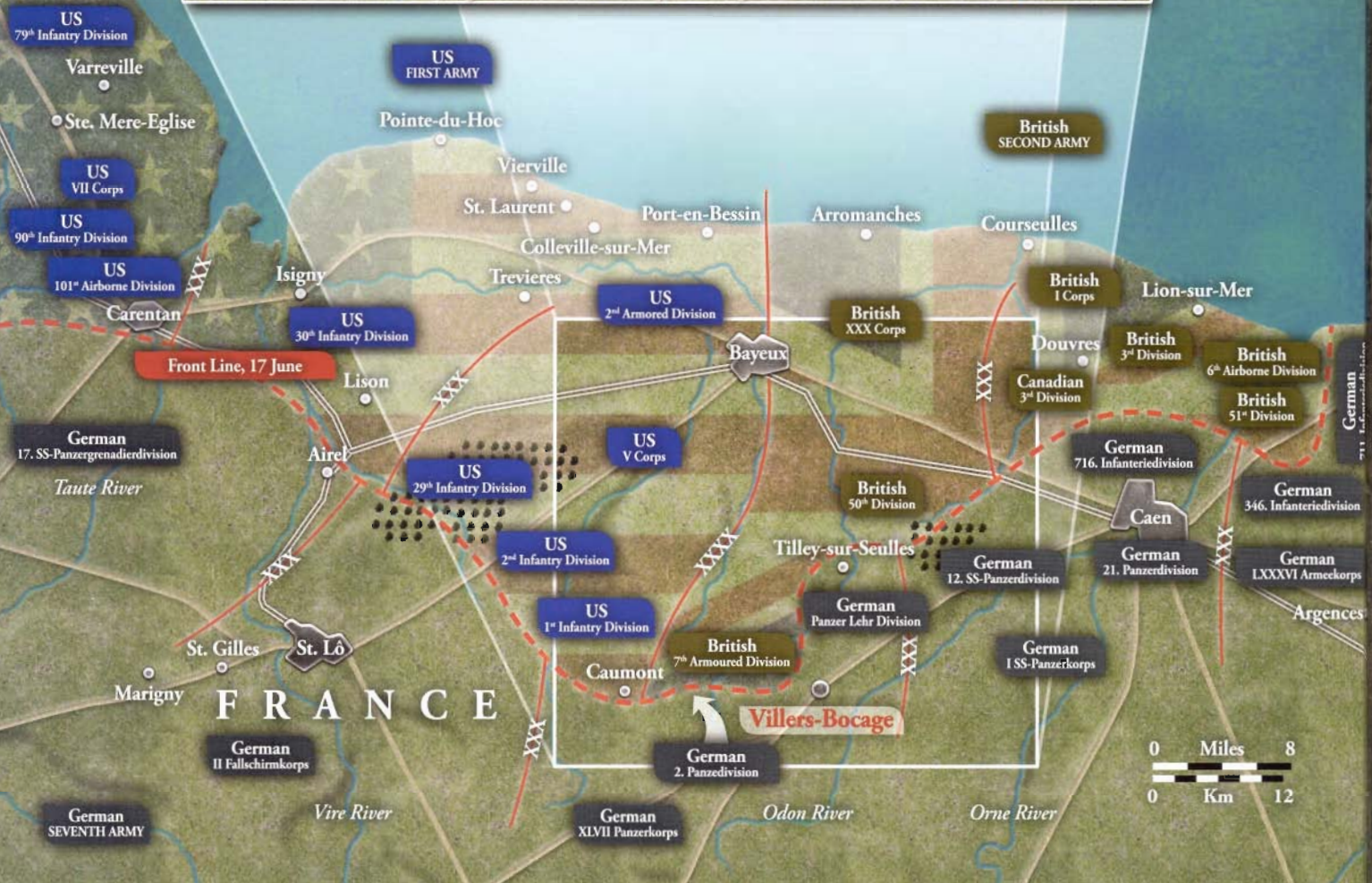
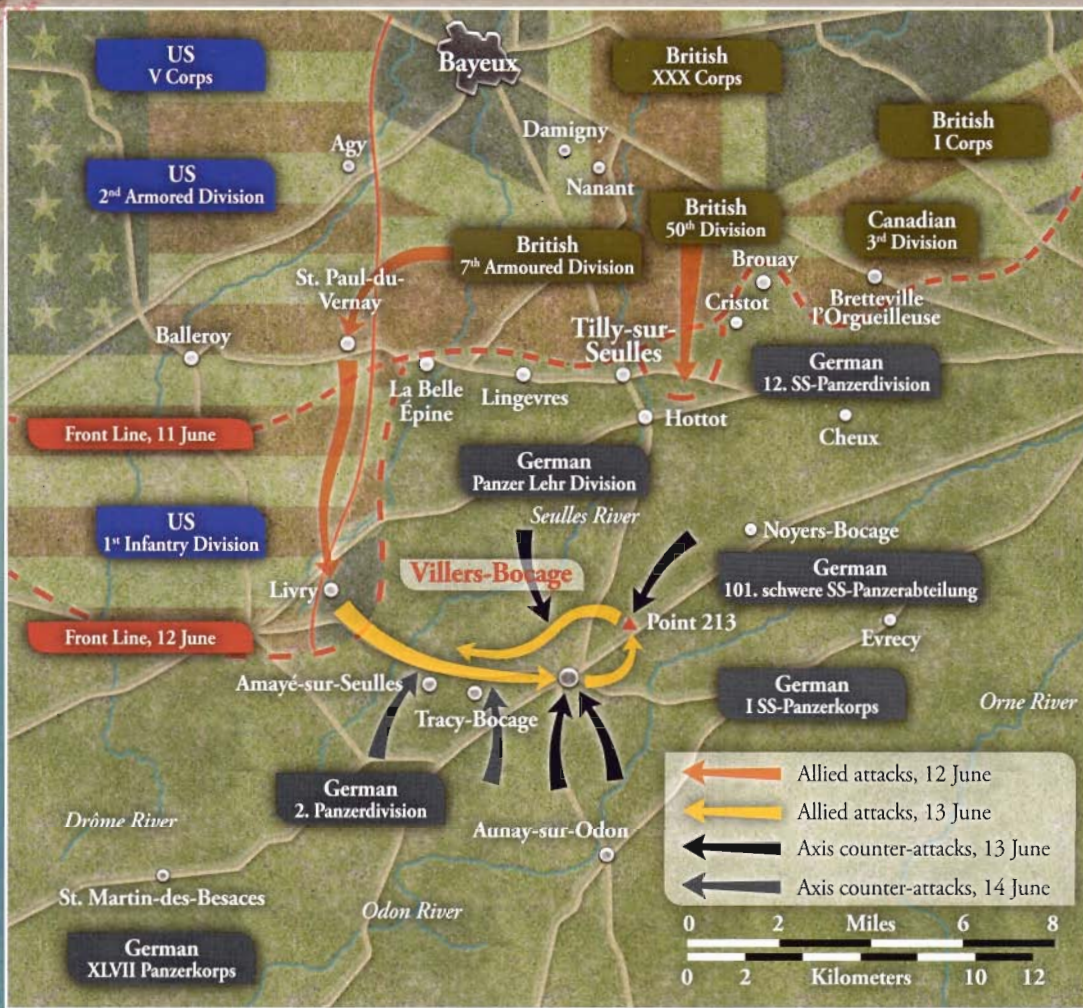
VILLERS-BOCAGE

THE BATTLE FOR VILLERS-BOCAGE
NORMANDY, 12-16 JUNE 1944



FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

OPERATION PERCH



VILLERS-BOCAGE

THE BATTLE FOR VILLERS-BOCAGE NORMANDY, 12-16 JUNE 1944

Written by: Phil Yates, Steven Ptak
Editors: Peter Simunovich, John-Paul Brisigotti
Proof Readers: Paul Beach, Chris Bricky,
John Hutton, Neal Smith
Graphic Design: Dion Holswich, Casey Davies
Miniatures Design: Evan Allen, Seth Nash
Cover and Internal Art: Vincent Wai
Miniatures Painting: Jeremy Painter
Terrain Modelling: Dale Pepperell
Photography: Battlefront Studio
Web Support: Wayne Turner

Playtest Groups: Auckland City Guard (Damian Reid),
Group North (Chris Such),
Kanawha Rifleman (Anthony Beaver),
Sydney FOW Syndicate (Richard Chambers)
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Australian War Memorial, Roger Key Private Collection,
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www.ww2modelmaker.com,
US Army Signal Corps

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This is a supplement for *Flames Of War*, the World War II miniatures game.
A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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VILLERS-BOCAGE, 1944

The roar of tank engines fades in the distance as the enemy continues up the hill past our hide position. The *Obersturmführer* strides over to my tank, that intent look on his face, the look that means we will be painting more kill rings on the barrel of the 88 tonight. It's a look I have seen many times on the face of *Obersturmführer* Michael Wittmann in the battles we fought together when I was his gunner in Russia. It is good that we fight together once again in the same tank. Promotions have a way of separating a team, but today it is like old times.

"Do you still remember how to shoot Bobby?" Michael asks me as he climbs onto the deck, "Looks like I'll be joining you." Silently I slip into the gunner's seat without answering, leaving the commander's position to the *Obersturmführer*.

The intercom crackles to life in my ear, "Well boys, ready to go?"

"*Jawohl Herr Obersturmführer*," my crew chorus as one.

"*Gut*. Wessel, Hantusch, and the others will destroy the *Britischers* on the hill. We will head for the town and stop any others from interfering. We do this for our beloved Fatherland, driver *schnell*!"

The Maybach engine growls over the clatter of the tracks as we leave the hide position. Within minutes of our moving the three British tanks on the road are nothing more than smoking wrecks, their crews dead or running for the trees on either side of the road. The large 88 shells tearing huge holes through the *Britisher* armour like its mere tin.

"*Gut*, now let's finish off the rest of the stragglers and take the town," Wittmann orders. The engine revs loudly,

tracks squealing as we turn onto the road, our speed increasing as I pour machine-gun fire into the remaining vehicles until, one by one, they burn. Thick black smoke twirls in the wake of our Tiger as it clatters down the wide road into town.

The tank rings like a bell under the peppering of small arms fire from the nearby buildings as the shells bounce off its thick hide. Part of me nervously awaits the louder bang of something larger. A small adjustment to the traverse wheel while our Tiger moves forward before I pull the trigger. Blinded by the flash and resulting cloud of dust, I peer intently through the scope, seeing the black oily smoke billowing from the now burning British Cromwell tank. Suddenly the rear of the turret rings with the hit that puts my nerves on edge. My ears reverberating with the concussion...serious that one.

Michael's voice crackles over the intercom system, firm and lacking emotion. "Driver turn right, four o'clock. Bobby, Sherman, big gun, 150 meters."

The great beast swings to the right as I furiously hold down the turret traverse wheel, the driver gunning the engine in order to help the ponderous turret swing.

Another loud clang, and I vow to thank the workmen that toiled over this vehicle, building it to such high standards of workmanship. I see a British *Panzer* with an exceptionally long gun coming into view, that long gun pointing towards us. I press the trigger once again, waiting anxiously for the concussion that will tell me if we live or die this time...

I release a breath I didn't know that I held as I see the curl of smoke. Another kill ring on the already crowded barrel, I think to myself.



OPERATION PERCH

The Battle of Villers-Bocage began as a race, one that started with neither side understanding what the other side was doing. It was a race dictated by terrain and circumstances.

When the Allies landed in Normandy on D-Day, 6 June, 1944, the city of Caen was one of the major objectives. If the Germans held the city, they could bring troops into battle quickly and supply their troops using roads running behind their lines. If the British held the city, German positions north of the Odon River would become untenable. With Caen in their hands, the British would be in open country, out of Normandy and threatening a breakout to Paris.

Unfortunately, the British did not take Caen on D-Day, nor in the following days. The Germans rushed *21. Panzerdivision* (21st Armoured Division), *12. SS-Panzerdivision* (12th SS Armoured Division), and then the *Panzer Lehr Division* through Caen gradually extending their line eastwards, just fast enough to keep the British from breaking through.

However, further west the US 1st Infantry Division drove back *352. Infanteriedivision* (352nd Infantry Division), opening a hole between it and *Panzer Lehr*. The British seized the chance. On 12 June, they launched Operation Perch, throwing the famous 'Desert Rats', their 7th Armoured Division, into the hole with orders to race around the German flank and cut them off.

From Bayeux, where they had been fighting, the roads led south to Tilly-sur-Seulles and Villers-Bocage. From there they led east to Caen. Tilly-sur-Seulles was firmly held by *Panzer Lehr*, so Villers-Bocage was the route to take. There the road ran along high ground with the Odon River to the south, providing a natural flank. If Villers-Bocage and the road to Caen could be taken the entire German flank (including at least two German armoured divisions) would be cut off.

With a roar of engines, the Desert Rats' tanks moved forward, making excellent progress against an unseen enemy. The first units of the Desert Rats, A Squadron, the 4th County of London Yeomanry and A Company, 1st Battalion, The Rifle Brigade, reached Villers-Bocage at 0830hrs, 13 June. The euphoria of the crews was tinged with a feeling of unease. Where is the enemy? When would they strike?

Calling a short halt, Lord Cranley joined his A Squadron on Point 213 and summoned all platoon commanders up for orders for the next phase of the battle. With their leaders gone the complacent infantry and tankers began to brew tea for breakfast.

Deeper, though basic, military tenets had been ignored—there was no reconnaissance. A Company's scout platoon had sunk crossing the channel and the Stuart light tanks of 4 CLY had been pulled back due to their lack of firepower, but nothing had been done to replace them. This was a mistake they would pay for dearly.

The Germans well understood the predicament on their flank, but they lacked the forces to do anything about it. The first available reinforcement, *2. Kompanie, 101. schwere SS-Panzerabteilung* (101st SS Heavy Tank Battalion), was sent to fill the gap and reached the outskirts of Villers-Bocage on the evening of 12 June.

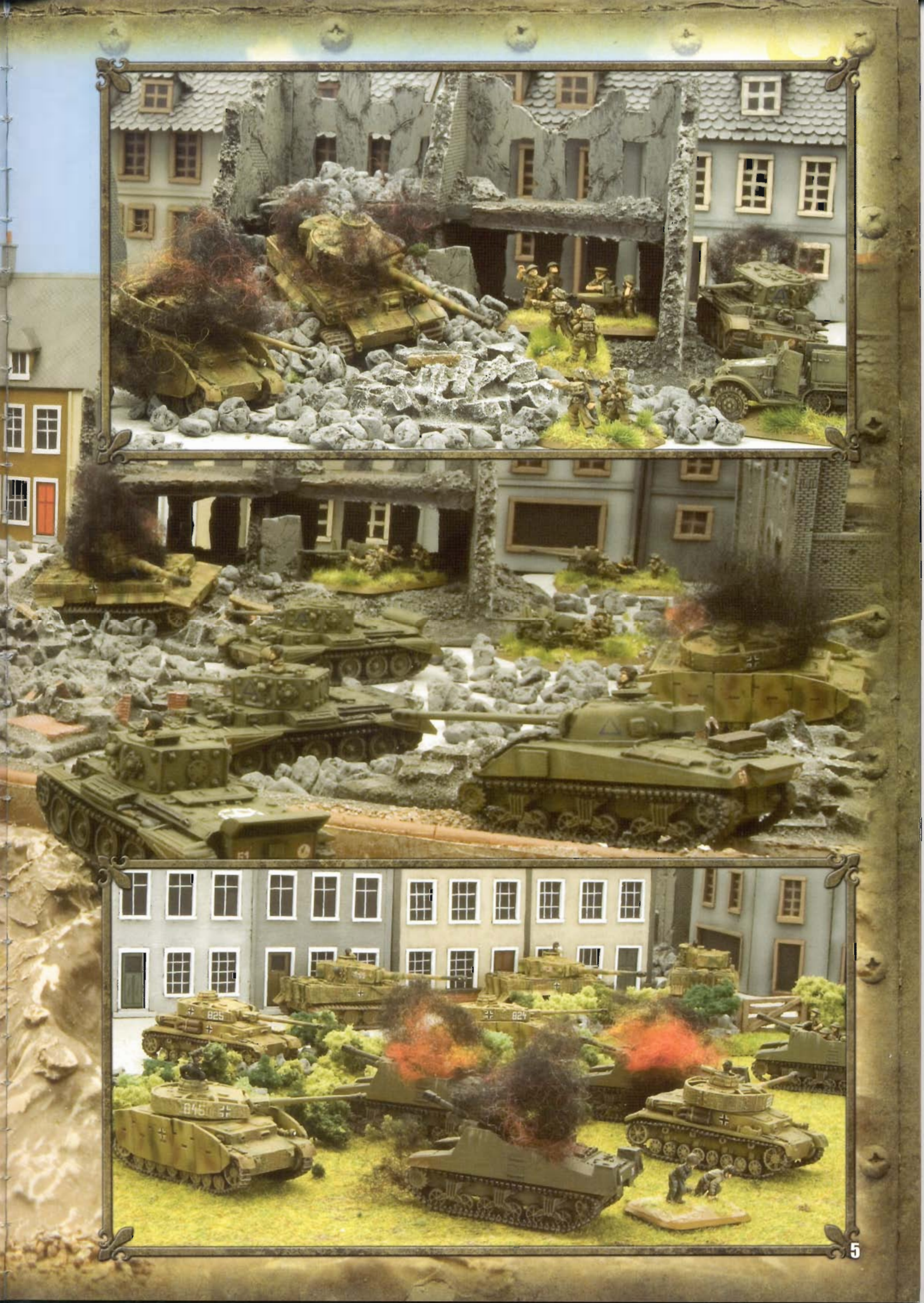
Watching the British drive past his hide at a range of just 250 metres the next morning, the company commander, *Obersturmführer* Michael Wittmann, ordered four of his Tiger tanks to tackle the British tanks on Point 213, while he took the remaining Tiger back to Villers-Bocage to deal with the infantry.

At 0900hrs the first explosion rocked the British column.



VILLERS-BOCAGE








101. SCHWERE SS

101 SCHWERE SS-PANZERABTEILUNG

007

008

009

 Ostufaf von Westernhagen

1. KOMPANIE

KOMPANIEGRUPPE

105

104

 Hstuf Möbius

1. ZUG

111

112

113

114

 Ostuf Philipsen

2. ZUG

121

122

123

124

 Ustuf Stamm

3. ZUG

131

132

133

134


 Ustuf Hahn

2. KOMPANIE

KOMPANIEGRUPPE

205

204

 OSTUF WITTMANN

1. ZUG

211

212

213

214

 Ostuf Wessel

2. ZUG

221

222

223

224

 Ustuf Hantusch

3. ZUG

231

232

233

234

 OJk Belbe

Tiger! No other word caused more angst in the hearts of Allied soldiers and stiffened the spine of German soldiers. Enemy infantry panicked at the word, and their tankers simply ran away. Such were the capabilities of this fearsome tank that soon every German Panzer became a Tiger. To kill one in combat would be a feat of valour worthy of a medal. The Tiger was the most feared German tank of the war—its reputation for death and destruction proven in every attack. This havoc was wrought by a tank, the production of which never totalled more than 1,354 and one that most soldiers would never see.

The German armaments industry created and nurtured this beast of warfare from its very inception. A technological marvel, the Tiger was capable of destroying any tank in the world with its 88mm gun. Its armour was capable of stopping a shot from any known tank gun. The workers that made it were the best in the industry. Hand picked, they lovingly crafted each tank as if it were a masterpiece of art.

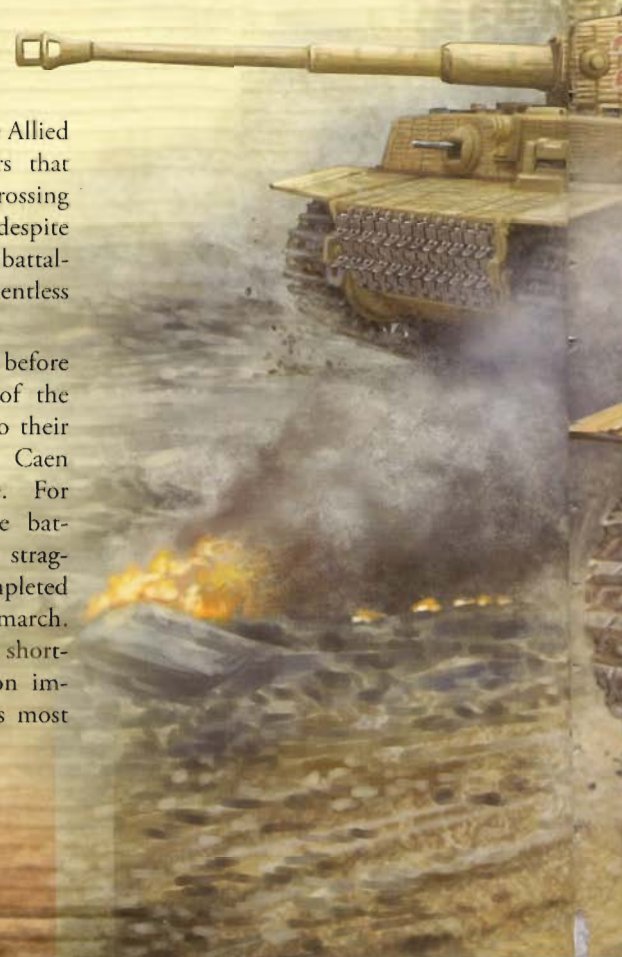
What the German armaments industry produced the German military command then took and massed in special formations: Thus was born the *schwere Panzerabteilung*. The best panzer crews of the army rode to battle in the belly of a Tiger tank—men of vast experience and know how. The result was a formation of unstoppable tanks, and soldiers that knew how to use them. This would create the mystique of the Tiger, a reputation that men on the other side of the trench learned to fear.

The SS staff decided that the Tiger tank was such a formidable piece of equipment that every *SS-Panzerkorps* (SS

Armoured Corps of two or three *Panzer Divisions*) needed an independent Tiger battalion. In July of 1943, *101. schwere SS-Panzerabteilung* (101st Heavy SS Tank Battalion) was the first such battalion to be formed as part of *I SS-Panzerkorps*.

Orders soon put the battalion on the long drive to the front. Moving at night to avoid the Allied *Jabo* fighter-bombers that prowled the skies, crossing the Seine River despite blown bridges, the battalion continued its relentless drive forward.

It took until 12 June before the first elements of the battalion pulled into their positions between Caen and Villers-Bocage. For days afterwards the battalion's Tiger tanks straggled in as they completed the gruelling road march. Despite being short-handed the battalion immediately fought its most famous battle.



PANZERABTEILUNG

Schwere Panzerabteilung - Heavy Tank Battalion

Kompanie - Company

Kompaniegruppe - Company HQ

Zug - Platoon

Aufklärungszug - Reconnaissance platoon

Erkundungszug - Scout Platoon

Flakzug - Flak Platoon

Pionierzug - Pioneer platoon

Ostufab - Obersturmbannführer - Lt. Colonel

Hstuf - Hauptsturmführer - Captain

Ostuf - Obersturmführer - 1st Lieutenant

Ustuf - Untersturmführer - 2nd Lieutenant

3. KOMPANIE

KOMPANIEGRUPPE

305

304

⚔ Ostuf Raasch

1. ZUG

311

312

313

314

⚔ Ustuf Günther

2. ZUG

321

322

323

324

⚔ Ustuf Görgens

3. ZUG

331

332

333

334

⚔ Ustuf Amselgruber

4. KOMPANIE

AUFKLÄRUNGSZUG

⚔ Hscha Benno Poetschlalt

ERKUNDUNGSZUG

⚔ Ustuf Rolf Henniges

FLAKZUG

⚔ Uscha Kurt Fichert

PIONIERZUG

⚔ OJk Walter Brauer





Obersturmführer Michael Wittmann



Born on 22 April 1914 in Bavaria, Michael Wittmann became perhaps the best recognised, even legendary, tank ace of World War II. His military career started in 1934 when he joined the army as an infantry soldier. This early training sparked Wittmann's interest in tanks.

In 1936 at the end of his enlistment, he joined the *Allgemeine-SS* and began his career in the *SS-Verfügungstruppe*, the military branch of the SS. When the war began, Wittmann was still in training as an armoured car commander. After only a short combat stint in Poland commanding an armoured car with just a 2cm, he found himself transferred to a *Sturmgeschütz* assault gun with a 7.5cm gun. While his performance in the subsequent Balkan campaign was good, it would be in Russia that his talents became obvious.

In his first summer in Russia, Wittmann was awarded the Iron Cross Second Class, soon followed by the Iron Cross First Class. In the spring of 1943, he joined the *Liebstandarte SS Adolf Hitler* Division's 13th Panzer Company as a Tiger tank commander. By 1944, he had the Knights Cross with Oak Leaves for his gallant service in combat.

Villers-Bocage would be his heyday. In a single day he stopped, almost single-handedly, an entire British Armoured Division and saved the flank of the Panzer Lehr Division from being trapped and destroyed, earning the Swords for his Knights Cross in the process.

He died a soldier's death on 8 August at Gaumesnil, south of Caen, leading his Tiger tanks into battle one last time.

WITTMANN IN FLAMES OF WAR

Like all SS soldiers, *Obersturmführer* Michael Wittmann puts the Fatherland before his personal ambitions. He is not afraid to die for his country.

Having many battles behind him and serving in the most arduous conditions imaginable he knows how to fight and live. Already his tally of kill rings covers the barrel of his Tiger tank.

CHARACTERISTICS

Obersturmführer Michael Wittmann is a Warrior and a Company Command Tank team rated as **Fearless Veteran**.

Wittmann can join any Schwere SS-Panzerkompanie and replaces the Company Command Tiger I E tank team for +100 points. Wittmann takes over the Company Command Tiger tank as his own tank.

As Wittmann is a Warrior, he does not roll for Tiger Ace skills.

Hero of the Fatherland: Michael Wittmann is one of Germany's greatest heroes. Every boy knows his exploits and wants to emulate them.

If Wittmann is Destroyed during a game the morale of the entire German people takes a heavy blow, despite any other gains, and the German player loses one Victory Point and their opponent gains one Victory Point at the end of the battle.

SPECIAL RULES

OBERSTURMFÜHRER MICHAEL WITTMANN

Ambush!: Michael Wittmann was a man on the go, always manoeuvring to a position of advantage before striking the enemy. His favourite tactic was to strike from the flanks, where the enemy least expected it.

Wittmann may be deployed using the Ambush special rule on page 196 of the rulebook in addition to any other platoons that would normally be deployed in Ambush. Wittmann may deploy in Ambush even in missions that do not normally use the Ambush special rule.

STURMMANN GÜNTHER JONAS – RADIO

For the Commander!: Wittmann's ability to get the most out of the men in his command was extraordinary. They would follow him anywhere. It is up to *Sturmmann* Jonas, the radio operator, to keep Wittmann in touch with his entire command.

Wittmann and any platoon led by him always pass Motivation Tests on a roll of 2+.

UNTERSCHARFÜHRER WALTER MÜLLER – DRIVER

Grind them Under: *Unterscharführer* Müller always keeps the tank moving while assaulting infantry, grinding them under the tank's tracks as he goes.

Any team that assaults Wittmann must re-roll the successful Skill Test to hit for any hit allocated to his tank in an assault combat. If they pass this test they get past the tracks and the tank must make an Armour Save as normal. If the re-roll failed, than the assaulting troops have not hit the tank and the hit is ignored.

UNTERSCHARFÜHRER BALTHASAR WOLL – GUNNER

Every Shot Counts!: *Unterscharführer* 'Bobby' Woll always set his sight for 800 meters and left it there. He felt it only slowed him down to re-calibrate the distance every time he shot. He simply overshot or undershot the reticule depending on the distance he felt the enemy was at. While the experts of tank gunnery chastised him for his methods, he only rarely missed, making Wittmann appreciate him even more.

Wittmann's Tiger tank may re-roll any failed roll To Hit when it shoots.

STURMMANN GÜNTER BOLDT – LOADER

Rapid Fire!: *Sturmmann* Boldt is the gun's loader. As fast as Bobby can acquire targets Günter can load the gun. This combination keeps their Tiger firing faster than any other in the company.

The 8.8cm tank gun of Wittmann's Tiger tank has ROF 3 when stationary and ROF 2 when moving.



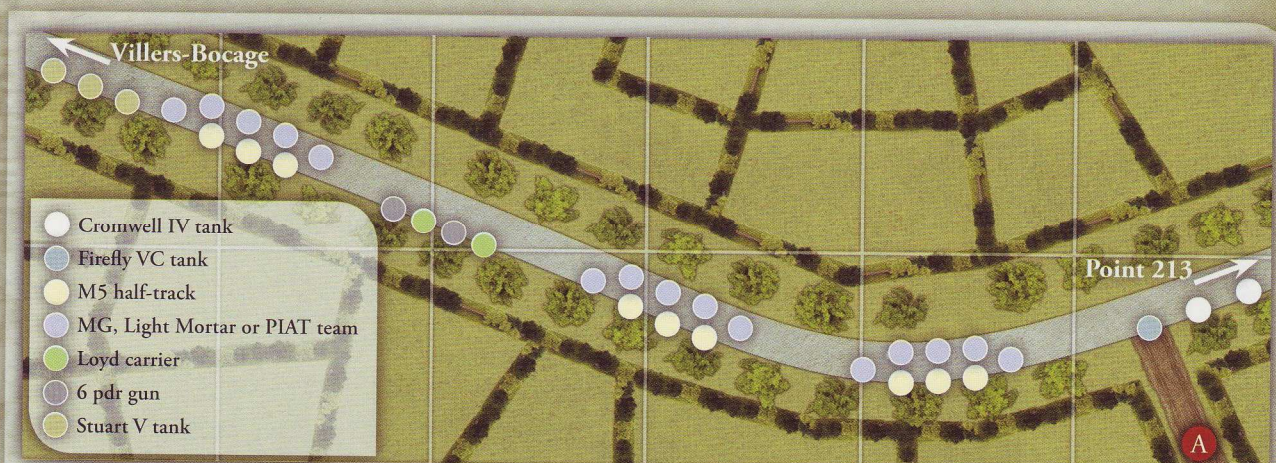
WITTMANN'S WILD RIDE

Wittmann's Wild Ride recreates the epic attack by *Obersturmführer* Michael Wittmann and his lone Tiger tank against A Company of the 1st Battalion, The Rifle Brigade on the road from Villers-Bocage to Point 213.

Unlike most *Flames Of War* battles, this scenario is rather one-sided. The British forces have no officers at all and can do little but stand where they are and fight. It is Wittmann who dictates the pace of the battle as he advances along the road towards Villers-Bocage.

This makes the scenario an ideal introduction to *Flames Of War*. The new player takes the role of Wittmann and learns the rules and tactics as they attempt to destroy the trapped British force. Be warned though, it is not as easy as it looks, after all Wittmann was an ace. You may need several games to achieve the same degree of success that he did!

The game plays quickly, making it ideal for demonstrations or as a club challenge with players taking turns and then swapping roles to see how far they can get.



TERRAIN

The road between Villers-Bocage and Point 213 is bordered by high Bocage hedgerows. For the purposes of this scenario they are Impassable terrain and cannot be seen through. All teams must remain on the road, which is wide enough for Wittmann to pass the British vehicles. The road is paved, making it impossible for the British to entrench in the short time available.

The Wittmann's Wild Ride scenario uses the **Tea Time**, and **The Commander is Away**, special rules on page 10.

YOUR ORDERS

WITTMANN

You must attack and destroy the British column, or at the very least advance quickly to its end. Anything else dooms you to failure and results in the encirclement of the Panzer Lehr and 12 SS Divisions.

A COMPANY, 1ST THE RIFLE BRIGADE

You must destroy Wittmann's Tiger and keep the road open to A Squadron 4 CLY so that the advance to Caen may resume.

PREPARING FOR BATTLE

1. Set up the table as shown above. It is set up on a 2'/60cm by 6'/180cm table, each square is 12"/30cm on a side.
2. The British player now sets up their force as shown. The details of their force are given on page 8.
3. The German player places Wittmann's Tiger tank on the road at position **A** on the map above.

BEGINNING THE BATTLE

1. All British vehicles start the game Bailed Out and all British platoons start the game Pinned Down in accordance with the Tea Time special rule on page 8.
2. Under The Commander is Away special rule, the British have no officers, so will not move during the game, except in assaults.
3. The German player takes the first turn. He counts as if he moved in his first Movement Step, even if he did not, as Wittmann drives onto the battlefield.

ENDING THE BATTLE

The battle ends after both players have had 10 turns.

DECIDING WHO WON

The British player wins if they can destroy Wittmann, thus keeping the way open to the forces on Point 213.

The German player wins if they can entirely destroy the British force, saving the German flank.

If the game makes it to the end of turn 10 the result is a draw. The British still hold Villers-Bocage, but the way to Hill 213 is still blocked by Wittmann.

GERMAN 2. KOMPANIE, 101. SCHWERE SS-PANZERABTEILUNG

KOMPANIEFÜHRER

Watching the British vehicles roll by his position, one after another, *Obersturmführer* Michael Wittmann knows he must act. His orders are to hold the hill and the town of Villers-Bocage, but the British have got there first. If he cannot immediately dislodge them then the entire eastern flank of the German defences in Normandy will be in jeopardy.

Maintaining radio silence is critical to ensure surprise for his counterattack—the British will be listening for German transmissions. Wittmann sends a runner back to von

OBERSTURMFÜHRER MICHAEL WITTMANN

Westernhagen at battalion and calls over his tank commanders. Four Tiger tanks will deal with the British on Point 213, while he alone will counterattack towards Villers-Bocage. He will take the more difficult job as he has many times before, always leading from the front and setting the example for his men. With his own tank broken down on the march, Wittmann takes over tank 212 for the battle.

Wittmann is not concerned with the odds—he has surprise on his side. It will be tricky, but he is sure of victory.

BRITISH 7TH ARMoured DIVISION

A COMPANY, 1ST BN, THE RIFLE BRIGADE

- 1 (Motor) Platoon
- 2 (Motor) Platoon
- 3 (Motor) Platoon
- 14 (Anti-tank) Platoon

4 Troop, A Squadron, 4th County of London Yeomanry

Recce Troop, 4th County of London Yeomanry

MOTOR COMPANY (RELUCTANT VETERAN)

Motor Platoon (without Command team and its half-track)

Motor Platoon (without Command team and its half-track)

Motor Platoon (without Command team and its half-track)

Anti-tank Platoon (with two 6 pdr guns with Loyd Carriers, but without Command team and its Troop Carrier)

Armoured Platoon (with two Cromwell IV and one Firefly VC tank, but without the Command Cromwell IV tank)

Recce Patrol (with three Stuart V tanks none of which is a Command team)

The British force in this mission has no Company HQ and no platoon leaders (see The Commander is Away special rule below). The organisation of the British force is covered on pages 53 to 57.

Veterans of many battles fought in the dry heat of the desert, the men slap each other on the back. They are A Company of the 1st Battalion, The Rifle Brigade under the command of Major J Wright. They are a force to be reckoned with, one that has seen combat and proven its mettle time after time. They know there is nothing that they cannot deal with.

Just ahead is one of the troops of A Squadron, 4th County of London Yeomanry under the command of Major P M R Scott. Their tanks should keep the enemy at bay. Now it's time for the breakfast they missed with an early start, beating Jerry to the punch. It'd be a laugh to see Rommel's face when he finds himself out-flanked and trapped!

SCENARIO SPECIAL RULES

THE COMMANDER IS AWAY

A Squadron, 4 CLY has arrived at Point 213. With his regiment making good time and poised to strike towards Caen, Lord Cranley has called an Orders ('O') Group on Point 213, summoning all of his officers to explain the plan for the next stage of the advance.

The British force has no Company Command or 2iC Command teams, nor any Platoon Command teams.

Without a Company Command team, the British force cannot pass a Company Morale Check if it is required to make one. The entire British force will be Destroyed at the start of any British turn in which four or more of their platoons are Destroyed.

Without Platoon Command teams, the British platoons cannot move except to Launch an Assault or Counterattack (using the Carry On Sergeant special rule on page 171 of the rulebook) or Break Off or Consolidate after an assault.

Despite having no Platoon Command teams, the British platoons can still make any Motivation tests that they are required to make, as usual.

TEA TIME

When the 'O' Group was called, all of the officers of A Company of The Rifle Brigade set off in their half-tracks to attend.

Meanwhile, the men settled down to make the breakfast they had missed with an early start. Gathering around small fires the men begin a brew up. It's time for tea.

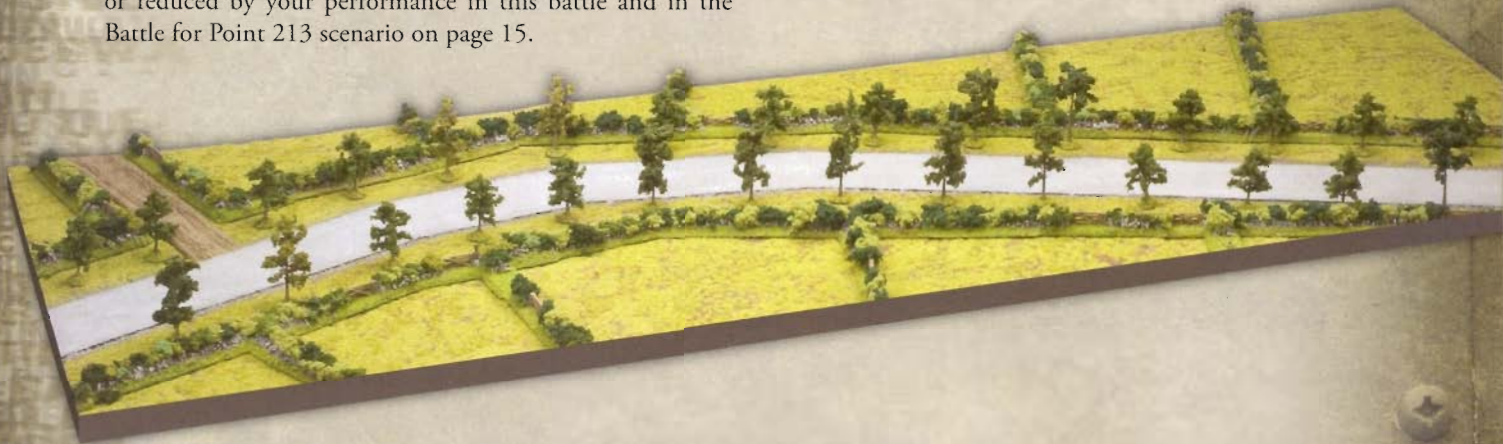
All British vehicles start the game Bailed Out and all British platoons start the game Pinned Down.

Remember, platoons can Rally from being Pinned Down and Remount their vehicles without a Command team, so this penalty is only temporary.

VILLERS-BOCAGE CAMPAIGN

Wittmann's Wild Ride can be played as part of a campaign with the other two scenarios in this book. The winner of the final Villers-Bocage scenario wins the campaign. However, your chances of winning that battle will be greatly enhanced or reduced by your performance in this battle and in the Battle for Point 213 scenario on page 15.

If you decide to combine the scenarios into a campaign, then whoever wins this scenario will have extra forces available for the Battle for Point 213 scenario.



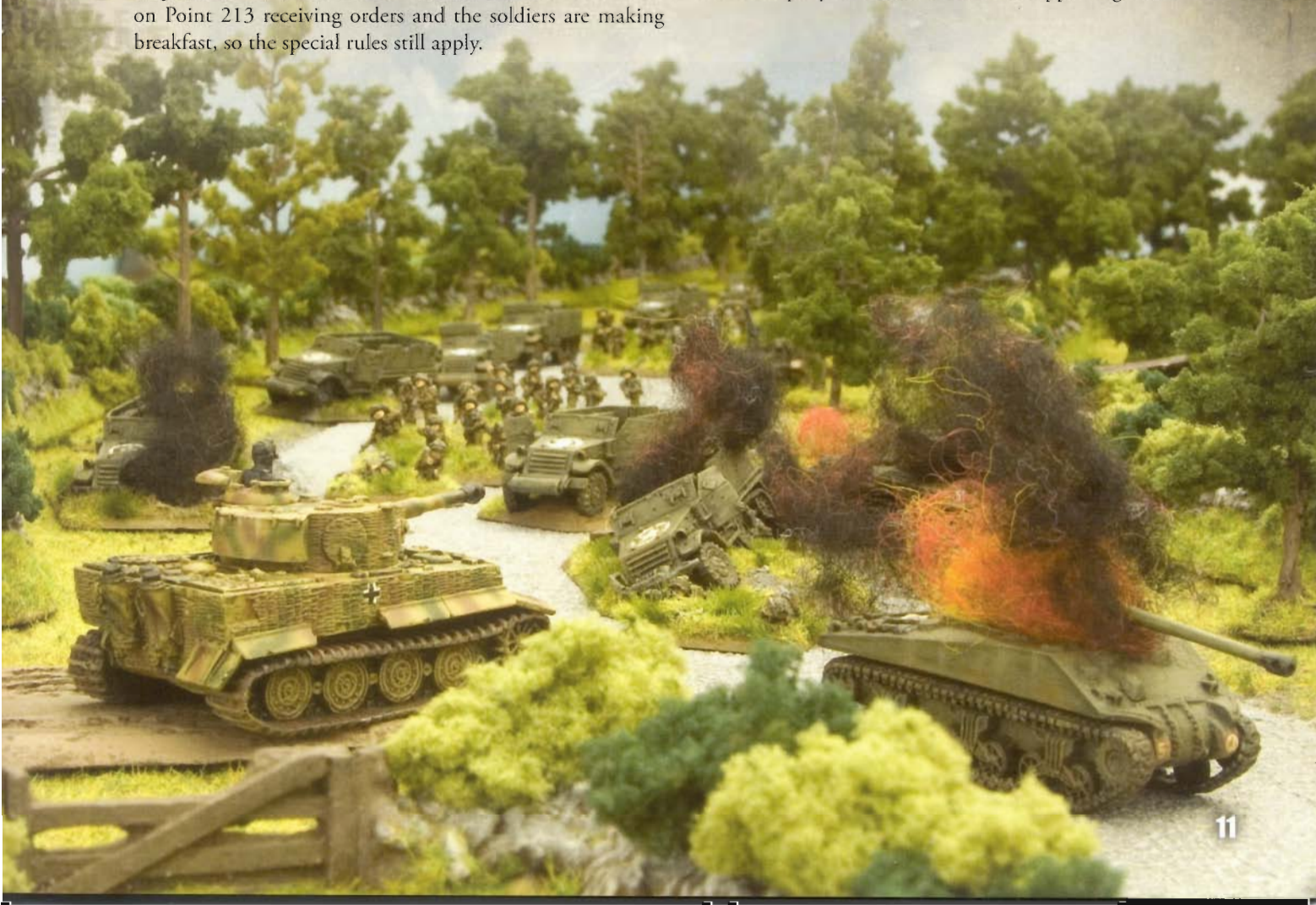
OTHER PLACES, OTHER TIMES

As it happened, the British 7th Armoured Division made the dash to Villers-Bocage. What would have happened if it had been the US 2nd Armored Division instead?

You could refight the scenario with US Armored Rifle Platoons in place of the British Motor Platoons, a US Anti-tank Platoon in place of the British one, a Tank Platoon instead of an Armoured Platoon, and a Light Tank Platoon in place of the Recce Patrol. Assume that the officers are on Point 213 receiving orders and the soldiers are making breakfast, so the special rules still apply.

Another similar battle took place on the Eastern Front when Otto Carius, another Tiger ace found a Soviet tank force settling down for the night after breaking through the German lines.

You could refight the scenario with a Tank Rider Company lining the road while their officers go forward for their orders. They could have a pair of guns from a Heavy Anti-tank Company and some T-34 tanks supporting them.





Schwere SS-Panzerkompanie



(TANK COMPANY)

A force based around a Schwere SS-Panzerkompanie must contain:

- 1 Company HQ, and
- 2 or 3 Schwere SS-Panzer Platoons

Weapons platoons available to a Schwere SS-Panzerkompanie can be

- 0 to 1 SS-Pioneer Platoon,
- 0 to 1 SS-Anti-aircraft Gun Platoon,
- 0 to 1 Motorized SS-Scout Platoon, and
- 0 to 1 Armoured SS-Scout Platoon.

Support platoons available to a Schwere SS-Panzerkompanie are:

- 0 to 1 Panzer Platoon (p. 23),
- 0 to 1 Gepanzerte Panzergrenadier Platoon (p. 26), and
- 0 to 1 Rocket Launcher Platoon (p. 37).

You may field **one** Support Platoon for every Schwere SS Panzer Platoon you are fielding.

MOTIVATION AND SKILL

The Tiger tank crews of the SS heavy tank battalions have years of experience and are fanatical in their duty to the Fatherland. A Schwere SS-Panzerkompanie is rated as **Fearless Veteran**.

ALLIES

SS units are Allies to any other German company and vice versa and so follow the Allies rules on page 183 of the rule book. All of your support platoons are from Panzer Lehr and are Allies to your Schwere SS-Panzerkompanie. Your Company and 2iC Command teams cannot join them.

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

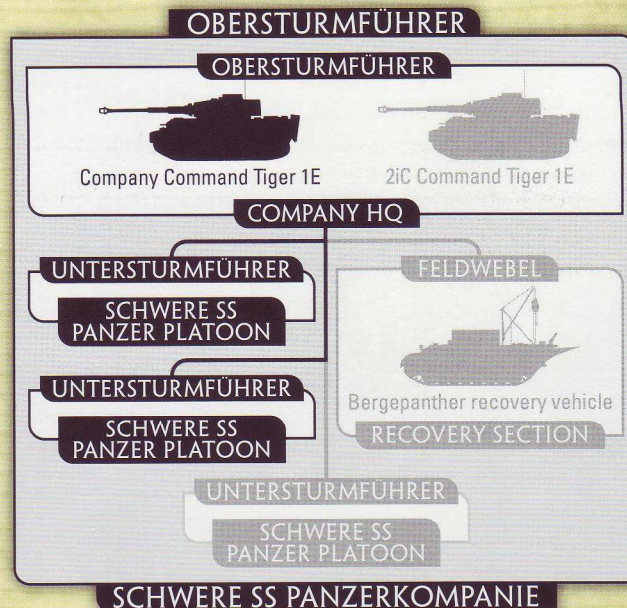
Company HQ with

1 Tiger I E 250 points

OPTIONS

- Add a second Tiger I E for +240 points
- Add a Bergepanther recovery vehicle for +15 points

If you do not replace your Company Command Tiger I E tank with Obersturmführer Wittmann, then your Company Command Tiger I E tank always has two Tiger Ace skills (see page 168 of the rulebook) as if it rolled a 6 on its first roll. Any further 6 allows you to pick the skill.



COMBAT PLATOONS

2 OR 3 SCHWERE SS-PANZER PLATOONS

PLATOON

4 Tiger I E 960 points

3 Tiger I E 720 points

2 Tiger I E 480 points

Remember to roll for your Tiger Ace skills before each game.



WEAPON PLATOONS

0 TO 1 SS-PIONEER PLATOON

PLATOON

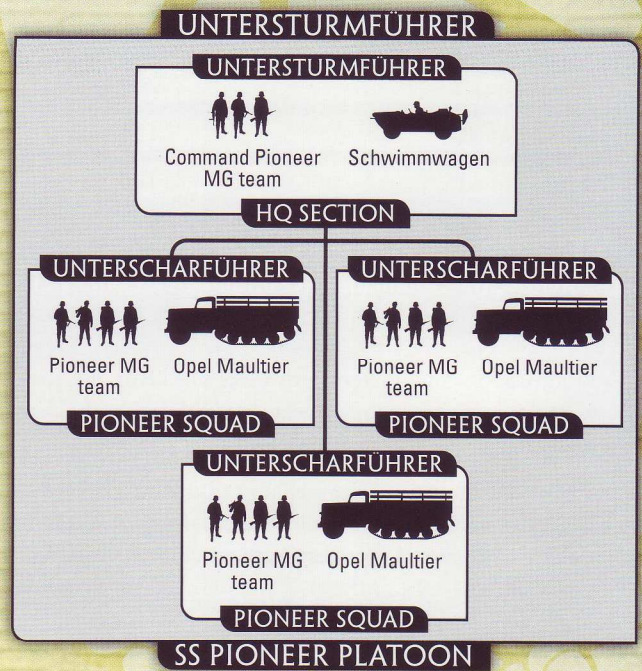
HQ Section with:

3 Pioneer Squads	175 points
2 Pioneer Squads	130 points
1 Pioneer Squad	85 points

OPTION

- Replace all Maultier trucks with Sd Kfz 251/7 (Pioneer) half-tracks for +20 points per half-track.

With two different organisations at their disposal, the pioneers are a unique formation. They move forward clearing obstacles for the Tigers under fire with their armoured section while the unarmoured section reinforces bridges and clears gaps in obstacles in less dangerous locations.



0 TO 1 SS-ANTI-AIRCRAFT GUN PLATOON

PLATOON

3 Sd Kfz 7/1 (Quad 2cm)	150 points
2 Sd Kfz 7/1 (Quad 2cm)	100 points

Tiger tanks are large and slow, making them particularly vulnerable to enemy air attacks. The anti-aircraft platoon provides a counter to enemy aircraft. With quadruple-mounted guns giving a very high rate of fire, they will easily shoot down any enemy *Jabo* (Jagdbomber or fighter bomber) that dares to attack your fearsome Tigers.

Keep them close behind your Tigers so that their guns can cover your tanks, despite their limited range.



0 TO 1 MOTORIZED SS-SCOUT PLATOON

PLATOON

HQ Section with:

3 Scout Squads	200 points
2 Scout Squads	150 points
1 Scout Squad	100 points

OPTION

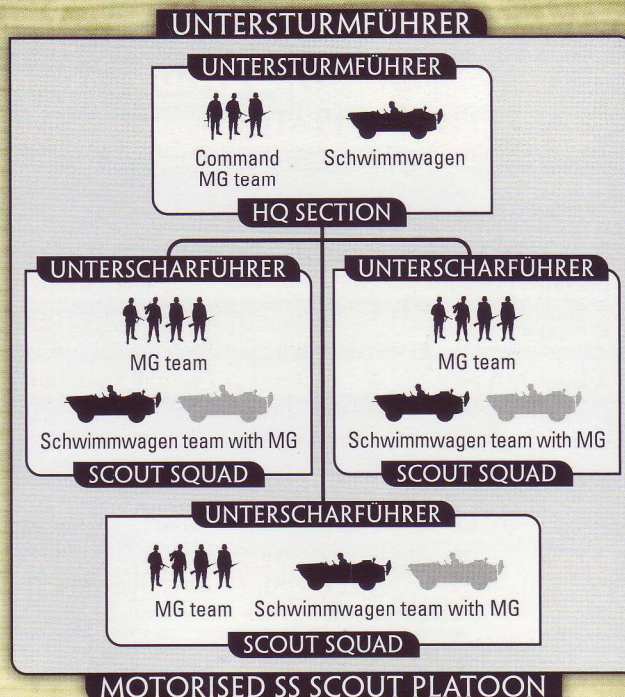
- Replace the Command MG team with a Command Panzerfaust SMG team for +10 points.

The motorised scout platoon advances ahead of the main body to find enemy troops, locate possible ambushes and generally harass the enemy while the Tigers advance.

Use them on one axis to keep enemy troops in place while the Tigers attack in mass on another axis, always threatening the enemy with several avenues of approach into his sector.

In defence they can be set up dug-in on one critical area while the Tigers advance from another direction.

The Motorised SS-Scout Platoon is a Reconnaissance Platoon.



0 TO 1 ARMoured SS-SCOUT PLATOON

PLATOON

HQ Section with:

6 Scout Squads	385 points
4 Scout Squads	275 points
2 Scout Squads	165 points
1 Scout Squad	110 points

OPTION

- Replace the Command MG team with a Command Panzerfaust SMG team for +10 points.

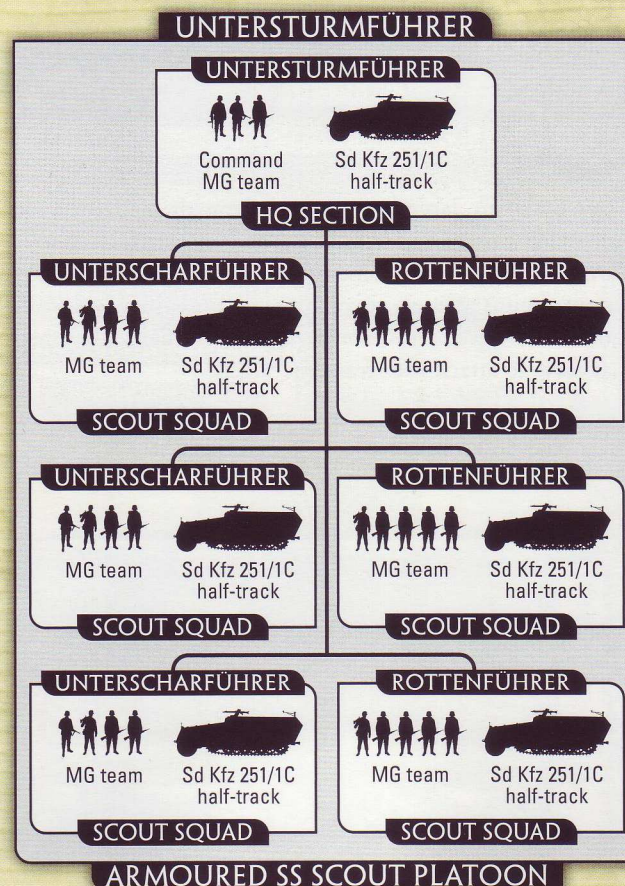
The armoured scout platoon provides the Tigers with the primary anti-infantry force of the battalion. They are there to support the tanks in close terrain, and keep them from being overrun by enemy infantry.

Typically they are employed in small groups to keep watch on covered approaches and provide security for the Tigers. This platoon is great at taking out enemy infantry formations.

With armoured half-tracks to get your infantry across the battlefield quickly and safely, the armoured scout platoon can support your Tigers in any type of terrain.

Even after incurring losses that other infantry would falter from, the SS soldiers of the scout platoon will stay in the battle with fanatical determination.

The Armoured SS-Scout Platoon may use the Mounted Assault special rule.



POINT 213

THE BRITISH

Moving quickly out of the town of Villers-Bocage, A Squadron 4 CLY, veterans of the famous Eighth Army, advance down the road towards Caen. In the desert, you can see the enemy from a distance. Here the troops scan the surrounding hedges for any sign of the enemy, yet nothing meets their gaze. Finally, after days of ambushes and frustration, it's back to the best days of the desert—fast free-wheeling advances.

They have encountered no enemy all day. Villagers flock to wave at the column of troops as they pass, giving the march a festive air. 'Perhaps the road is open all the way to Caen', the desert veterans reason, an easy victory within their grasp.

Despite the general cheer, Major Scott, commanding the squadron, is feeling pushed and claustrophobic in the dense terrain. The advance is moving too fast. The recce troop sits in the middle of the column rather than scouting out the flanks and securing the route of march. Yesterday's ambush proved that the Stuarts don't have the firepower for the job.

The decision to preserve the strength of the recce troop is one that will haunt the Major as events unfold.

The column pauses at the top of the hill providing a view of the entire plain almost all the way to the coast. From the top, the city of Caen is visible in the distance. The heavy bocage breaks up some of the view, but it is spectacular none the less. Lieutenant Colonel Lord Cranley, the regimental commander, calls his officers forward to give them the next course of action. But that action will be decided for them. In the bocage another man has already begun to act in the decisive manner that has covered his gun barrel with kill rings.

THE GERMANS

Michael Wittmann, a veteran of four years of almost constant combat, watches as the British column roars by his well-hidden tanks. With so much at stake, and his orders clearly defining his role, he decides to act immediately. A simple plan of action emerges.

His once mighty company of 14 Tiger I E heavy tanks is now reduced to a mere five as the rest straggle in from the long march. Yet Wittmann knows, even in such small numbers, a Tiger in the hands of his elite crews is more than a match for anyone. He orders four of his five tanks to take Point 213. He will take the fifth tank alone on the most dangerous part of the job, preventing British reinforcements from getting to the hill until his men get the job done. With the enemy tanks on the hill destroyed, together they can move to clear the town as well.

The four mighty Tiger tanks run along a small dirt track parallel to the main paved road the British travel on. They must take the hill and secure it against all enemy attacks. Each tank crew knows its duty to the Fatherland, each ready to sacrifice all if they must.

Two of the tanks are commanded by platoon leaders, untried in armoured combat. The other two Tigers are crewed by veterans, ready and able to do battle. Hardened steel creeps forward, ready to take out the awaiting British on the hill.

The tanks move closer along the small track. There, hidden in the bocage, sits the British advance guard, the officers in conference, the tank crews unprepared. The game of cat and mouse among the hedgerows begins.



GERMAN 101. SCHWERE SS-PANZERABTEILUNG

Obersturmführer Wittmann had only five tanks to stop the British at Villers-Bocage. He sent four (211, 221, 223, and 234) to Point 213 and took his own tank back to Villers-Bocage to stop reinforcements arriving.



TIGER 211

Tiger 211 was commanded by *Obersturmführer* Jürgen Wessel, a veteran of infantry combat on the East Front, but with no tank combat experience.

TIGER 234

Unterscharführer Herbert Steif was another hardened combat veteran of the Eastern Front. Steif had served in Tiger tanks with Wittmann earlier in the year.



TIGER 221

Untersturmführer, George Hantusch in tank 221 led 2. Zug. After combat in Russia in 1941, Hantusch studied mechanical engineering at the SS automotive school before becoming a Tiger commander.

TIGER 223

Oberscharführer Jürgen Brandt was a hardened combat veteran who joined the Tiger battalion to lead the reconnaissance platoon. Instead he found himself in a Tiger tank, going on to rack up an impressive 57 kills.

2. KOMPANIE 101. s SS-PZABT

1. Zug, Tiger 211, *Obersturmführer* Jürgen Wessel
Tiger 234, *Unterscharführer* Herbert Steif

2. Zug, Tiger 221, *Untersturmführer* George Hantusch
Tiger 223, *Obersturmführer* Jürgen Brandt

SCHWERE SS-PANZERKOMPANIE (FEARLESS VETERAN)

Command Tiger 1 E tank
Tiger 1 E tank

Command Tiger 1 E tank
Tiger 1 E tank

The German force in this mission has no Company HQ.



BRITISH 4TH COUNTY OF LONDON YEOMANRY

The 4th County of London Imperial Yeomanry (King's Colonials) has a proud but fairly recent past. Originally formed in November of 1901 at Charing Cross, London, its members came from throughout the British Empire. Each squadron was drawn from overseas residents from one area. A Squadron was 'British Asian', B Squadron was 'British American' or Canadian, C Squadron was Australasian, and D Squadron was 'British African' or South African. In 1902 an E Squadron was added comprised of New Zealanders.

The regiment was renamed in 1905 as The King's Colonials, Imperial Yeomanry. While the name stuck, in 1909, each of the separate 'colony' squadrons was discontinued and the squadrons were homogenised. Then in 1910 the name was changed a final time to King Edward's Horse or The King's Overseas Dominions Regiment. After being transferred to Special Reserve in 1913, the regiment was revived for the First World War. There they fought at Mons, Loos, Ypres, Cambrai, and Italy, before being disbanded in 1924.

With the situation on the Continent heating up once again in the mid 1930's, the army was expanded and, on 27 September 1939, the 4th County of London Yeomanry (Sharpshooters) (4 CLY) were formed as a duplicate of the 3rd County of London Yeomanry (Sharpshooters) (3 CLY).

Their first battles were fought in the Western Desert with the 7th Armoured Division in Operation Crusader at the end of 1941. They continued to fight with the Desert Rats through the rest of the Desert War and into Italy before returning to Britain at the end of 1943.

There the Sharpshooters were issued fast Cromwell tanks, replacing the Sherman tanks they left in Italy. They landed in Normandy on D+1. After heavy losses at Villers-Bocage and in Operations Goodwood and Spring, they left the 7th Armoured Division and merged with 3 CLY on 1 August, 1944 to form the 3rd/4th County of London Yeomanry (Sharpshooters).

A SQUADRON, 4 CLY

Lieutenant Colonel Lord Cranley

HQ Troop, Major Peter Scott

1 Troop, A Squadron

2 Troop, A Squadron

3 Troop, A Squadron

4 Troop, A Squadron

'O' group, A Company, 1st Battalion, The Rifle Brigade

ARMoured SQUADRON (RELUCTANT VETERAN)

Higher Command Daimler Dingo scout car

Company HQ (with two Cromwell IV tanks and two CS Cromwell IV tanks)

Armoured Platoon (with three Cromwell IV tanks and one Firefly VC tank)

Armoured Platoon (as 1 Troop)

Armoured Platoon (as 1 Troop)

One Independent Command Cromwell IV tank

Four Independent Command MG teams with an M5 half-track each



BATTLE FOR POINT 213

With its commanding views of the surrounding terrain, the high ground is critical. By taking Point 213 you will be able to observe the ground all around, thereby dominating the road all the way to Caen.

The Battle for Point 213 scenario uses the **Random Deployment**, **Mobile Battle**, and **Tea Time** special rules.

YOUR ORDERS

GERMAN

You must take Point 213. By holding this you give the rest of *I. SS-Panzerkorps* the opportunity to counterattack the Allied thrust, sending them reeling back from whence they came.

BRITISH

With you in possession of the hilltop, the enemy will have to withdraw, offering your division the chance to begin the pursuit of the enemy.

PREPARING FOR BATTLE

1. Set up the table as shown on page 19. The table is a 4'120cm by 4'120cm square. Mark the table centre.
2. The British player places the objective on the table no further than 12"/30cm from the table centre.
3. The British player now deploys their entire company on the table within 16"/40cm of the centre of the table. All Independent and Platoon Command teams must be deployed within 4"/10cm of Lord Cranley.
4. The German player rolls for each of their platoons deploying them in the table corner indicated by the dice using the Random Deployment rules. On a 5 or 6 the platoon may be deployed on any corner. The Tiger tanks are set up next to or on the road at that corner on the edge of the table.
5. The German player rolls for their Tiger Ace skills.

BEGINNING THE BATTLE

1. The British player starts the game Bailed Out and Pinned Down as per the Tea Time special rule.
2. The German player takes the first turn and counts as moving as per the Mobile Battle special rule.

ENDING THE BATTLE

The battle ends:

- When the Germans take the objective,
- At the end of turn 12, or
- When no German Tiger tanks remain on the table.

DECIDING WHO WON

The German player wins if they take the objective thereby breaking the British hold on Point 213 and freeing up the road for the advance to Villers-Bocage.

The British win if they can hold the objective thereby maintaining a jumping off point for the continued drive to Caen.

SPECIAL RULES

TEA TIME

The British column having stopped for an 'O' Group has decided to have tea. The movement thus far has been uneventful and the men are hungry. Gathering around the small fires the men begin to have a cup of tea and some food.

All British vehicles start the game Bailed Out and all British platoons start the game Pinned Down.

In addition, all Independent and Platoon Command teams must deploy within 4"/10cm of Lord Cranley as they gather to receive orders.

VILLERS-BOCAGE CAMPAIGN

If you decide to play the Battle for Point 213 scenario as part of a campaign with the other two scenarios in this book, the outcome of Wittmann's Wild Ride on page 9 will change this scenario in the following ways:

- If the German player won Wittmann's Wild Ride, their force this scenario is increased by a full strength Armoured SS Scout Platoon that will arrive using the Delayed Reserve scenario special rule on page 200 of the rulebook.
- If the British Player won Wittmann's Wild Ride, then they may bring all the remaining forces on as reinforcements in this scenario. These reinforcements enter the table at **A** any turn after the turn in which Wittmann was destroyed in this game. So, if Wittmann was destroyed on turn 6, all remaining British forces can arrive in the Battle for Point 213 game from its turn 7. Of course, the arriving platoons have no Command teams, so a platoon can only arrive if an Independent team

is at **A** to command it. If there is no Independent team for a platoon, the platoon will wait off the table, only arriving when an Independent team is at **A** ready to take command at the start of the British player's turn.

- If Wittmann's Wild Ride was a draw, then there is no change to this scenario.

DIFFERENT CHOICES

Historically, Wittmann ordered all four of his Tiger tanks to fight at Point 213, leaving him to fight alone.

You could find out what would have happened if he had taken an additional Tiger tank with him instead. Add an extra Tiger tank to support Wittmann in the Wittmann's Wild Ride scenario to represent this option. If you do this then fight the Battle for Point 213, with one fewer Tiger tank.

POINT 213

Point 213 is the top of a gently-sloping hill. The slope is so gentle that the hill had no effect on the battle.

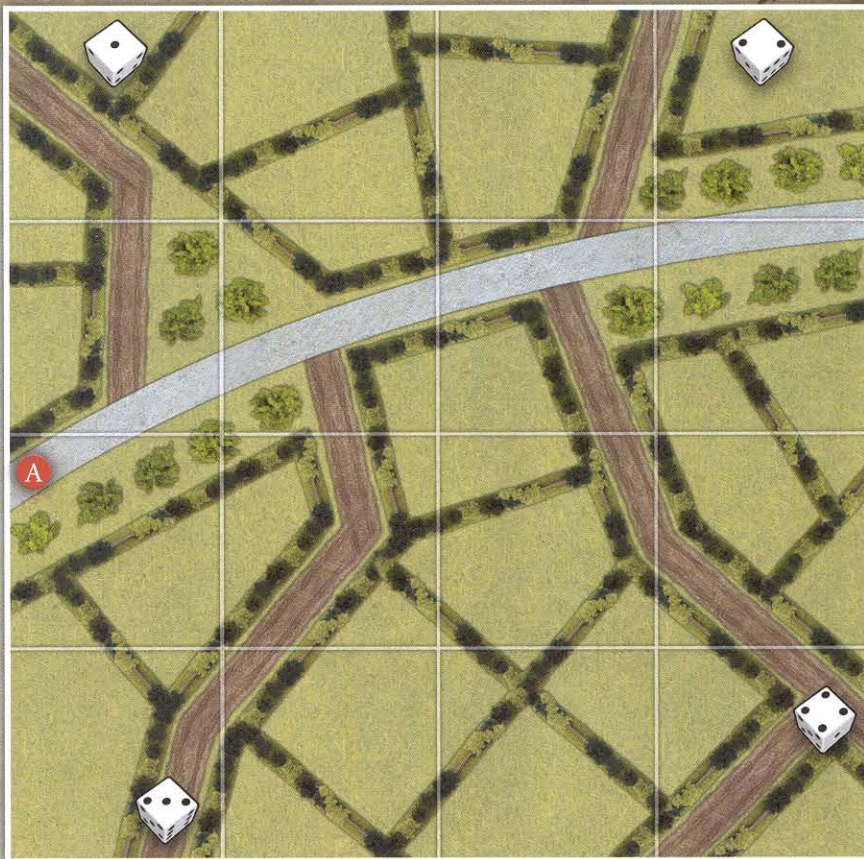
BOCAGE HEDGEROWS

All hedgerows on the table are Bocage hedgerows. These are taller than a tank, Very Difficult Going, and provide Bulletproof Cover to troops sheltering behind them. Teams must start adjacent to a Bocage hedgerow to cross it.

The main road (shown in grey) is a major thoroughfare. Wide and paved, it offers vehicles more room to pass than most other roads in the area.

Teams on the small side tracks (shown in brown) are considered to be adjacent to the hedgerows on both sides of the road. The track is so narrow that vehicles may neither pass nor turn on them.

The full Bocage rules are provided in more detail in the *D-Day* book or at our web page, www.FlamesOfWar.com.



OTHER PLACES, OTHER TIMES

As with Wittmann's Wild Ride you can try this scenario with other forces to see what would have happened had someone other than the British 7th Armoured Division made the dash to Villers-Bocage.

You could refight the scenario with a US Tank Company from the 2nd Armored Division. Replace the Armoured Squadron with a Tank Company equipped entirely with M4A1 Sherman tanks armed with 75mm guns. The independent infantry teams are all Rifle teams mounted in M3 half-tracks. The soldiers are making breakfast, so the Tea Time special rule still applies.

One of Otto Carius's battles on the Eastern Front involved him and his company facing a Soviet tank force settling down for the night in a village in the middle of a forest.

You could refight the scenario with a couple of Tank Companies equipped with T-34 tanks (a few armed with 85mm guns) and a Guards Heavy Tank Company with IS-2 heavy tanks lining the village's only road while their officers gather to get their orders.



PANZER

130. PANZERREGIMENT (8x Panther tanks)

I/6 BATTALION

(13x Panther, 6 x Flakpanzer 38(t) tanks)

1. Kompanie (17x Panther tanks)
2. Kompanie (17x Panther tanks)
3. Kompanie (17x Panther tanks)
4. Kompanie (17x Panther tanks)

II/130 BATTALION

(11x Panzer IV, 6 x Flakpanzer 38(t) tanks)

5. Kompanie (22x Panzer IV tanks)
6. Kompanie (22x Panzer IV tanks)
7. Kompanie (22x Panzer IV tanks)
8. Kompanie (22x Panzer IV tanks)

316. FUNKLENKKOMPANIE

(10x StuG III assault guns, 3x Tiger I E tanks, 36x Borgward BIV demolition carriers)

901. PANZERGRENADIERREGIMENT

(8x 251/1, 6x 251/16 half-tracks, 3x 7.5cm Pak40 guns)

9. Kompanie (12x 10/5 2cm AA half-tracks)
10. Kompanie (6x Grille self-propelled guns, 5x 251/1 half-tracks)
11. Kompanie (22x 251/7 half-tracks)

I/901 BATTALION

(2x Sd Kfz 251/1 half-tracks)

1. Kompanie (18x MG's, 3x HMG's, 15x 251/1, 2x 251/2, 2x 251/9 half-tracks)
2. Kompanie (18x MG's, 3x HMG's, 15x 251/1, 2x 251/2, 2x 251/9 half-tracks)
3. Kompanie (18x MG's, 3x HMG's, 15x 251/1, 2x 251/2, 2x 251/9 half-tracks)
4. Kompanie (3x 7.5cm Pak40 guns, 4x 12cm sGW43 mortars, 6x 251/9, 7x 251/7, 13x 251/1 half-tracks)

II/901 BATTALION

(2x Sd Kfz 251/1 half-tracks)

5. Kompanie (18x MG's, 3x HMG's, 15x 251/1, 2x 251/2, 2x 251/9 half-tracks)
6. Kompanie (18x MG's, 3x HMG's, 15x 251/1, 2x 251/2, 2x 251/9 half-tracks)
7. Kompanie (18x MG's, 3x HMG's, 15x 251/1, 2x 251/2, 2x 251/9 half-tracks)
8. Kompanie (3x 7.5cm Pak40 guns, 4x 12cm sGW43 mortars, 6x 251/9, 7x 251/7, 13x 251/1 half-tracks)

130. PANZERPIONIERABTEILUNG

(70x 251/7 half-tracks)

Divisional Strength: 14,699 soldiers, 2 tank battalions, 6 infantry battalions, 201 tanks, 31 assault guns, 617 half-tracks, 12 flame-thrower half-tracks, 45 armoured cars, 66 self-propelled guns, 22 artillery pieces, 18 heavy anti-aircraft guns, 33 self-propelled anti-aircraft guns, 33 anti-tank guns, 12 heavy machine-guns, 16 heavy mortars, 28 self-propelled medium mortars.

Panzerregiment - Armoured Regiment

Panzergrenadierregiment - Armoured Infantry Regiment

Panzerartillerieregiment - Armoured Artillery Regiment

Panzerpionierabteilung - Armoured Pioneer Battalion

Panzeraufklärungsabteilung - Armoured Reconnaissance Battalion

Panzer Lehr Division (Armoured Demonstration Division, pronounced pant-serr lair di-vis-yon) was created in 1943 to validate the proposed force structure for the new 1944-style *Panzer* divisions. For the first time the Germans fielded a *Panzer* division where every infantry battalion was fully equipped with armoured half-tracks and most other combat elements were equipped with armoured vehicles too. It proved impossible to equip the rest of the army this lavishly, leaving *Panzer Lehr* as the best equipped German division.

Leadership is critical to any unit, and for a demonstration unit only the best will do. *Generalleutnant* Fritz Bayerlein, *Generalfeldmarschall* Rommel's former Chief of Staff from his days in the *Afrikakorps*, provided the division with expert leadership. Bayerlein's skill was matched by the rest of the division, formed from the various *Lehr* battalions already in existence. Almost all of the men had seen some combat and many had received decorations for bravery. *Panzer Lehr* was thus an elite unit from the day it was formed.

In June 1944, *Panzer Lehr* moved to the Chartres-Le Mans-Orléans area. When the Allies landed in Normandy on 6 June 1944, *Panzer Lehr* was among the first divisions sent to the front for the planned counterattack. However, the Panther Battalion (actually I/6. *Panzerabteilung* from 3. *Panzerdivision*, as the *Lehr* Panther Battalion was still forming) had boarded trains for the Eastern Front just before D-Day and took several extra days to get to the front, as did the self-propelled artillery that was undergoing training in Germany.

NORMANDY

After the early morning invasion and subsequent alert to move, *Panzer Lehr* headed straight towards the beaches. On 8 June the spearheads of the division were in action against the Allies in Normandy. Initially the division was expected to drive the Allies into the sea together with 21. *Panzerdivision* and 12. *Hitlerjugend SS-Panzerdivision*. Under heavy pressure from the advancing British forces, they were forced over to the defence.

Over the next few days, the *Panzer Lehr Division* and the British 7th Armoured Division squared off against one another—the British attacking and the Germans counter-attacking. Villages and hamlets changed hands repeatedly. Slowly the British pushed the Germans back paying dearly in infantry for every advance.



LEHR

902. PANZERGRENADIERREGIMENT

(8x 251/1, 6x 251/16 half-tracks, 3x 7.5cm PaK40 guns)
10. Kompanie (6x Grille self-propelled guns, 5x 251/1 half-tracks)
11. Kompanie (22x 251/7 half-tracks)

I/902 BATTALION

(2x Sd Kfz 251/1 half-tracks)
1. Kompanie (18x MG's, 3x HMG's, 15x 251/1, 2x 251/2, 2x 251/9 half-tracks)
2. Kompanie (18x MG's, 3x HMG's, 15x 251/1, 2x 251/2, 2x 251/9 half-tracks)
3. Kompanie (18x MG's, 3x HMG's, 15x 251/1, 2x 251/2, 2x 251/9 half-tracks)
4. Kompanie (3x 7.5cm Pak40 guns, 4x 12cm sGW43 mortars, 6x 251/9, 7x 251/7, 13x 251/1 half-tracks)

II/902 BATTALION

(2x Sd Kfz 251/1 half-tracks)
5. Kompanie (18x MG's, 3x HMG's, 15x 251/1, 2x 251/2, 2x 251/9 half-tracks)
6. Kompanie (18x MG's, 3x HMG's, 15x 251/1, 2x 251/2, 2x 251/9 half-tracks)
7. Kompanie (18x MG's, 3x HMG's, 15x 251/1, 2x 251/2, 2x 251/9 half-tracks)
8. Kompanie (3x 7.5cm Pak40 guns, 4x 12cm sGW43 mortars, 6x 251/9, 7x 251/7, 13x 251/1 half-tracks)

311. FLAKABTEILUNG

(18x 8.8cm Flak36 guns,
9x 7/2 3.7cm half-tracks)

130. PANZERJÄGERABTEILUNG

(31x Jagdpanzer IV tank-hunters,
12x 7.5cm Pak40 guns)

130. PANZERARTILLERIEREGIMENT

I/130 BATTALION

(12x Wespe, 6x Hummel self-propelled guns)

II/130 BATTALION

(12x 10.5cm leFH18 field howitzers)

III/130 BATTALION

(6x 15.2cm KH433/1 (r), 4 x 10cm K18 guns)

130. PANZERAUFKLÄRUNGS ABTEILUNG

(6x 233 armoured cars)

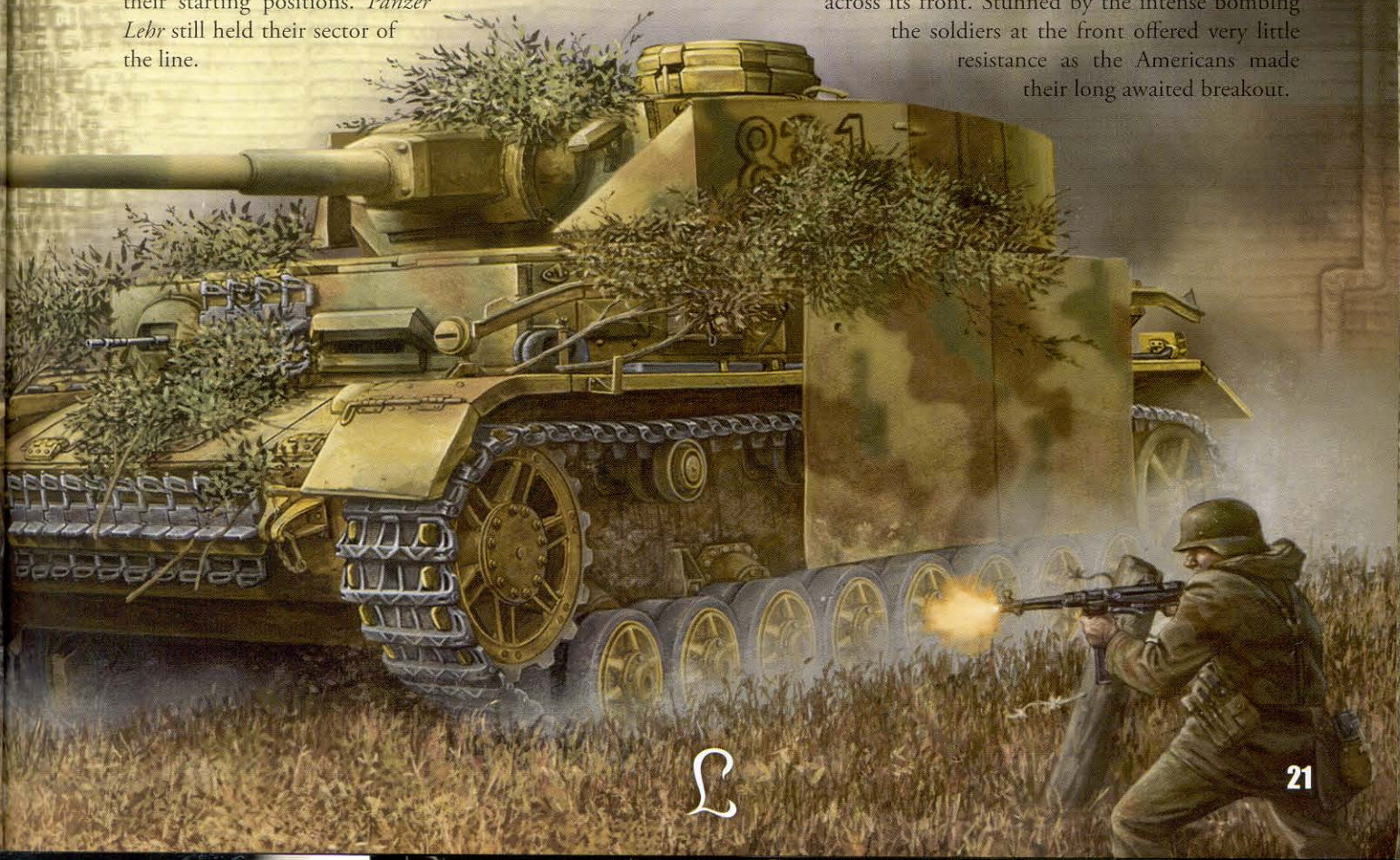
1. Kompanie (24x 234/2 armoured cars)
2. Kompanie (9x 250, 16x 250/9 half-tracks)
3. Kompanie (31x 250, 3x 250/8 half-tracks)
4. Kompanie (31x 250, 3x 250/8 half-tracks)
5. Kompanie (4x 12cm sGW43 mortars, 3x 7.5cm Pak40 guns, 8x 251/1, 6x 251/9, 7x 251/7 half-tracks)

VILLERS-BOCAGE

On 12 June 1944, the 7th Armoured Division broke the stalemate, slipping around the flank of *Panzer Lehr* through a gap opened by the US 1st Infantry Division. The next day they reached Villers-Bocage, a village astride the main supply route to *Panzer Lehr*. The Germans counterattacked vigorously, pushing the British back into a pocket. With the help of 2. *Panzerdivision*, they then pushed the British back to their starting positions. *Panzer Lehr* still held their sector of the line.

AGAINST THE AMERICANS

On 26 June *Panzer Lehr* was pulled out of the front line for rest and refit. On 10 July, they were thrown back into battle against the Americans in the le Désert area near Carentan. The division managed to penetrate several kilometres into the American defences, but fell back as the Americans counterattacked. *Panzer Lehr* was manning the St. Lô sector when Operation Cobra opened with aerial carpet-bombing across its front. Stunned by the intense bombing the soldiers at the front offered very little resistance as the Americans made their long awaited breakout.





Panzerkompanie



(TANK COMPANY)

A force based around a Panzerkompanie must contain:

- 1 Company HQ, and
- 2 to 4 Panzer Platoons.

Weapons Platoons available to a Panzerkompanie are:

- 0 to 1 Pioneer Platoon,
- 0 to 1 Motorized Scout Platoon, and
- 0 to 1 Armoured Anti-Aircraft Gun Platoon.

Support Platoons for a Panzerkompanie can be:

- 0 to 1 Schwere SS-Panzer Platoon (p. 12), or Radio-control Tank Platoon (p. 35),
- 0 to 1 Gepanzerte Panzergrenadier Platoon (p. 26), Panzerpionier Platoon (p. 31), or Aufklärungs Platoon (p. 33),
- 0 to 1 Armoured Car Patrol (p. 34),

- 0 to 1 Rocket Launcher Battery (p. 37),
- 0 to 1 Armoured Artillery Battery (p. 38), or Motorised Artillery Battery (p. 39), and
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 40), or Anti-aircraft Gun Platoon (p. 40).

You may have **one** support platoon attached to your company for each Panzer Platoon you are fielding.

MOTIVATION AND SKILL

Panzer Lehr is filled with veterans from every theatre of war. After years of combat they are confident that they can prevail with their equipment and experience over the less experienced Allies. A Panzerkompanie from *Panzer Lehr* is rated as **Confident Veteran**

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

Company HQ with:

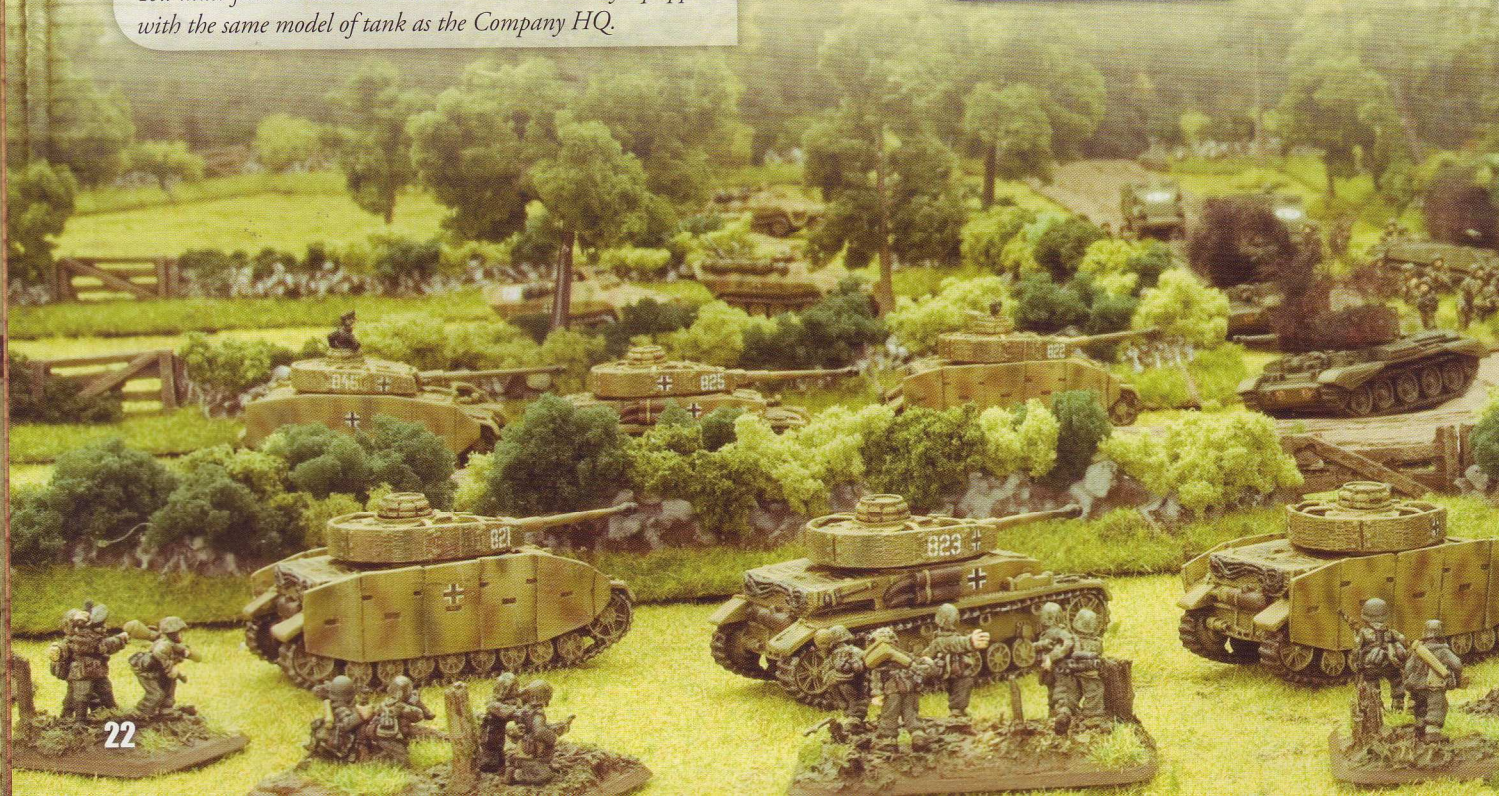
2 Panzer IV H 190 points

2 Panther A 375 points

OPTION

- Add an Sd Kfz 9 (18t) recovery half-track for +5 points, or a Bergepanther recovery vehicle for +15 points.

You must field at least one Panzer Platoon entirely equipped with the same model of tank as the Company HQ.



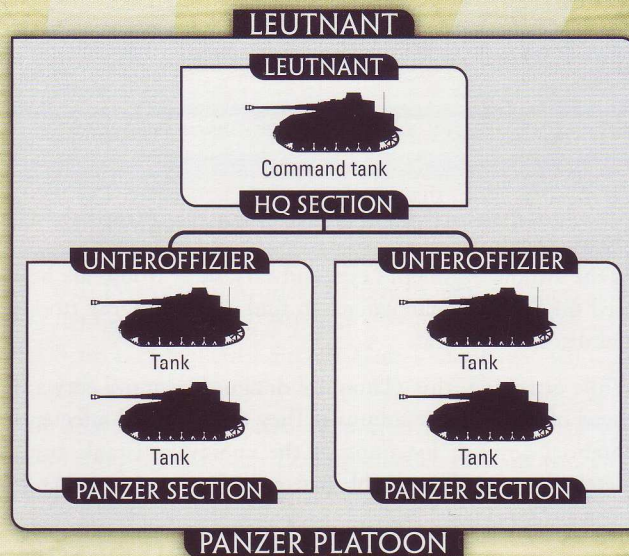
COMBAT PLATOONS

2 TO 4 PANZER PLATOONS

PLATOON

5 Panzer IV H	475 points
4 Panzer IV H	380 points
3 Panzer IV H	285 points
5 Panther A	940 points
4 Panther A	750 points
3 Panther A	560 points

Your Panzer platoons are a strong strike force. They must use their mobility and concentrated firepower to destroy one section of the enemy forces and advance to their objectives.



WEAPONS PLATOONS

0 TO 1 PIONEER PLATOON

PLATOON

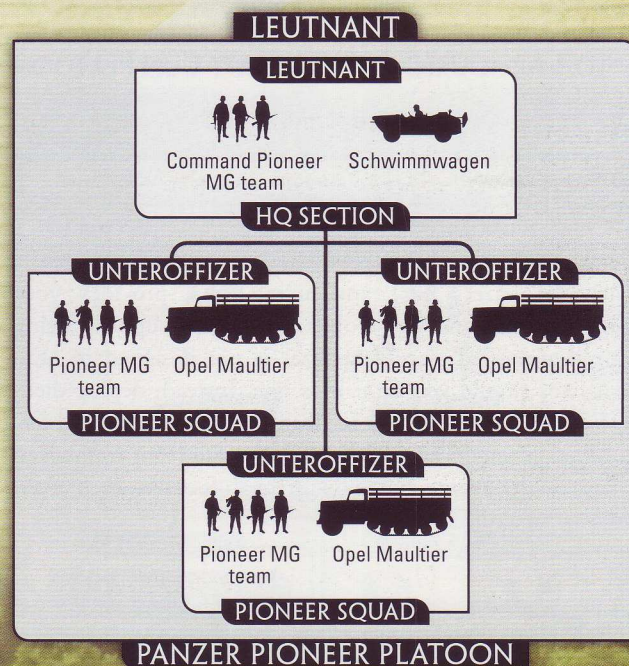
HQ Section with:

3 Pioneer Squads	145 points
2 Pioneer Squads	110 points

OPTION

- Upgrade all Maultier half-tracks to Sd Kfz 251/7 (Pioneer) half-tracks for +20 points per half-track.

The battalion pioneer platoon's main role is to keep the Panzers moving by clearing minefields, roadblocks and other obstacles for them. The platoon has considerable flexibility, having a component mounted in armoured half-tracks for operations conducted under fire, and one in unarmoured vehicles for operations in safer areas. At a pinch, either component can operate as a small infantry platoon as well.



0 TO 1 MOTORISED SCOUT PLATOON

PLATOON

HQ Section with:

3 Scout Squads 160 points

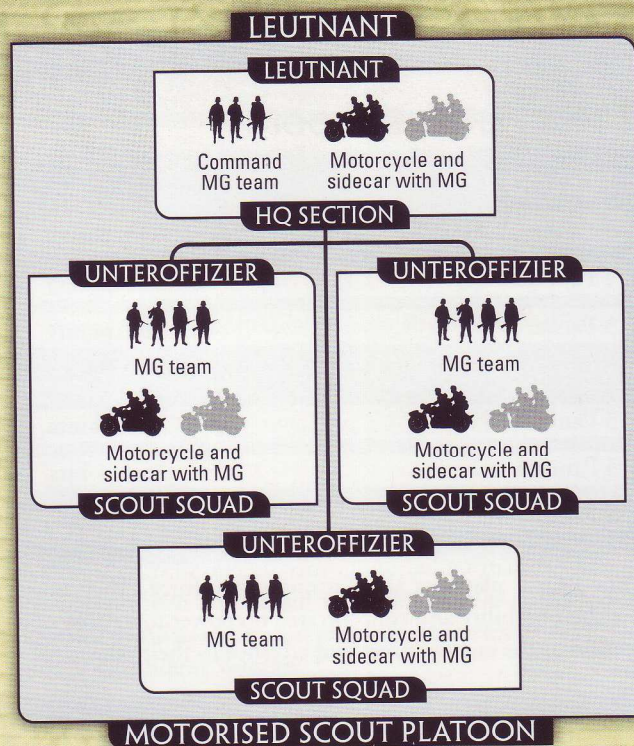
2 Scout Squads 120 points

Motorized Scout Platoons are Reconnaissance Platoons.

As the armour regiment's eyes and ears, these troops are best used on flanking manoeuvres to find and fix enemy troops and disrupt rear areas.

While attacking, this platoon is designed to move forward ahead of your Panzer columns. They can spot and safeguard potential ambush locations of the enemy anti-tank guns, thereby keeping the valuable panzers safe.

In defence they can dig in on key terrain, defending the ground but only as a last ditch stop gap. The small platoon size leaves them vulnerable in full-scale assaults.



0 TO 1 ARMoured ANTI-AIRCRAFT GUN PLATOON

PLATOON

3 Flakpanzer 38(t) 120 points

2 Flakpanzer 38(t) 80 points

The Flakpanzer 38(t) anti-aircraft gun provides your armoured columns with mobile anti-aircraft support. Being lightly armoured, the Flakpanzer is not designed to be a tank, nor should you fight it as one. Instead, deploy them just behind your Panzers to keep the enemy *Jabo* fighter-bombers at bay. This will keep them safe from immediate attack by the enemy and allow them to focus on their main task—protecting the tanks.





Gepanzerte Panzergrenadierkompanie



(MECHANISED COMPANY)

A force based on a Gepanzerte Panzergrenadierkompanie must contain:

- 1 Company HQ, and
- 2 or 3 Gepanzerte Panzergrenadier Platoons.

Weapons Platoons available to a Gepanzerte Panzergrenadierkompanie are:

- 0 to 1 Armoured Heavy Platoon,
- 0 to 1 Armoured Cannon Platoon,
- 0 to 1 Armoured Heavy Mortar Platoon,
- 0 to 1 Armoured Light Anti-tank Gun Platoon,
- 0 to 1 Armoured Light Anti-aircraft Gun Platoon, and
- 0 to 1 Armoured Pioneer Platoon.

Support Platoons for a Gepanzerte Panzergrenadierkompanie can be:

- 0 to 1 Schwere SS-Panzer Platoon (p. 12), Panzer Platoon (p. 23), Radio-control Tank Platoon (p. 35), Tank-hunter Platoon (p. 36), or Anti-tank Gun Platoon (p. 36),

- 0 to 1 Motorised Scout Platoon (p. 24),
- 0 to 1 Self-propelled Infantry Gun Platoon (p. 29),
- 0 to 1 Armoured Flame-thrower Platoon (p. 29),
- 0 to 1 Armoured Car Patrol (p. 34),
- 0 to 1 Rocket Launcher Battery (p. 37),
- 0 to 1 Armoured Artillery Battery (p. 36), or Motorised Artillery Battery (p. 39), and
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 40), or Anti-aircraft Gun Platoon (p. 40).

You may have up to **two** support platoons attached to your company for each Panzergrenadier Platoon you are fielding.

MOTIVATION AND SKILL

The Panzergrenadiers have been fighting and winning since the war began. A Gepanzerte Panzergrenadierkompanie is rated as **Confident Veteran**.

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

Company HQ 75 points

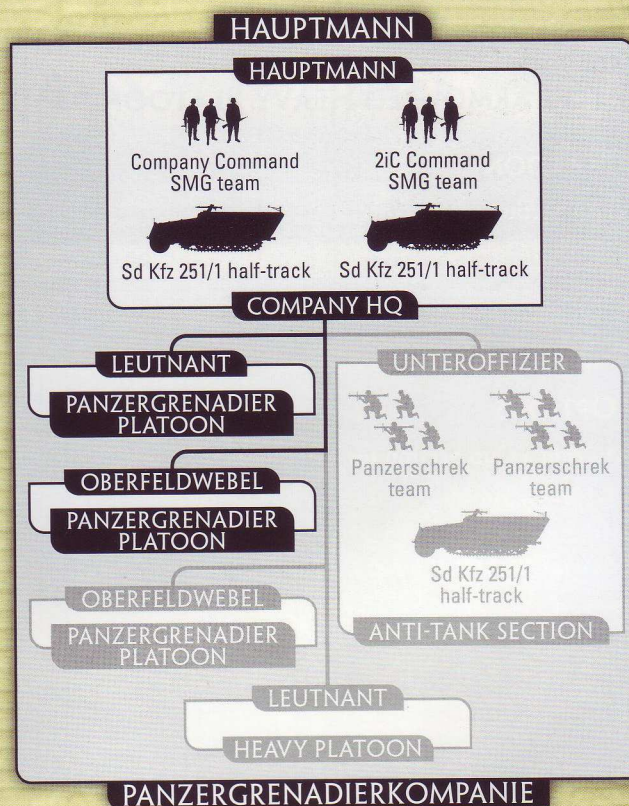
OPTIONS

- Replace either or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.
- Add an Anti-tank Section with one Panzerschreck team for +40 points or two Panzerschreck teams for +65 points.

While the powerful Panzers are glamorous, it is the Panzergrenadier regiments that form the fighting core of *Panzer Lehr*. With 84 *Panzerschreck* anti-tank rocket launchers in every battalion, your troops are lavishly equipped by any standard of measurement. Their sheer number of anti-tank weapons will give any allied tank commander pause.

When attacking, your troops ride into battle in armoured transports. They advance under the cover of their half-tracks' machine-guns before leaping out to assault the enemy at point-blank range. Use their superior manoeuvrability to strike at the point of your choosing. Concentrate your forces into a powerful strike force, taking the enemy by storm.

When operating defensively split up your heavy platoon giving heavy machine-guns to each of your Panzergrenadier platoons for additional anti-infantry defence. Dig them in and keep your half-tracks out of sight, but nearby, so that you can mount a counterattack against the most threatened sector.



The Company HQ of a Gepanzerte Panzergrenadierkompanie may use the Mounted Assault special rule.

COMBAT PLATOONS

2 OR 3 GEPAZERTE PANZERGRENADIER PLATOONS

PLATOON

HQ Section with

3 Panzergrenadier Squads 335 points

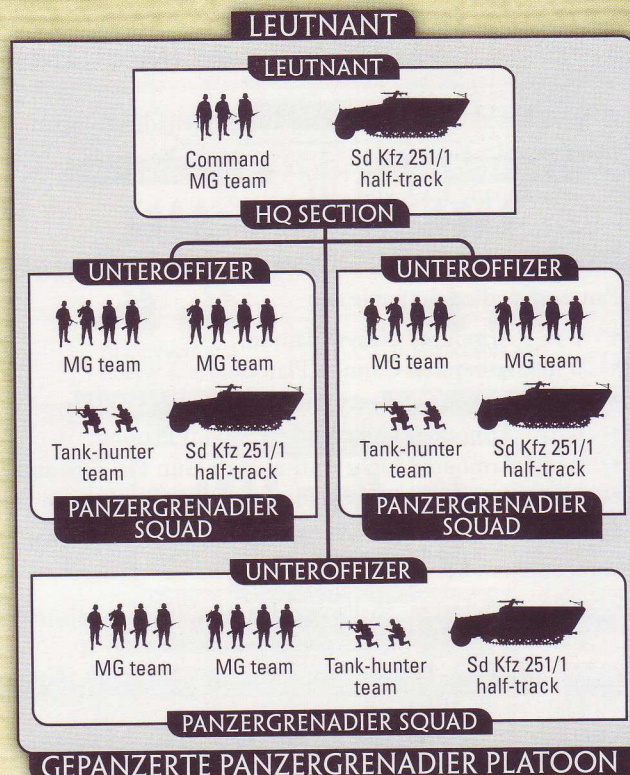
2 Panzergrenadier Squads 240 points

OPTIONS

- Replace the Command MG team with Command Panzerfaust SMG team for +10 points.
- Replace the Sd Kfz 251/1 half-track in the HQ Section with an Sd Kfz 251/10 (3.7cm) half-track at no cost.

The Panzergrenadier platoons provide excellent attacking and defensive capabilities. With plenty of machine-guns and *Panzerschreck* anti-tank rocket launchers, both enemy infantry and tanks must think twice before attacking them. For even more anti-tank punch, you can issue them with disposable *Panzerfaust* anti-tank launchers too.

Gepanzerte Panzergrenadier Platoons may use the Mounted Assault special rule.



WEAPONS PLATOONS

0 TO 1 ARMoured HEAVY PLATOON

PLATOON

HQ Section with:

2 Machine-gun Sections 200 points

1 Machine-gun Section 120 points

No Machine-gun Sections 40 points

OPTIONS

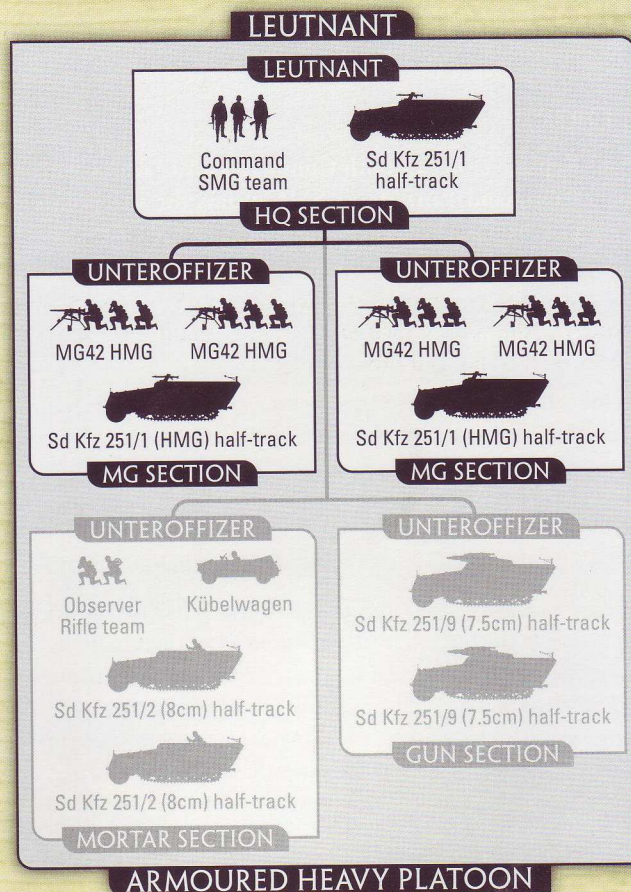
- Add a Gun Section for +90 points
- Add a Mortar Section for +90 points

An Armoured Heavy Platoon must have a Gun or Mortar Section if it has no Machine-gun Sections.

Armoured Heavy Platoons may make Combat Attachments to Combat Platoons.

The concentrated firepower of the heavy platoon gives you the ability to form a *Schwerpunkt* (focus of effort) in both attacking and defensive situations. With mortars to pin down the enemy, heavy machine-guns to cut them down if they launch a counterattack, and assault guns to deal with enemy machine-gun nests, you have a tool for every task.

If the terrain lacks good fields of fire, attach the heavy platoon's machine-guns and assault guns to your Panzergrenadier platoons to put their firepower where you need it most.



0 TO 1 ARMoured Cannon Platoon

PLATOON

3 Gun Sections	270 points
2 Gun Sections	180 points
1 Gun Section	90 points

The Sd Kfz 251/9 (7.5cm) assault guns of the armoured cannon platoon give the Panzergrenadiers their own direct fire support. With the same gun as the older models of StuG assault guns, they target enemy mortars and machine-guns to clear the way for your infantry.

Careful use of these vehicles is necessary though, due to their light armour, which makes them susceptible to enemy anti-tank guns.



0 TO 1 ARMoured Heavy Mortar Platoon

PLATOON

HQ Section with:

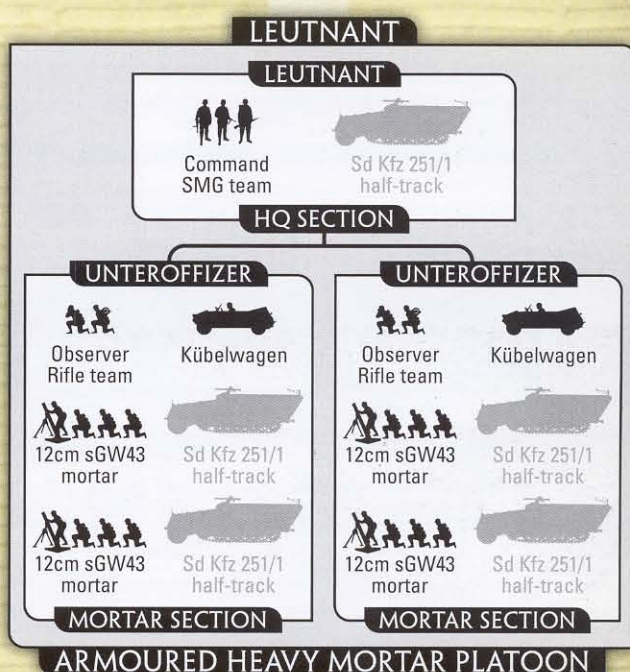
2 Mortar Sections	270 points
1 Mortar Section	155 points

OPTION

- Add Sd Kfz 251/1 half-tracks to the platoon at no cost.

The heavy mortar platoon provides Panzergrenadiers with the highly accurate and responsive fire of a mortar combined with a large payload of high explosive. The 12cm sGW43 mortars are able to blast away dug in troops and guns to give your troops deadly fire support.

In defence, multiple observer teams enhance your ability to swing fire from one area to another when the enemy switches the thrust of their attack. The only real disadvantage over normal artillery is the lack of a staff to handle repeat mission requests. This limits their use to short sharp engagements rather than prolonged fire support.



0 TO 1 ARMoured LIGHT ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

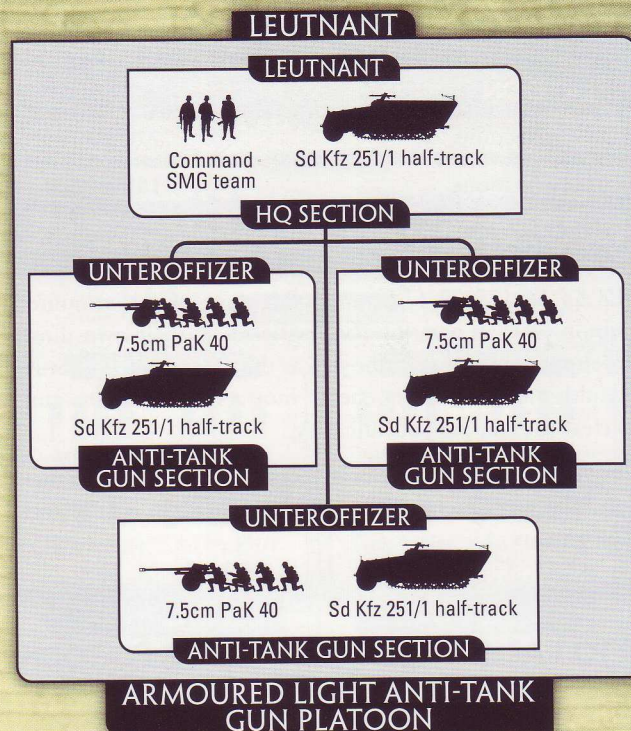
3 7.5cm PaK40 200 points

2 7.5cm PaK40 150 points

With their superior range and hitting power, 7.5cm PaK40 anti-tank guns are excellent weapons against enemy tanks.

While in the defence, try to ambush enemy armoured formations from concealment. If you can't do that, dig them in behind woods or buildings where they can cover the main avenues of approach into your defences but where the enemy can't see them until they get into the killing zone. That way they can't knock your guns out until you are ready to fire.

While in the attack, move your guns up into concealing terrain. Push them forward into positions where they have a good field of fire and then bring them into action both for tank defence and to destroy machine-gun nests.



0 TO 1 ARMoured LIGHT ANTI-AIRCRAFT GUN PLATOON

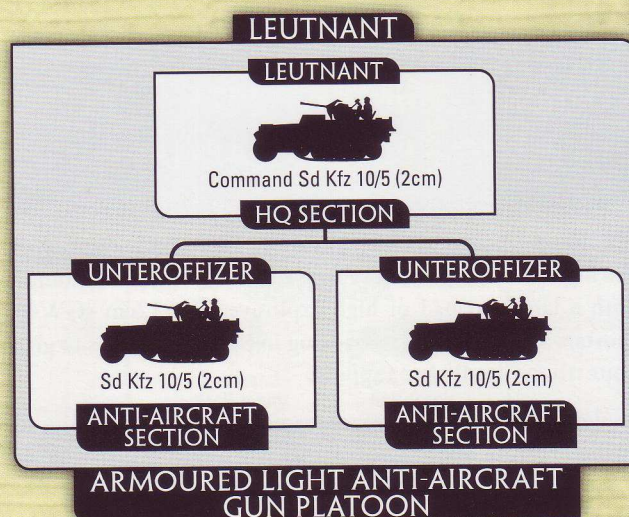
PLATOON

3 Sd Kfz 10/5 (2cm) 120 points

2 Sd Kfz 10/5 (2cm) 80 points

Use the Sd Kfz 10/5 armoured anti-aircraft half-track to defend specific units or locations from aircraft. With a good rate of fire it excels at this role, despite its limited range. However, it needs to be kept away from enemy fire as its armour is barely enough to stop a bullet.

A lack of armour makes using these half-tracks against ground targets risky.



0 TO 1 ARMoured PIONEER PLATOON

The Armoured Pioneer Platoon is organised like the Panzerpionier Platoon on page 31.



PANZERGRENADIER SUPPORT PLATOONS

0 TO 1 SELF-PROPELLED INFANTRY GUN PLATOON

PLATOON

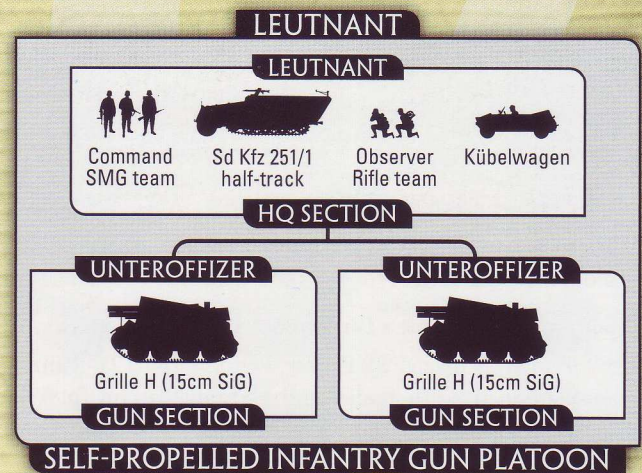
HQ Section with:

2 Gun Sections

200 points

In terms of hitting power, no infantry has anything better than your Grille heavy self-propelled guns. They can and will uproot any dug-in troops through sheer firepower. They have the armour and the mobility to get close enough to infantry to do this and still survive the return fire. Find your observer a great location to view the battlefield and set him up to take on whatever comes towards you with indirect fire.

The primary weakness of the platoon is its small number of guns and the inability to sustain bombardments over time.



0 TO 1 ARMoured FLAME-THROWER PLATOON

PLATOON

3 Flame Sections

405 points

2 Flame Sections

270 points

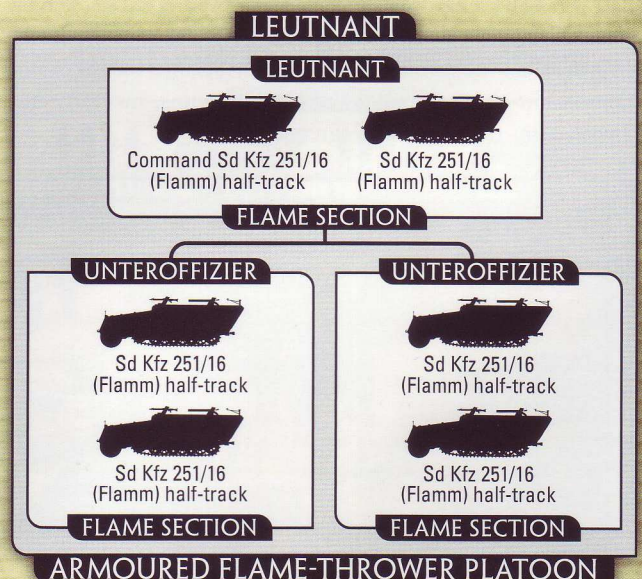
1 Flame Section

135 points

Sd Kfz 251/16 (Flamm) half-tracks may not launch assaults.

The Sd Kfz 251/16 (Flamm) mounts one flame-thrower on each side of the body. These can both fire at the same time, but must fire at the same enemy platoon. Each flame-thrower can fire at any target on its side of the half-track, from straight ahead to straight behind.

Use your flame-throwers in a concentrated shock attack to break into the enemy defences just ahead of the infantry.





Panzerpionierkompanie



(MECHANIZED COMPANY)

A force based on a Panzerpionierkompanie must contain:

- 1 Company HQ, and
- 2 or 3 Panzerpionier Platoons.

There are no Weapons Platoons available to a Panzerpionierkompanie.

Support Platoons for a Panzerpionierkompanie can be:

- 0 to 1 Schwere SS-Panzer Platoon (p. 12), Panzer Platoon (p. 23), Radio-control Tank Platoon (p. 35), Tank-hunter Platoon (p. 36), or Anti-tank Gun Platoon (p. 36),
- 0 to 1 Armoured Car Patrol (p. 34),
- 0 to 1 Rocket Launcher Battery (p. 37),

- 0 to 1 Armoured Artillery Battery (p. 38), or Motorised Artillery Battery (p. 39), and
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 40), or Anti-aircraft Gun Platoon (p. 40).

You may have up to **two** support platoons attached to your company for each Panzerpionier Platoon you are fielding.

MOTIVATION AND SKILL

The *Panzerpionier* troops have been fighting and winning since the war began. A Panzerpionierkompanie is rated as **Confident Veteran**.

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

Company HQ

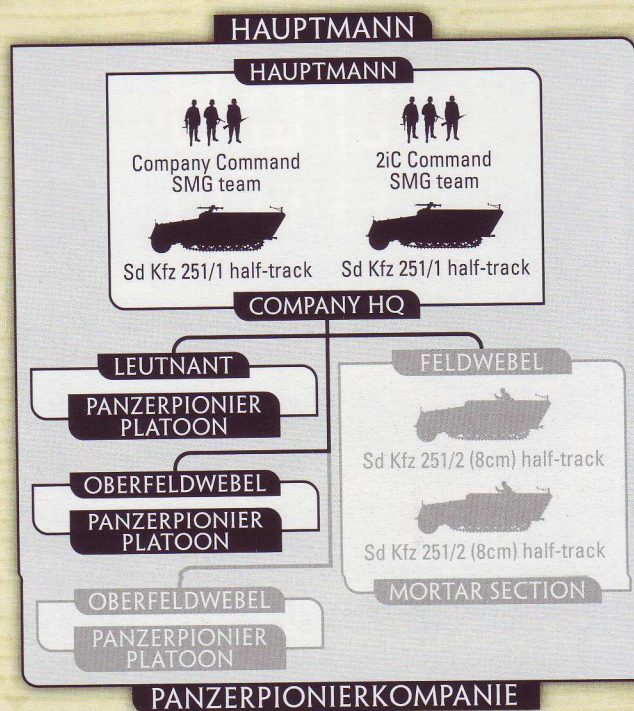
75 points

OPTIONS

- Replace one or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.
- Add a Mortar Section for +90 points.

The Company HQ of a Panzerpionierkompanie may use the Mounted Assault special rule.

The divisional *Panzerpionierabteilung* (armoured pioneer battalion) has a dual role as both a regular infantry battalion and as assault engineers leading the way in assaults against fortified positions. They are much more focused on close-combat than the normal infantry having flame-throwers and demolition charges, but fewer machine-guns, mortars, and assault guns than the Panzergrenadiers.





COMBAT PLATOONS

2 OR 3 PANZERPIONIER PLATOONS

PLATOON

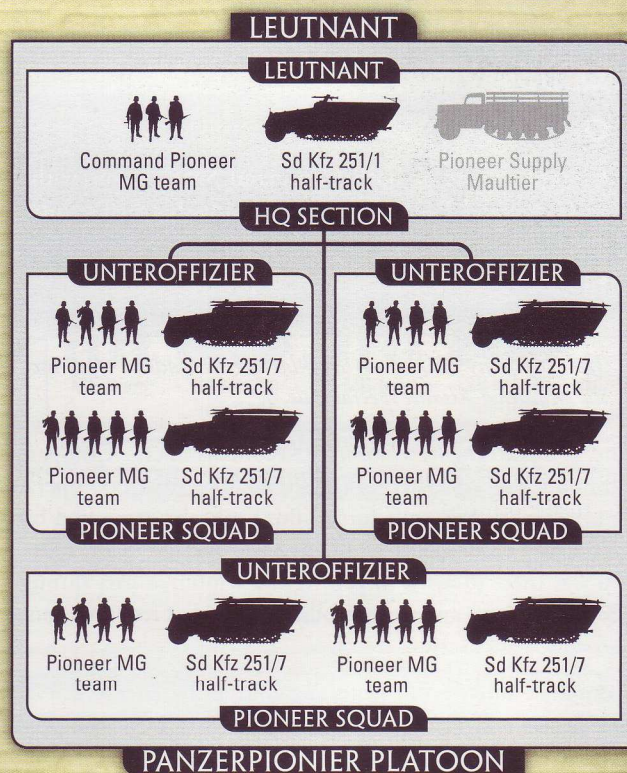
HQ Section with:

3 Pioneer Squads	375 points
2 Pioneer Squads	265 points

OPTIONS

- Replace Command SMG team with a Command Panzerfaust SMG team for +10 points.
- Add a Pioneer Supply Maultier half-track for +30 points.
- Add a Goliath demolition carrier to one Pioneer MG team for +30 points.
- Replace any or all Sd Kfz 251/7 (Pioneer) half-tracks with Sd Kfz 251/1 (Stuka) half-tracks for +35 points per half-track.
- Replace the Sd Kfz 251/1 in the HQ Section with an Sd Kfz 251/11 (2.8cm) for +5 points.

You may only upgrade one platoon in your company to have Sd Kfz 251/1 (Stuka) half-tracks.



The large number of half-tracks the Panzerpionier platoons need to carry both troops and engineering stores gives them plenty of firepower on the move, the ability to clear obstacles in the offensive, and place obstacles when defending. The Panzerpionier platoon is truly an elite force on the battlefield. Because of this you will be asked to do more with less troops every time. Fortunately your troops have the firepower to suppress enemy infantry with ease and the explosive charges they need to blow apart any tank in close combat.

You may replace up to one Pioneer MG team per squad with a Flame-thrower team at the start of the game before deployment.

Panzerpionier Platoons may use the Mounted Assault special rule.



Aufklärungsschwadron



(MECHANIZED COMPANY)

A force based on an Aufklärungsschwadron must contain:

- 1 Company HQ, and
- 2 or 3 Aufklärungs Platoons.

Weapons Platoons available to an Aufklärungsschwadron are:

- 0 to 1 Armoured Cannon Platoon,
- 0 to 1 Armoured Light Anti-tank Gun Platoon,
- 0 to 1 Armoured Pioneer Platoon,
- 0 to 6 Armoured Car Platoons, and
- 0 to 1 Heavy Armoured Car Platoon.

Support Platoons for a Aufklärungsschwadron can be:

- 0 to 1 Schwere SS-Panzer Platoon (p. 12), Panzer Platoon (p. 23), Radio-control Tank Platoon (p. 35), Tank-hunter Platoon (p. 36), or

Anti-tank Gun Platoon (p. 36),

- 0 to 1 Rocket Launcher Battery (p. 37),
- 0 to 1 Armoured Artillery Battery (p. 38), or Motorised Artillery Battery (p. 39), and
- 0 to 1 Heavy Anti-aircraft Gun Platoon (p. 40), or Anti-aircraft Gun Platoon (p. 40).

You may have up to **two** support platoons attached to your company for each Aufklärungs Platoon you are fielding.

MOTIVATION AND SKILL

With veterans from every major training centre in Germany the Aufklärungsschwadron has the best and brightest as its members. An Aufklärungsschwadron is rated as **Confident Veteran**.

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

Company HQ

75 points

OPTIONS

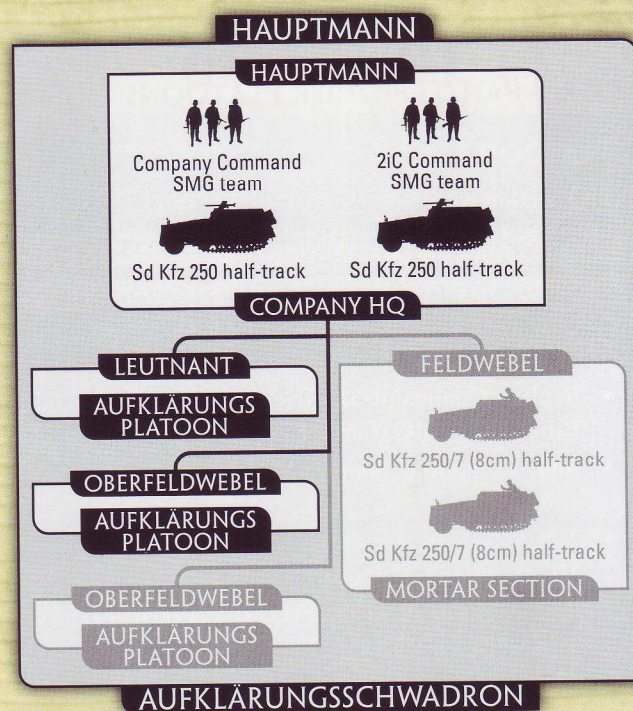
- Replace one or both Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.
- Add a Mortar Section for +90 points.

The Company HQ of an Aufklärungsschwadron may use the Mounted Assault special rule.

The *Aufklärungsschwadron* (Reconnaissance Company, pronounced owf-klairr-oongs shvad-rone) did not operate as other reconnaissance forces did. Only the armoured cars carried out reconnaissance of any sort. The rest of the battalion was there to assist in getting the armoured cars through the enemy lines, and in controlling the area of reconnaissance through armed action.

Armoured cars do not generally engage the enemy directly except when confronted by a weak enemy or at the point of attack. Once the line had been penetrated they typically operated about one day's march ahead of the division (18 miles/30km behind the enemy lines), attacking rear-area troops and generally causing havoc while finding enemy troop concentrations. Anything too large is left for the non-reconnaissance elements of the force to deal with.

In Normandy, they typically operate in a sector of the front just like any other battalion—desperately trying to deny the



attacking Allied forces the ability to get through the thinly held forward defence line. Most of the time the battalion is found on a flank of its division, or held in reserve to deal with enemy penetrations of the front line with additional tank forces attached to it to give it greater firepower.

It was the *Panzeraufklärungsabteilung*, holding the division's left flank, that tried to delay the British 7th Armoured Division as it swung around them on their way to Villers-Bocage.



COMBAT PLATOONS

2 TO 3 AUFKLÄRUNGS PLATOONS

PLATOON

HQ Section with

3 Aufklärungs Squads 325 points

2 Aufklärungs Squads 235 points

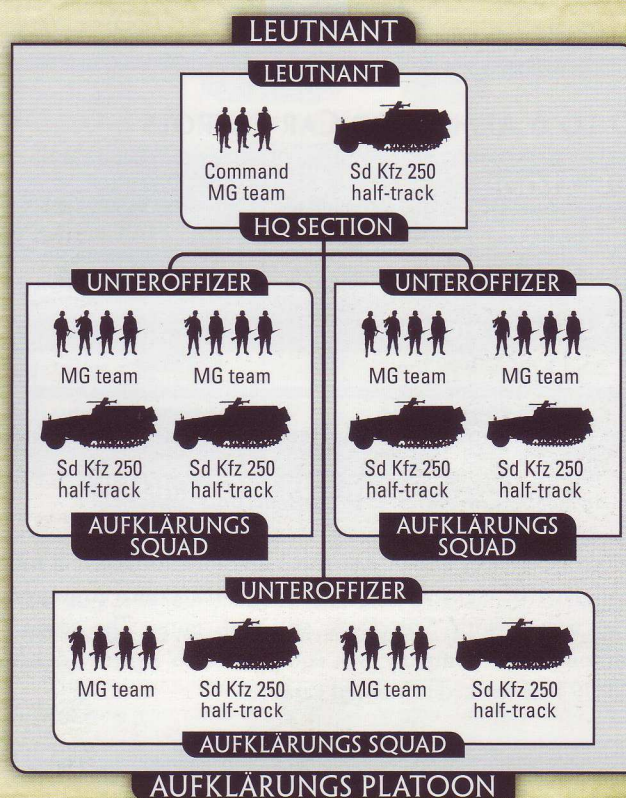
OPTIONS

- Replace Command MG team with a Command Panzerfaust SMG team for +10 points.
- Replace the Sd Kfz 250/1 half-track in the HQ Section with a Sd Kfz 250/10 (3.7cm) half-track at no cost.

Aufklärungs Platoons may use the Mounted Assault special rule.

The Aufklärungs platoons have outstanding attack and defensive capabilities. With their machine-guns enemy infantry will have trouble getting close, especially if you keep your half-tracks handy as a mobile base of fire.

For the defence, take your infantry and dig in on key terrain keeping your heads down until the enemy comes close. When they do, destroy them with the large volume of fire your troops are capable of producing.



In attacks, stay in your half-tracks unless the enemy has plenty of anti-tank guns. Ride forward, then jump out to attack the enemy from the heart of their defences.



⊕ Sd Kfz 234/2 'Puma' armoured car.

WEAPONS PLATOONS

0 TO 1 ARMoured CANNON PLATOON

The Armoured Cannon Platoon is organised the same as the one on page 27.

0 TO 1 ARMoured LIGHT ANTI-TANK GUN PLATOON

The Armoured Light Anti-tank Gun Platoon is organised like the Armoured Light Anti-tank Gun Platoon on page 28.

0 TO 1 ARMoured PIONEER PLATOON

The Armoured Pioneer Platoon is organised just like the Panzerpionier Platoon on page 31.

Note the above platoons are not reconnaissance platoons. Their role is to clear the way for the Armoured Car Platoons which are reconnaissance platoons.

0 TO 6 ARMoured CAR PATROLS

PLATOON

3 Sd Kfz 234/2 Puma 165 points

2 Sd Kfz 234/2 Puma 110 points

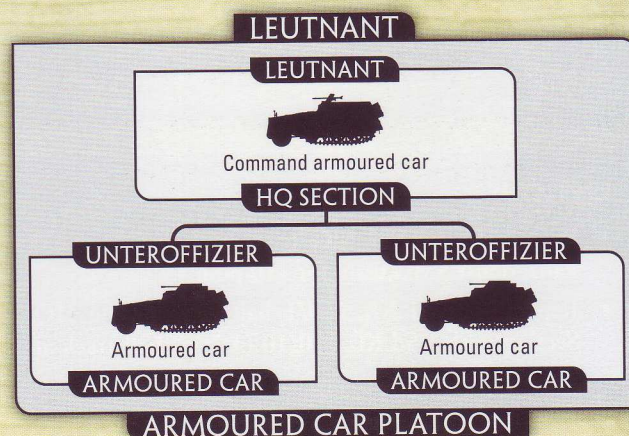
Sd Kfz 250 with:

2 Sd Kfz 250/9 (2cm) 115 points

1 Sd Kfz 250/9 (2cm) 75 points

Armoured Car Patrols are Reconnaissance Platoons.

Panzer Lehr was one of just three divisions to receive a full company of eight-wheeled Sd Kfz 234/2 Puma armoured cars armed with 5cm KwK anti-tank guns. The second armoured car company was equipped with lighter Sd Kfz 250/9 half-tracked armoured cars.



A Command Sd Kfz 250 half-track counts as a Tank team in an Armoured Car Patrol and may fire its rear AA MG even though it doesn't carry any passengers.

0 TO 1 HEAVY ARMoured CAR PLATOON

PLATOON

3 Sd Kfz 233 (7.5 cm) 145 points

2 Sd Kfz 233 (7.5cm) 95 points

The reconnaissance battalion's heavy armoured car platoon gives the light half-tracked armoured cars the same firepower support as the armoured cannon platoon gives the infantry. Mounted on an eight-wheeler chassis, it has the speed and mobility to follow the armoured cars anywhere they go.

While the armoured cannon platoon is off supporting the assaulting Aufklärungs platoons, the heavy armoured cars should be operating in support of the armoured cars.

Use the heavy firepower of the Sd Kfz 233 (7.5cm) armoured cars to knock out any anti-tank guns that are restricting the mobility of your half-tracked armoured cars as they sweep



around the enemy flanks. Keep them safe behind the leading armoured cars, ready to come forward when needed.

Heavy Armoured Car Platoons are not reconnaissance platoons.



Divisional Support



316. FUNKLENKKOMPANIE

316. *Funklenkkompanie* (316th Radio-control Company, pronounced foonk-lenk kom-pah-nee) was intended to be equipped with *Königstiger* super-heavy tanks with radio-control equipment to allow them to control Borgward BIV carriers carrying a 500kg demolition charge.

The first five *Königstiger* tanks off the assembly line were delivered to the unit, but proved to have numerous problems and the rest of the unit had StuG G assault guns

and Tiger I E tanks instead. The five *Königstiger* tanks were left behind when *Panzer Lehr* left for the front on D-Day. 316. *Funklenkkompanie* fought hard during the June fighting against the British, but lost most of their tanks in a series of hard-fought battles.

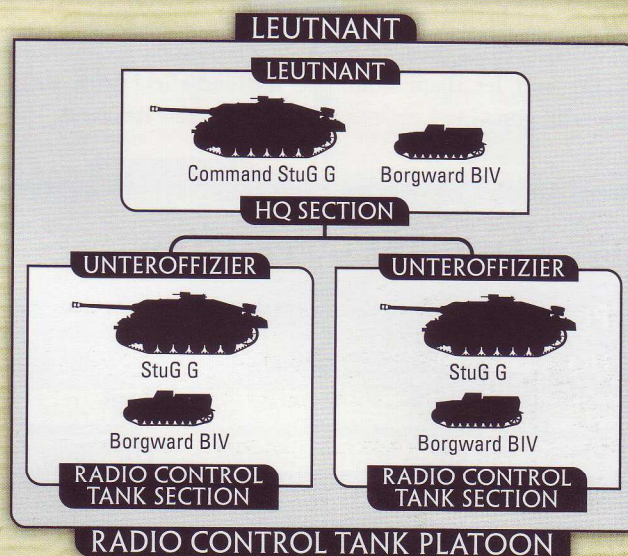
By 15 July 1944 the company had left *Panzer Lehr* and its crews assigned to 302. *Funklenkkompanie*. Never again would *Panzer Lehr* have a radio-control company.

0 TO 1 RADIO-CONTROL TANK PLATOON

PLATOON

3 StuG G	345 points
2 StuG G	230 points
3 Tiger I E	705 points
2 Tiger I E	470 points
1 Tiger I E	235 points

A Radio-control Tank Platoon equipped with Tiger I E tanks does not have Tiger Ace skills.



KÖNIGSTIGER

The *Königstiger* (King Tiger, pronounced ker-nishs tee-gerr) tanks of 316. *Funklenkkompanie* were the first of these 70-ton super-tanks ever made. With a gun capable of knocking out any known tank and armour that will stop almost anything, they should have been unbeatable. Unfortunately this pre-production batch proved so mechanically unreliable that *Panzer Lehr* requested that they be sent back to Germany before the fighting had begun!

They remained in France waiting for transport until the advancing US Army caught up with them at Chateaudun. Over the days following 15 August the tanks fought by day and fell back by night, each time losing one or two to mechanical failure. In four days of fighting, not a single *Königstiger* was destroyed by the enemy.

You may field your Radio-control Tank Platoon with a single Königstiger as shown below instead of the organisation shown above.

The Königstiger tanks of the Radio-control Tank Platoon are so unreliable that they must take a Skill Test every time they attempt to move.

- If they pass the Skill Test, they can move as normal.
- If they fail the Skill Test, their transmission fails. The *Königstiger* tank becomes Reluctant and cannot move for the remainder of the game.

A Radio-control Tank Platoon equipped with Königstiger tanks does not have Tiger Ace skills and is not equipped with Borgward BIV demolition carriers.

PLATOON

1 Königstiger	275 points
---------------	------------

The *Königstiger* tank is almost invulnerable from the front. Position it to block the route that the enemy will advance along, forcing them to bypass it in terrain where your Panzergrenadiers can ambush them.



0 TO 1 TANK-HUNTER PLATOON

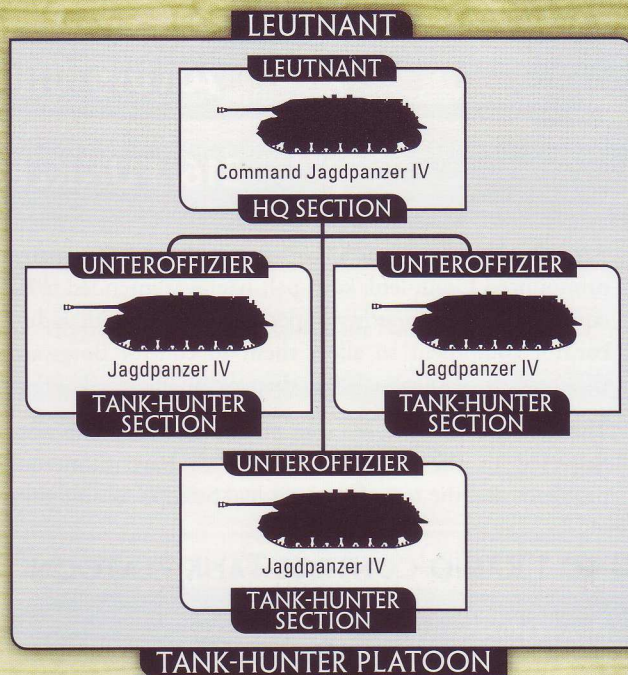
PLATOON

4 Jagdpanzer IV	380 points
3 Jagdpanzer IV	285 points
2 Jagdpanzer IV	190 points

These assault guns should move to positions that give them good fields of fire to harass and destroy enemy armour. Be careful though, they have good armour to the front, but thinner armour to the sides, so need to keep their nose pointing towards the enemy.

A critical shortcoming is their inability to deal with infantry by themselves. If enemy infantry advances they need to be supported by their own infantry or be withdrawn.

In defence, place them in concealing terrain with clear lines of fire and let them dominate the battlefield with their powerful guns.



0 TO 1 ANTI-TANK GUN PLATOON

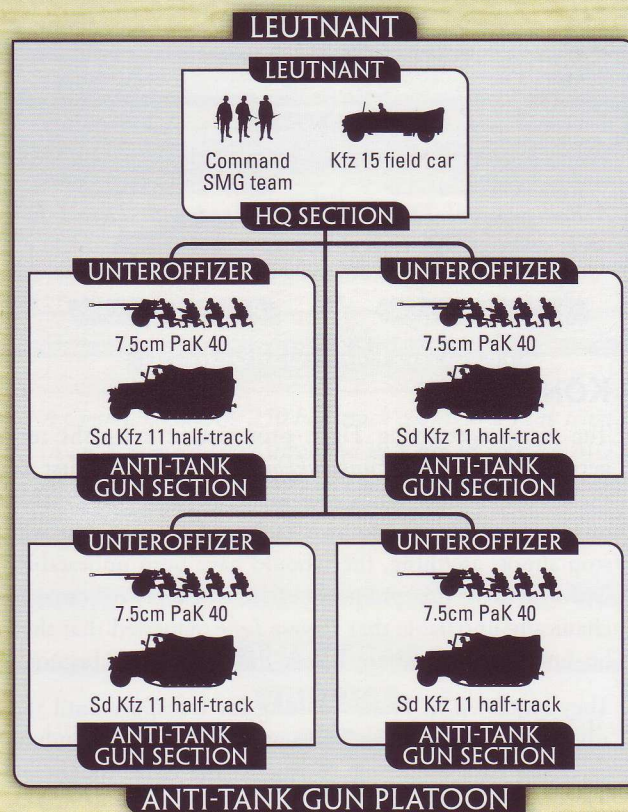
PLATOON

HQ Section with:

4 7.5cm PaK 40	225 points
3 7.5cm PaK 40	175 points
2 7.5cm PaK 40	125 points

The 7.5cm PaK 40 is an excellent anti-tank gun. Its low silhouette and high armour penetration give it the ability to destroy almost any tank in existence. But like all guns, it is vulnerable to artillery fire, so concealment and cover are critical to keeping them alive.

These guns reinforce the Panzergrenadier battalions' own light anti-tank gun platoons to create deadly firetraps. With twice as many guns, you can either cover two avenues of advance, or position one platoon to limit one axis of advance and hold the other platoon in ambush to blind-side the enemy when they attempt to avoid the first platoon.



✚ 7.5cm PaK40 anti-tank guns.



✚ Jagdpanzer IV tank-hunters.

0 TO 1 ROCKET LAUNCHER BATTERY

PLATOON

HQ section with:

2 Launcher Sections 235 points

1 Launcher Section 130 points

OPTIONS

- Add Kfz 15 field car and Sd Kfz 11 half-tracks at no cost.
- Replace all three 15cm NW41 rocket launchers and Sd Kfz 11 half-tracks in each section with four Panzerwerfer 42 (Maultier) rocket launchers for +115 points per Launcher Section.
- Add an Anti-tank Section for +55 points.

The Germans fielded three brigades of *Nebelwerfer* rocket launchers in Normandy. On the British sector, 7. Werfer Brigade usually provided support to *Panzer Lehr* and the rest of I. SS-Panzerkorps.

A rocket launcher battery gives you an inexpensive way to get a large volume of accurate and responsive fire onto targets. Its principle weaknesses are three fold. First, the rocket launcher battery cannot maintain fire over time and so must range in to repeat a bombardment. Second, the rockets create smoke trails as they leave the tubes making them prone to counter-battery fire. Finally, they cannot conduct direct fire, leaving them very vulnerable to assaults.

HAUPTMANN

HAUPTMANN



Command
SMG team



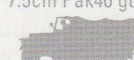
Kfz 15 field car

HQ SECTION

FELDWEBEL



7.5cm Pak40 gun



Sd Kfz 11 half-track

ANTI-TANK SECTION

LEUTNANT



Observer
Rifle team



Kübelwagen



15cm NW41 rocket launcher



Sd Kfz 11 half-track



15cm NW41 rocket launcher



Sd Kfz 11 half-track



15cm NW41 rocket launcher



Sd Kfz 11 half-track

LAUNCHER SECTION

LEUTNANT



Observer
Rifle team



Kübelwagen



15cm NW41 rocket launcher



Sd Kfz 11 half-track



15cm NW41 rocket launcher



Sd Kfz 11 half-track



15cm NW41 rocket launcher



Sd Kfz 11 half-track

LAUNCHER SECTION

ROCKET LAUNCHER BATTERY



✚ 15cm NW41 Nebelwerfer rocket launchers.

0 TO 1 ARMoured ARTILLERY BATTERY

PLATOON

HQ section with:

2 Gun Sections 500 points

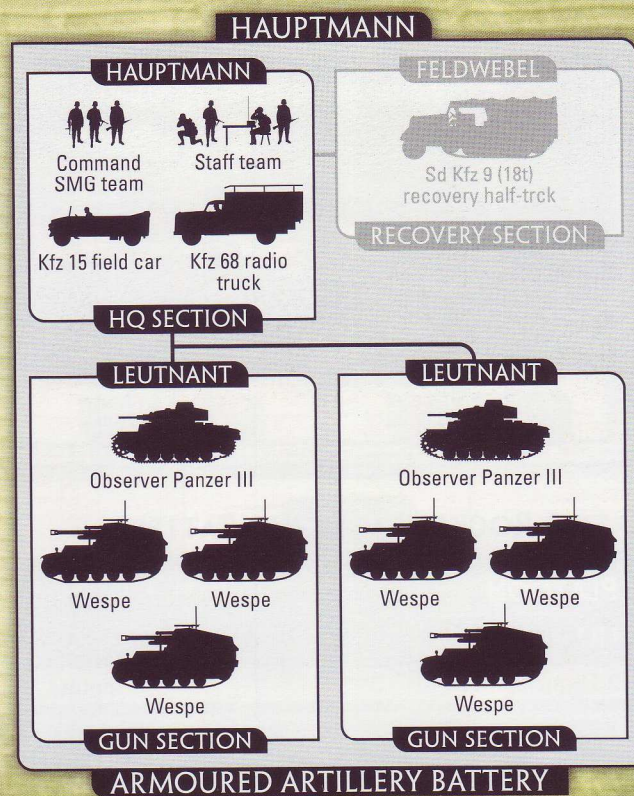
1 Gun Section 265 points

OPTIONS

- Replace all Wespe self-propelled guns with Hummel self-propelled guns for +70 points per Gun Section.
- Add an Sd Kfz 9 (18t) recovery half-track for +5 points.

The Wespe self-propelled gun offers the protection of armour for your guns and greater mobility over their motorised cousins. Even so, their employment is very similar in that their job is to sit back and deliver a bombardment. The 15cm guns of the heavy Hummel self-propelled guns have an even more devastating punch. In a pinch these heavy guns can be brought up to destroy bunkers. However, they are not tanks and need to avoid enemy tanks at all costs.

Observer Panzer III OP tanks cannot launch assaults.



0 TO 1 MOTORISED ARTILLERY BATTERY

PLATOON

HQ section with:

2 Gun Sections 230 points

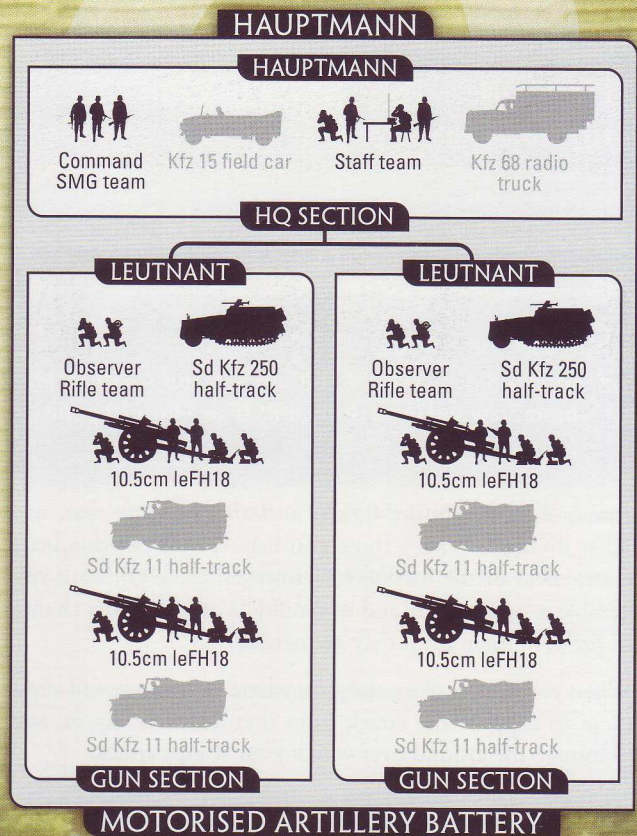
1 Gun Section 130 points

OPTION

- Add Kfz 15 field car, Kfz 69 radio truck, and Sd Kfz 11 half-tracks at no cost.

The divisional artillery provides your company with heavy fire support. The artillery needs to be placed far back so that it can use its superior range to bring barrages on enemy troop concentrations from relative safety. Unlike the mortars with their limited ammunition, artillery with its superior staff and communications equipment can sustain its bombardments over time, inflicting greater casualties on enemy forces that cannot, or will not move.

Deploy anti-aircraft guns around your artillery to keep enemy aircraft away from your guns so they can fire uninterrupted throughout the battle. Roving enemy tanks are less of a problem since the artillery can function as anti-tank guns in an emergency.



0 TO 1 HEAVY ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:

3 Anti-aircraft Sections 295 points

2 Anti-aircraft Sections 205 points

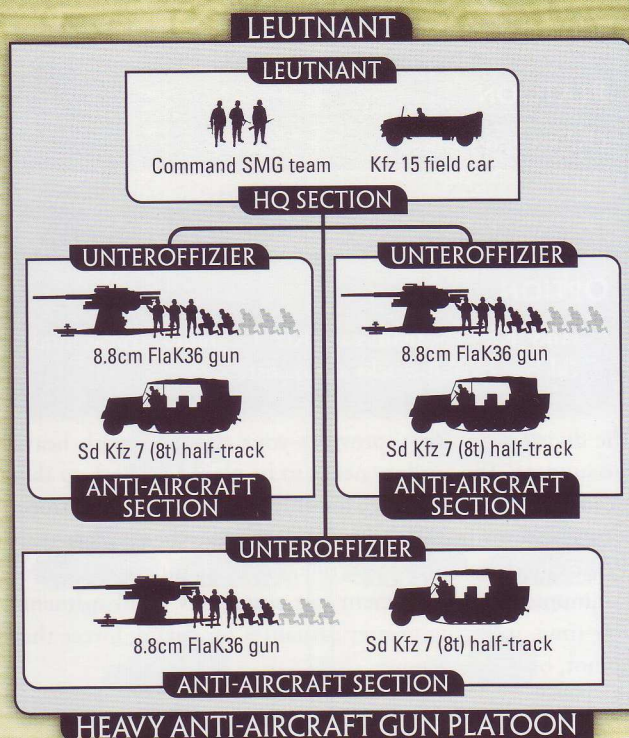
1 Anti-aircraft Section 115 points

OPTION

- Model 8.8cm Flak 36 anti-aircraft guns with 8 or more crew and increase their ROF to 3 for +10 points per gun.

Panzer Lehr had more 8.8cm anti-aircraft guns than any other division. With a three-gun battery you can dominate entire areas of the battlefield. However, these guns are vulnerable to artillery fire and so should be dug in at first chance to preserve them until they are needed.

When you attack, place the guns where your range will allow them to support the attack from that location, dig in, and dominate the ground over which your troops attack.



0 TO 1 ANTI-AIRCRAFT GUN PLATOON

PLATOON

3 Sd Kfz 7/2 (3.7cm) 150 points

2 Sd Kfz 7/2 (3.7cm) 100 points

OPTION

- Upgrade to armoured half-tracks with Front, Side, and Top armour rating of 0 for +10 points per half-track.

With their 3.7cm FlaK43 guns, these anti-aircraft half-tracks provide hard-hitting longer range defensive fire against enemy aircraft than the light 2cm guns in the battalions. They can also take out light armour and infantry in a pinch, but any commander who does so risks losing their guns.





Arsenal



TANK TEAMS

Name	Mobility	Front	Armour	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Side</i> <i>Anti-tank</i>	<i>Firepower</i>	
TANKS					
Panzer IV H	Fully-tracked	6	3	1	Co-ax MG, Hull MG, Protected ammo, Schürzen.
7.5cm KwK40 gun	32"/80cm	2	11	3+	
Panther A	Fully-tracked	10	5	1	Co-ax MG, Hull MG, Wide tracks.
7.5cm KwK42 gun	32"/80cm	2	14	3+	
Tiger I E	Fully-tracked	9	8	2	Co-ax MG, Hull MG, Protected ammo, Slow tank, Wide tracks.
8.8cm KwK36 gun	40"/100cm	2	13	3+	Slow traverse.
Königstiger (Porsche)	Fully-tracked	14	8	2	Co-ax MG, Hull MG, Overloaded, Unreliable, Slow tank.
8.8cm KwK43 gun	40"/100cm	2	16	3+	Slow traverse.

ASSAULT GUNS

StuG G	Fully-tracked	7	3	1	Hull MG, Protected ammo, Schürzen.
7.5cm StuK40 gun	32"/80cm	2	11	3+	Hull mounted.

INFANTRY GUNS (SP)

Sd Kfz 250/7 (8cm)	Half-tracked	1	0	0	AA MG.
8cm GW34 mortar	40"/100cm	-	2	6	Hull mounted, Portee, Smoke bombardment.
Sd Kfz 251/2 (8cm)	Half-tracked	1	0	0	AA MG.
8cm GW34 mortar	40"/100cm	-	2	6	Hull mounted, Portee, Smoke bombardment.
Sd Kfz 251/9 (7.5cm)	Half-tracked	1	0	0	Co-ax MG.
7.5cm KwK37 gun	24"/60cm	2	9	3+	Hull mounted.
Grille (15cm sIG) H	Fully-tracked	2	1	0	AA MG.
15cm sIG33 gun	16"/40cm	1	13	1+	Bunker buster, Hull mounted.
Firing bombardments	56"/140cm	-	4	2+	
Sd Kfz 251/16 (Flamm)	Half-tracked	1	0	0	Hull MG.
Two 1.4cm Flammenwerfer	4"/10cm	3 (each)	-	6	Side mounted, Flame-thrower.

TANK-HUNTERS

Jagdpanzer IV	Fully-tracked	7	3	1	Hull MG, Protected ammo, Schürzen.
7.5cm StuK40 gun	32"/80cm	2	11	3+	Hull mounted.

ARTILLERY (SP)

Wespe	Fully-tracked	1	1	0	AA MG, Protected ammo.
10.5cm leFH18M howitzer	24"/60cm	1	10	2+	Hull mounted, Smoke.
Firing bombardments	72"/180cm	-	4	4+	Smoke bombardment.
Hummel	Fully-tracked	1	1	0	AA MG, Protected ammo.
15cm sFH18 howitzer	24"/60cm	1	13	1+	Bunker buster, Hull mounted, Smoke.
Firing bombardments	80"/200cm	-	5	2+	Smoke bombardment.
Panzerwerfer 42 (Maultier)	Half-tracked	0	0	0	AA MG, Armoured rocket launcher.
15cm RW42 rocket launcher	64"/160cm	-	3	4+	Smoke bombardment.
Panzer III OP	Fully-tracked	5	3	1	Hull MG.

ANTI-AIRCRAFT (SP)

Sd Kfz 10/5 (2cm)	Half-tracked	0	0	0	
2cm FlaK38 gun	16"/40cm	4	5	5+	Anti-aircraft.
Sd Kfz 7/1 (Quad 2cm)	Half-tracked	-	-	-	
2cm FlaK38 (V) gun	16"/40cm	6	5	5+	Anti-aircraft.
Sd Kfz 7/2 (3.7cm)	Half-tracked	-	-	-	
3.7cm FlaK43 gun	24"/60cm	4	6	4+	Anti-aircraft.
Flakpanzer 38(t) (2cm)	Fully-tracked	0	0	0	
2cm FlaK38 gun	16"/40cm	4	5	5+	Anti-aircraft.

TANK TEAMS (CONTINUED)

Name	Mobility	Front	Armour Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

ARMoured CARS

Sd Kfz 234/2 Puma	Jeep	3	0	0	Co-ax MG.
5cm KwK39 gun	24"/60cm	2	9	4+	
Sd Kfz 250/9 (2cm)	Half-tracked	1	0	0	Co-ax MG.
2cm KwK38 gun	16"/40cm	3	5	5+	Self-defence anti-aircraft.
Sd Kfz 233 (7.5cm)	Jeep	2	0	0	Hull MG.
7.5cm KwK37 gun	24"/60cm	2	9	3+	Hull mounted.

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
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GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
12cm sGW43 mortar	Light	56"/140cm	-	3	3+	
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Smoke bombardment.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
MG team	16"/40cm	3	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Tank-hunter team	8"/20cm	1	11	5+	Tank Assault 5.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team		cannot shoot			Moves as a Heavy Gun team.

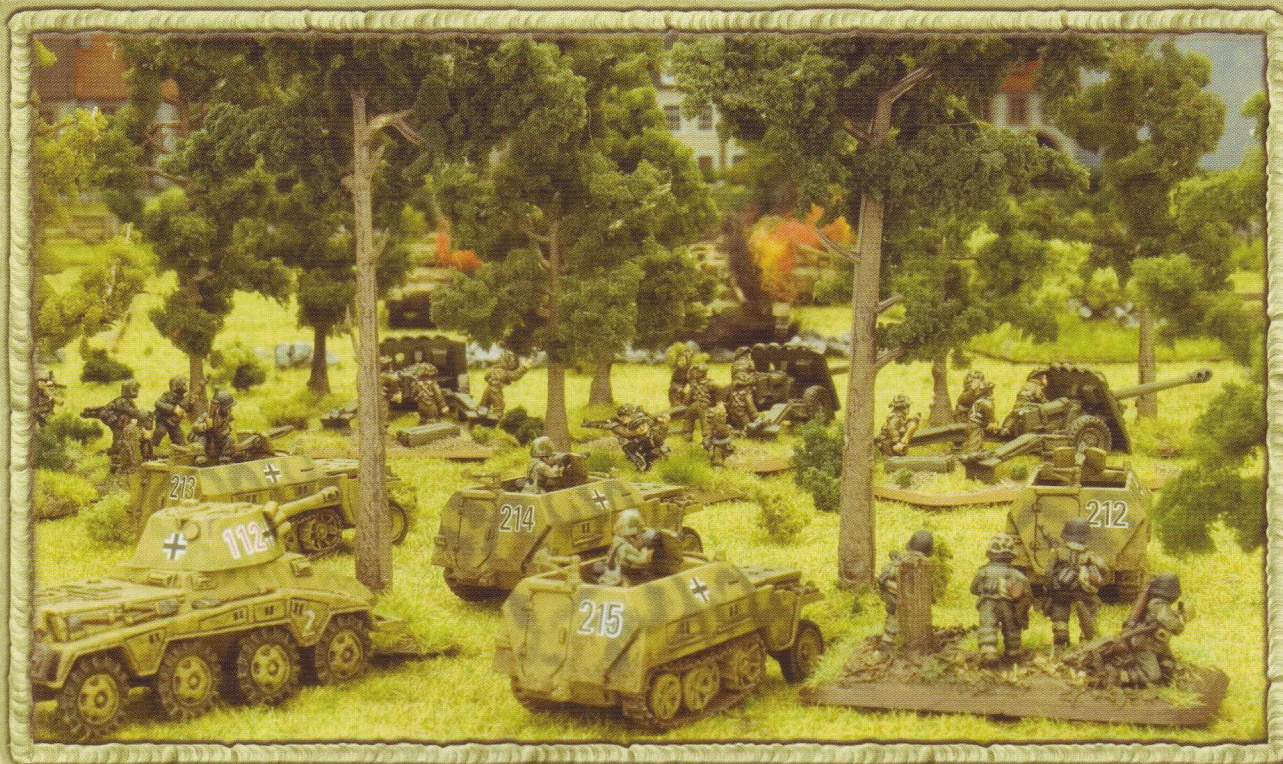
ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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Pioneer teams are rated as Tank Assault 4.



✚ Königstiger.



TRANSPORT TEAMS

Vehicle <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
TRUCKS					
BMW motorcycle & sidecar or					
Kübelwagen jeep	Jeep	-	-	-	Optional Passenger-fired Hull MG.
Schwimmwagen	Jeep	-	-	-	Amphibious, Passenger-fired Hull MG.
Horch Kfz 15 car	Jeep	-	-	-	
Opel Maultier	Half-track	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	
TRACTORS					
Sd Kfz 11 (3t), or					
Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
ARMOURED PERSONNEL CARRIERS					
Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 250/10 (3.7cm)	Half-tracked	1	0	0	Passenger-fired AA MG.
<i>3.7cm PaK36</i>	<i>16"/40cm</i>	2	6	4+	<i>Hull mounted.</i>
Sd Kfz 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/1 (HMG) half-track	Half-tracked	1	0	0	Hull MG, HMG Carrier, Passenger-fired AA MG.
Sd Kfz 251/10 (3.7cm) half-track	Half-tracked	1	0	0	Passenger-fired AA MG.
<i>3.7cm PaK36</i>	<i>16"/40cm</i>	2	6	4+	<i>Hull mounted.</i>
Sd Kfz 251/11 (2.8cm) half-track	Half-tracked	1	0	0	Passenger-fired AA MG.
<i>2.8cm sPzB41</i>	<i>16"/40cm</i>	2	7	5+	<i>Hull mounted, No HE.</i>
Sd Kfz 251/7 (Pioneer) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge.
Sd Kfz 251/1 (Stuka) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
<i>28cm sW40 rocket launcher</i>	<i>40"/100cm</i>	-	3	1+	<i>Hull mounted, Stuka zu Fuss.</i>
RECOVERY VEHICLES					
Sd Kfz 9 (18t) half-track	Half-tracked	-	-	-	Recovery vehicle.
Bergepanther recovery vehicle	Fully-tracked	10	5	0	AA MG, Wide tracks, Recovery vehicle.



Painting Panzer Lehr

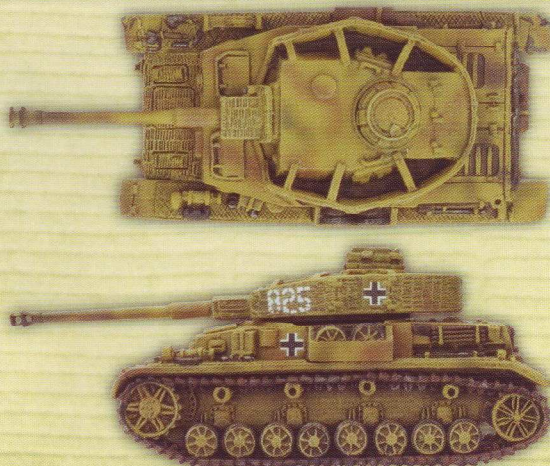


All colour names and codes given are for the Vallejo range of *Flames Of War* paints, available from the online store and *Flames Of War* stockists. More comprehensive painting and modelling guides can also be found on the www.FlamesOfWar.com website.

PANZER LEHR TANKS AND EQUIPMENT

Tanks, vehicles and guns are painted in *Dunkelgelb* (Dark-yellow, use Middlestone 882) with roughly sprayed lines and stripes of *Olivgrün* (Olive-green, use Reflective Green 890) and *Rotbraun* (Red-brown, use Flat Brown 984) camouflage.

Turrets are marked with black crosses on the sides and rear sides along with the Company/Platoon/Tank identification numbers. The stylised 'L' symbol was usually on the rear of vehicles.



Vehicle and equipment colour:
Middlestone (882)

Add camo in irregular stripes over base colour:
Reflective Green (890), or
Reflective Green (890) and
Flat Brown (984).

Beige Brown (890)
Tool handles

Gunmetal (984)
Tracks, machine-guns, tool
heads, exposed metal

VILLERS-BOCAGE, 13 JUNE 1944

PANZER LEHR ARRIVES

After his Tiger tank was damaged during his solo attack on Villers-Bocage, *Obersturmführer* Wittmann retired with his crew on foot. Realizing the gravity of the situation, Wittmann headed directly to the headquarters of the *Panzer Lehr* Division where *Generalleutnant* Fritz Bayerlein was scrounging together a force of Panzer IV tanks to take on this threat to his rear.

Wittmann immediately headed back to Point 213 in a *Schwimmwagen* amphibious jeep to brief the gathering forces of 101. *schwere SS-Panzerabteilung*. Meanwhile a *Kampfgruppe* of fifteen Panzer IV tanks and a small group of infantry under the command of *Major* Helmut Ritgen advanced towards Villers-Bocage. Their mission was to seal off the exits from the town to the west and south. The *Kampfgruppe* soon came under fire from hidden anti-tank guns and began to skirt the defences, moving southeast. Near Point 213 they linked up with the SS Tiger tanks.

THE BRITISH DIG IN

After running Wittmann out of Villers-Bocage, the British begin organising an attempt by B and C Squadrons 4 CLY to rescue A Squadron trapped on Point 213. But long before they are ready, A Squadron sends its last frantic message and then all contact is lost. With the fall of Point 213, the fighting moves to Villers-Bocage.

While the armour seeks a way forward, the infantry of 1/7th Battalion of The Queen's Royal Regiment prepares to hold Villers-Bocage against the inevitable counterattack. The railway yard is secured by A Company, while B and C companies take up positions in the town guarding the main approaches. D Company is placed in reserve covering the

western flank. The battalion's 6 pdr anti-tank guns are concealed throughout the town. All around the British troopers can be heard the clank of heavy steel tracks advancing down the roads towards the town. The battle is about to begin.

THE TIGERS ATTACK

After conferring with Wittmann and Ritgen, *Obersturmführer* Möbius leads his eight remaining Tiger tanks from 1. *Kompanie*, 101. *schwere SS-Panzerabteilung* towards Villers-Bocage supported by some of his own infantry. Ritgen takes the tanks of *Panzer Lehr* off to the flank. The Germans advance quickly, but in a fragmented manner, with small groups of tanks moving along streets of the town centre and the railway station area.

In the close confines of the streets Tiger, Panzer IV, Cromwell and Firefly tanks all stalk one another in a furious game of cat and mouse. The longer-ranged guns of the German Panzer IV and Tiger tanks are largely negated by the close-in fighting, giving the agile British Cromwell tanks a chance.

The light 6 pdr anti-tank guns engage the heavy Tiger tanks from the sides and rear as they pass. At this very close range, even their small 57mm round, with a bit of luck, can penetrate a Tiger. One by one the large cats are damaged and abandoned, left behind until recovery crews can retrieve them.

British infantry move about in the buildings, waiting for the chance to ambush tanks with their dreaded (or is that dreadful) PIAT anti-tank projectors. The tranquil French town of Villers-Bocage becomes a killing field of great steel behemoths. Even the dreaded Tigers are not immune to death in this place of hewn stone and timber.



GERMAN PANZER LEHR DIVISION

After finishing off the British tanks on Point 213, *Obersturmführer* Rolf Möbius led an ad-hoc group of eight Tigers and supporting troops from the *101. schwere SS-Panzerabteilung* down towards Villers-Bocage. *Obersturmführer* Wittmann had bought them valuable time with his actions. While the true strength and intentions of the British forces in Villers-Bocage are unknown, they must be dislodged from the town to free the main supply route for the *Panzer Lehr* Division.

The division was well aware of the problem on their flank. All morning the armoured cars had been watching. Even before *Obersturmführer* Wittmann arrived at the headquarters of *Panzer Lehr*, troops were moving to deal with the threat. But with all of their *Panzer*grenadiers committed against the British 50th Division to their front, the only force available is a few Panzer IV H tanks and a small band of infantry.

Major Helmut Ritgen, deputy commander of *II. Panzerabteilung*, collected every available tank and headed south to seal off the east and west exits out of Villers-Bocage. Running into a screen of heavy anti-tank guns, he quickly realised that the British were there in force. Ritgen ordered his tanks to break off and concentrate for a thrust into the centre of Villers-Bocage to evict the British.

Major Ritgen meets briefly with *Obersturmführer* Möbius to plan their joint attack. The plan is simple. Both companies will send a small force south to the railway station area to clear the British forces there. Meanwhile, the main battle-group will thrust straight for the town centre using speed and shock to compensate for their lack of infantry and throw the British forces out of the town.

The battle for the town of Villers-Bocage has begun. Only time and your skill will determine the victor.

5. KOMPANIE, 130. PANZERREGIMENT

Kompaniegruppe

- 1. Zug, 5. Kompanie
- 2. Zug, 5. Kompanie
- 3. Zug, 5. Kompanie
- II/130. Aufklärungszug

1. KOMPANIE, 101. S SS-PZABT

Obersturmführer Möbius

- 1. Zug, 1. Kompanie
- 2. Zug, 1. Kompanie
- Aufklärungszug

PANZERKOMPANIE (CONFIDENT VETERAN)

Company HQ (two Panzer IV H tanks)

Panzer Platoon (three Panzer IV H tanks)

Panzer Platoon (three Panzer IV H tanks)

Panzer Platoon (three Panzer IV H tanks)

Motorised Scout Platoon (at full strength, HQ is not equipped with Panzerfaust)

SCHWERE SS-PANZERKOMPANIE (FEARLESS VETERAN)

Company HQ (one Tiger I E tank)

Schwere SS-Panzer Platoon (two Tiger I E tanks)

Schwere SS-Panzer Platoon (two Tiger I E tanks)

Armoured SS Scout Platoon (at full strength, HQ is not equipped with Panzerfaust)



BRITISH 7TH ARMoured DIVISION

With a long list of battle honours, The Queen's Royal Regiment was a source of pride for those that served in its ranks. For the 1/7th Battalion, yet another honour would be added for their part in the fight for Villers-Bocage.

The 1/7th Battalion, The Queen's Royal Regiment, following the advancing 4th County of London Yeomanry, set about securing Villers-Bocage. At the same time tanks of 4 CLY attempted to link up with A Squadron on Point 213. Each attempt was rebuffed by the intervening enemy forces.

In a final act of desperation, Lieutenant Cotton of 4 Troop, B Squadron was sent to find a route around Villers-Bocage. 4 Troop slowly made its way down narrow winding roads anxiously seeking a way through. The rail line to the south-east blocks their way and forces them north, back into Villers-Bocage.

In the meantime, Lieutenant Colonel Desmond Gordon, commanding 1/7 Queen's, positioned his troops. A Company took responsibility for the railway station in the south with C Squadron, 4 CLY. B and C Companies set up with the anti-tank platoon in the solid buildings of the town centre, supported by B Squadron. D Company was placed in reserve holding the western part of the town against German attempts to outflank them.

As the advancing of Germans push into the town from the east, Lieutenant Cotton returns to the centre of the town, taking up ambush positions with the infantry. The British are ready and waiting.

For the next six hours the battle rages as the two forces clash in the narrow streets and buildings of the town.

B COMPANY, 1/7TH QUEEN'S

B Company HQ

10 Platoon, B Company

11 Platoon, B Company

12 Platoon, B Company

5 (Anti-tank) Platoon

Battery B, 5th Royal Horse Artillery Regiment

B SQUADRON, 4TH CLY

B Squadron HQ

1 Troop, B Squadron

2 Troop, B Squadron

3 Troop, B Squadron

4 Troop, B Squadron

Recce Troop

RIFLE COMPANY (RELUCTANT VETERANS)

Company HQ (at Full Strength)

Rifle Platoon (at Full Strength)

Rifle Platoon (at Full Strength)

Rifle Platoon (at Full Strength)

Anti-tank Platoon, (with four 6 pdr guns and Sergeant Tom Stanley)

Field Battery, Royal Artillery (with four Sexton self-propelled guns, OP Sherman tank)

ARMoured SQUADRON (RELUCTANT VETERANS)

Company HQ (with two Cromwell IV tanks and two Cromwell VI CS tanks)

Armoured Platoon (with three Cromwell IV tanks and one Firefly VC tank)

Armoured Platoon (as 1 Troop)

Armoured Platoon (as 1 Troop)

Armoured Platoon (as 1 Troop)

Recce Patrol (with three Stuart V tanks)

THE BATTLE FOR VILLERS-BOCAGE

The town of Villers-Bocage sits upon a major road hub. This road hub contains one of the only north-south roads in the area, while the east-west roads lead directly to Caen in one direction and Avranches in the other. This road structure is critical to supplying the German troops engaged with the British Army.

This scenario is designed to allow 2 to 4 players to have a game with a larger number of points than normal. So get together with some friends and have a blast!

The Villers-Bocage scenario uses the **Ambush** and **Mobile Battle** special rules.

YOUR ORDERS

GERMAN

You must clear the village of Villers-Bocage in order to remove the threat of allied action against the rear area of Panzer Lehr Division. This will also secure the supply lines being used by units in the sector. Failure is not an option.

BRITISH

You must hold the town so that the attack may be renewed at a later date. Inflict as many casualties on the enemy as possible while limiting your losses.

PREPARING FOR BATTLE

1. Set up the terrain as shown on page 47. Place Objectives at the indicated points. The table is 4'120cm x 6'180cm.
2. The British player sets up their force in area **A** within 36"/90cm of the table edge. 4 Troop and 5 (Anti-tank) Platoon may be held in Ambush.
3. The German player now deploys their forces in area **B** within 12"/30cm of the table edge.

VILLERS-BOCAGE CAMPAIGN

This is the last battle in the Villers-Bocage Campaign. Whichever side wins this battle wins the campaign. The outcome of the Battle for Point 213 scenario has an effect on the forces available for this battle.

If the Germans won the Battle for Point 213, then the deployment area of the British force is halved in this scenario. They must deploy within 18"/45cm of the table edge. The Panzers have raced forward putting pressure on the British forces as they enter the town.

If the British won the Battle for Point 213, then the Germans have lost the race and the entire Schwere SS-Panzerkompanie is placed in Reserve instead of deploying on the table, allowing the British build up to continue before the Germans can muster all of their force. The Schwere SS-Panzerkompanie enters from the their deployment zone board edge.

BEGINNING THE BATTLE

1. All reconnaissance platoons make their Reconnaissance Deployment moves starting with the British player.
2. The German force has the first turn.

ENDING THE BATTLE

Unlike normal missions, losing one company from your force does not end the game. The other company will continue the battle until it is also Destroyed.

The battle ends:

- At the start of the British turn 11, or
- Whenever one side has both companies Destroyed.

DECIDING WHO WON

The player or group of players who controls the most objectives wins. If neither player controls any objectives, or they control one objective each, then the game is a draw with neither side able to gain control of the town.

HISTORICAL OUTCOME

Wittmann would become famous all across Germany for his destruction of the British column and the stopping of the Desert Rats. His company on Point 213 would soon be joined by Möbius' 1. Company and together they would destroy A Squadron 4 CLY upon the point. Soon afterwards the Panzer IV tanks and 1 Company would advance into Villers-Bocage. This time the British forces would be waiting. After a hard fight and three more destroyed Tigers the Germans would retreat. Yet as more German forces arrived the pressure upon the defenders grew. Finally, the British pulled back out of Villers-Bocage, not to set foot in the town again for many weeks.

OTHER TIMES AND PLACES

Once again, one could fight this battle with other forces. If the US 2nd Armored Division had made the dash to Villers-Bocage, they would have been fighting with a Tank Company equipped entirely with M4A1 Sherman tanks with 75mm guns and an Armored Rifle Company supported by a weak Armoured Field Artillery Battery.

If you decided to fight this battle on the Eastern Front, the Soviet force could be a Tank Batalon and a Motostrelkovy Batalon supported by a Guards Heavy Tank Company or a Guards Heavy Assault Gun Company.

Of course, you could also try the battle with the roles reversed. Take an allied tank force and attack into a mixed German tank and infantry force. Anything is possible!



VILLERS-BOCAGE TERRAIN

ROADS

Being on several major road networks has given the town of Villers-Bocage very modern and wide paved roads.

All roads on the map are wide enough to allow vehicles to pass with plenty of room to spare.

BOCAGE HEDGEROWS

All hedges depicted on the map are Bocage hedgerows. These are taller than a tank, Very Difficult Going, and provide Bulletproof Cover to troops sheltering behind them. Teams must start adjacent to a Bocage hedgerow to cross it.

The full Bocage rules are on page 40 of the *D-Day* campaign book and on our website: www.FlamesOfWar.com.

BUILDINGS

The main streets of Villers-Bocage were lined with rows of terraced houses and businesses, each a separate building unto its own.

Buildings depicted on the map are rows of terraced houses. As such there are no doors in the shared connecting walls to go from one to the next. In order to remain inside the building and move from one to the other you may breach the wall using the rules on page 223 of the Rulebook.



7th ARMoured

22 ARMoured BRIGADE (7x Cromwell, 4x Crusader A/A tanks)

1ST ROYAL TANK REGIMENT

51 (4 Cromwell, 6x Crusader A/A, 11x Stuart tanks)

A Squadron (16x Cromwell, 4x Firefly tanks)
B Squadron (16x Cromwell, 4x Firefly tanks)
C Squadron (16x Cromwell, 4x Firefly tanks)

5TH ROYAL TANK REGIMENT

52 (4 Cromwell, 6x Crusader A/A, 11x Stuart tanks)

A Squadron (16x Cromwell, 4x Firefly tanks)
B Squadron (16x Cromwell, 4x Firefly tanks)
C Squadron (16x Cromwell, 4x Firefly tanks)

4TH COUNTY OF LONDON

53 YEOMANRY (4 Cromwell, 6x Crusader A/A, 11x Stuart tanks)

A Squadron (16x Cromwell, 4x Firefly tanks)
B Squadron (16x Cromwell, 4x Firefly tanks)
C Squadron (16x Cromwell, 4x Firefly tanks)

1ST BATTALION

54 THE RIFLE BRIGADE (12x 6 pdr guns, 8x MMG carriers)

A Company (12x M5 half-tracks, 4x White scout cars, 11x Universal carriers, 2x 3" mortars, 3x 2" mortars, 9x MG, 3x PIAT)
C Company (as A Company)
I Company (as A Company)

131 (QUEENS) BRIGADE

1/5TH BATTALION QUEEN'S

61 ROYAL REGIMENT

A Company (3x 2" mortars, 9x MG, 3x PIAT)
B Company (3x 2" mortars, 9x MG, 3x PIAT)
C Company (3x 2" mortars, 9x MG, 3x PIAT)
D Company (3x 2" mortars, 9x MG, 3x PIAT)
S Company (6x 3" mortars, 6x 6 pdr guns, 13x Universal carriers)

1/6TH BATTALION QUEEN'S

62 ROYAL REGIMENT

A Company (3x 2" mortars, 9x MG, 3x PIAT)
B Company (3x 2" mortars, 9x MG, 3x PIAT)
C Company (3x 2" mortars, 9x MG, 3x PIAT)
D Company (3x 2" mortars, 9x MG, 3x PIAT)
S Company (6x 3" mortars, 6x 6 pdr guns, 13x Universal carriers)

OLD HANDS

The 7th Armoured Division, the Desert Rats, established a name for themselves in the tough fight against Rommel's *Afrika Korps* in Egypt, Libya, and finally Tunisia. Having kicked the Axis out of Africa they went on to serve in Sicily and Italy before being pulled off the line to get ready for the invasion of France. These veteran troops were picked by General Montgomery because of their vast experience.

BACK TO BLIGHTY

Back in Britain, the division was reconstituted around the new Cromwell fast cruiser tank, ideal for the Desert Rats intended pursuit role. This switch was not well received by the tankers. They were familiar with the Sherman tanks they had been using, now they needed to undergo new training in maintenance and gunnery. With little time to spare, they rushed to learn the capabilities of their new equipment.

The troops were glad to see their 17 pdr-armed Sherman Firefly VC tanks, the only tank armed with a gun powerful enough to take on the German Tiger and Panther heavy tanks. With this tank at least they had a chance to kill a few Panthers. With a familiar chassis to work from the crews soon became proficient with their new tanks.

D-DAY

Coming ashore at the end of D-Day onto the recently cleared beaches, elements of the 7th Armoured Division rolled into the French countryside under the command of Major General 'Bobbie' Erskine. In less than 24 hours the first of many operations aimed at expanding the beachhead took place. But for now, the division simply assembled its men and equipment in the Bocage.

TILLY-SUR-SEULLES

With its infantry brigade still waiting to land, 22 Armoured Brigade was sent forward to assist the 50th 'Tyne and Tees' Division in taking Tilly-sur-Seulles. The mission was to follow the 50th Division and once they had opened a hole in the line, to exploit it all the way to Villers-Bocage and then press on to Evrecy deep in the German rear.

The next day the 50th Division attacked in the area of Tilly-sur-Seulles, Juvigny, Hottot-les-Bagues, and la Senaudière, only to find the newly-arrived *Panzer Lehr* Division also attacking head on into the same area. As the forces clashed the Desert Rats moved forward in support. Even with their support, the attack stalled well short of its intended line.

Their first experience of fighting in France was a nasty shock. Stuck on narrow roads surrounded by tall Bocage hedgerows and constantly sniped at by an invisible enemy they faltered. This was so different from their previous operations in Africa that the Desert Rats had trouble adapting. Faced with ambushes at every corner, their advances became cautious, not the intent higher commands had for a pursuit division.

OPERATION PERCH

Meanwhile, the US 1st Infantry Division pushed 352. *Infanteriedivision* back, opening a gap around the flank of *Panzer Lehr*. With Operation Perch, the Desert Rats swung through the gap, past the defensive belt, and rolled right into the rear area of 1. *SS-Panzerkorps*. On 12 June the operation began with the 8th Hussars leading the way. The next morning the lead regiment, the 4th County of London Yeomanry, entered Villers-Bocage without a trace of the enemy and proceeded to Point 213, a hill overlooking the surrounding countryside.

DIVISION



DIVISIONAL ARTILLERY

1/7TH BATTALION QUEEN'S 63 ROYAL REGIMENT

A Company (3x 2" mortars, 9x MG, 3x PIAT)
B Company (3x 2" mortars, 9x MG, 3x PIAT)
C Company (3x 2" mortars, 9x MG, 3x PIAT)
D Company (3x 2" mortars, 9x MG, 3x PIAT)
S Company (6x 3" mortars, 6x 6 pdr guns,
13x Universal carriers)

NO. 3 COMPANY, ROYAL 64 NORTHUMBERLAND FUSILIERS

(12x MMG carriers, 4x 4.2" mortars)

74 3RD ROYAL HORSE ARTILLERY REGIMENT

(24x 25 pdr guns)

76 5TH ROYAL HORSE ARTILLERY REGIMENT

(24x Sexton self-propelled guns)

77 65TH ANTI-TANK REGIMENT

(24x M10C (17 pdr) self-propelled guns,
24x 17 pdr guns)

73 15TH LIGHT AA REGIMENT

(36x 40mm Bofors guns,
18x 40mm (SP) Bofors self-propelled guns)

8TH ROYAL IRISH HUSSARS (ARMoured RECCE REGIMENT)

45 (4x Cromwell, 6x Crusader A/A,
11x Stuart tanks)
A Squadron (19 Cromwell tanks)
B Squadron (19 Cromwell tanks)
C Squadron (19 Cromwell tanks)

Divisional Strength: 14,964 soldiers, 4 tank battalions, 4 infantry battalions, 290 tanks, 24 self-propelled anti-tank guns, 50 universal carriers, 24 self-propelled guns, 24 artillery pieces, 54 anti-tank guns, 46 self-propelled anti-aircraft guns, 36 anti-aircraft guns, 20 heavy machine-guns, 4 heavy mortars, 24 medium mortars.

There the regimental commander, Lord Cranley, halts the column for an 'O' Group to give orders for the next stage of the advance. With their officers away, the men began to relax. This is the time that *Obersturmführer* Wittmann's 2. *Kompanie* 101. *schwere SS-Panzerabteilung* picked to attack. The battle for Villers-Bocage was a high point for the Germans with the Desert Rats eventually driven from the town.

OPERATIONS GOODWOOD AND BLUECOAT

On 18 July the Desert Rats were once again thrown into the attack for Operation Goodwood. Almost from the start the division was stymied in its movement forward. Traffic

jams and lack of manoeuvre space hampered its forward momentum and the division barely got into battle, failing to reach its objectives. Their next attack was Operation Bluecoat and again the division made poor progress. On 1 August General Montgomery finally had enough—over 100 officers and men were removed from the division and a new commander Major General G L Verney given command. What emerged from the purge was a very different division with a bit more vim and a lot more success.





SERGEANT TOM STANLEY



"Bleedin' 'ell guv, take a butchers at that," exclaimed 'Chalky' White turning to Corporal Smith. "Hey Smiffy, we got two bloody great Jerry Tigers comin' righ' at us".

"Oi, Sarge, they're 'ere!" Smith called over his shoulder. Turning back to Chalky, he adds "Well me ol' china, I 'ope dis works, else we've 'addit. I reckon a six pounder ain't worth a tupp'ny bit against 'em."

Sergeant Tom Stanley calls back, "Lor' luv a duck, will you shower ged over 'ere before Jerry sees ya". Turning to the gunner as Chalky and Smith stroll back, he finishes "Roit my son, like wot I told ya. Let 'a firs' one pass n' shoot 'a nexd un roit up da Kyber Pass. Lofty an' da res' o' da lads'll ged da uvver one. OK, gedit?"

Taffy the gunner, his eye glued to the sight watching as the long barrel of an 88 slowly eases into view, says nothing. An age passes before the rest of the huge tank appears—a lifetime as it rolls past the alley hiding the 6 pdr anti-tank gun and stops at the corner. Tracks grind cobblestones as it swivels on the spot before rumbling down the side road towards the rest of the platoon.

"Aw roit my son," Stanley places his hand on Taffy's shoulder as the muzzle brake of a second barrel appears, "When dis un's in fron' ov da lamp post, led 'im 'avvit."

Taffy's response was not long in coming. With a deafening flash—crash—clang, the six pounder fires at the giant Tiger tank hitting it at point-blank range.

"Gordon Bennet, 'e missed," cursed Chalky watching the big 88 swing towards them, barrel the size of a chimney stack. Shoving another round in the breech, "Pull ya bleedin' socks up, ya berk," to Taffy. Another flash—crash—clang!

This time smoke curls up from the engine. The turret slows and stops. Suddenly hatches swing open, emitting clouds of black smoke. Black-clad forms scramble out rolling, coughing, down the sides of the tank, running for cover.

Within seconds the tank is enveloped in flames. Crackling as machine-gun ammunition cooks off.

"Proper job Sunshine," Stanley claps Taffy on the shoulder.

The second Tiger tank halts, turret slowly turning, sniffing for the foe that hunts it. It doesn't stand a chance. Three six pounders volley from their camouflaged positions. Shots streaking half-a-mile-a-second rip into the giant tank. Ripping it apart from the inside out.

"Smiffy, ya lazy git," Stanley calls, drowned out by another 88 round exploding in the burning Tiger, "Roit, scarper lads. Oi Smiffy, getcha bleedin' Carrier over 'ere sharpish!"

CHARACTERISTICS

Stanley is a an Independent Warrior team rated as **Fearless Veteran**. He is a Gun team armed with a 6 pdr anti-tank gun and is accompanied by a Loyd Carrier. He replaces one 6 pdr gun and Loyd Carrier in an Anti-tank Gun Platoon of the 7th Armoured Division for +25 points.

SPECIAL RULES

Tom, Dick, 'n' 'arry: While Tom Stanley shows initiative in the deployment of his gun, he is still just a sergeant.

Although Stanley is an Independent team he can deploy in Ambush if his Anti-tank Platoon is in Ambush. He does not need to be revealed at the same time as the rest of the platoon.

Sergeant Tom Stanley may only join his own Anti-tank Platoon. He may not join any other platoon.

Machinist: Stanley was a shop steward in a machine shop in Barking until he volunteered after Dunkirk. His shooting is as precise as his machining.

Stanley re-rolls all missed rolls to hit when shooting.

Military Medal: Sergeant Tom Stanley won the Military Medal when, despite losing his entire gun crew, he single-handedly destroyed three Jerry Panzers outside Naples.

If the enemy Destroys Stanley, they must roll a die.

- On a roll of 4+, Stanley is killed or seriously wounded and the team is Destroyed.
- Otherwise, the British player may nominate any other 6 pdr gun team within 6"/15cm of Stanley as his new gun team. His original 6 pdr gun team is Destroyed.





ARMoured SQUADRON



(TANK COMPANY)

A force based around an Armoured Squadron must contain:

- 1 Company HQ, and
- 2 to 4 Armoured Platoons.

Weapons Platoons available to an Armoured Squadron can be:

- 0 to 1 Recce Patrol.

Support Platoons available for an Armoured Squadron can be:

- 0 to 1 Motor Platoon (p. 56) or Rifle Platoon (p. 59),
- 0 to 1 Scout Patrol (p. 56),
- 0 to 1 Field Platoon, Royal Engineers (p. 63),

- 0 to 1 Field Battery (SP), Royal Artillery (p. 64),
- 0 to 1 Anti-tank Platoon (SP), Royal Artillery (p. 65), and
- 0 to 1 Light Anti-aircraft Platoon (p. 65).

You may field up to **one** Support Platoon attached to your company for each Armoured Platoon that you are fielding.

MOTIVATION AND SKILL

Combining years of training and combat-experienced officers with their vast desert experience, the armoured regiments of the Desert Rats are ready to meet Hitler's Panzers. An Armoured Squadron is rated as **Reluctant Veteran**.

HEADQUARTERS

1 COMPANY HQ

PLATOON

Company HQ with:

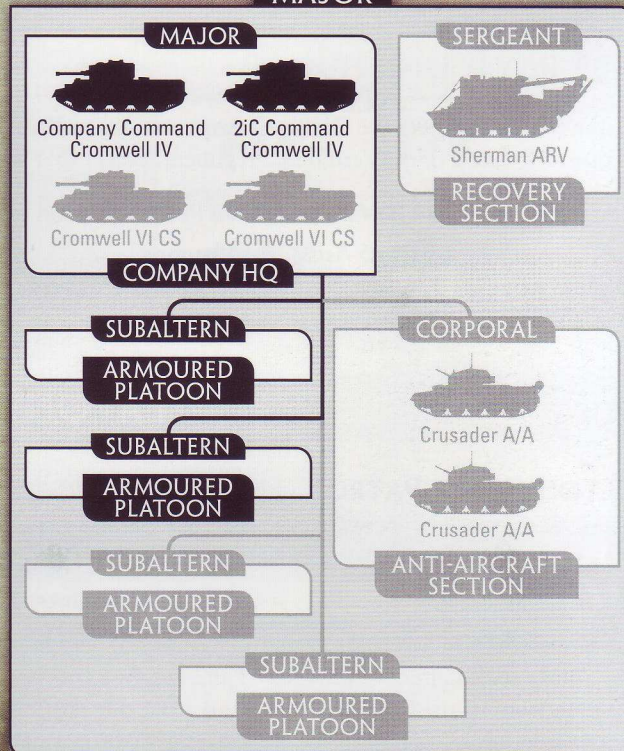
- 2 Cromwell IV 160 points

OPTIONS

- Add Cromwell VI CS tanks for +70 points per tank.
- Add Crusader A/A tanks for +45 points per tank.
- Add Sherman ARV recovery vehicle for +10 points.

The armoured squadron is the strike force of the British Army. With its exceptionally fast Cromwell tanks the company has the ability to rapidly strike the enemy rear area and relentlessly pursue the slower enemy forces. This speed allows the armoured squadron to continually work around to the weaker flanks of enemy formations, always striking from the side rather than slogging their way up the middle. As a commander, the best way to beat the heavily armoured tanks of the enemy is to hit them in the flanks. So using speed to your advantage, work to the flanks and then engage at close range for sure kills.

MAJOR




ARMoured SQUADRON



COMBAT PLATOONS

2 TO 4 ARMoured PLATOONS

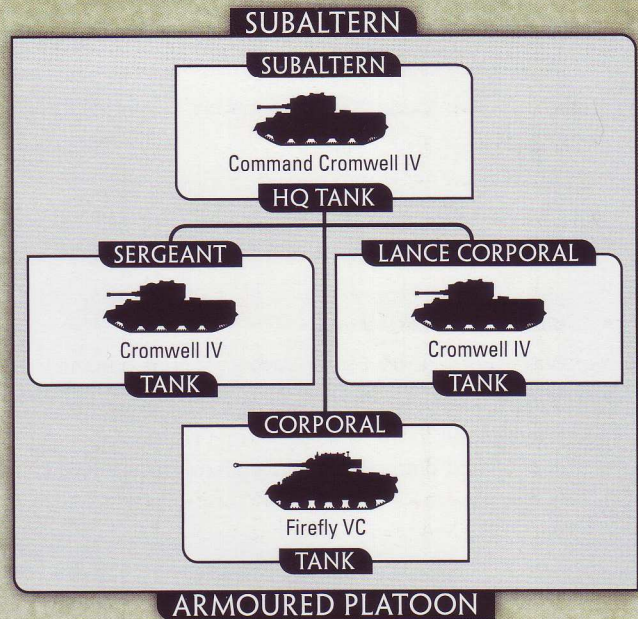
PLATOON

 3 Cromwell IV and 1 Firefly VC 325 points

Armoured platoons are designed for the attack. With their speed and hitting power they can easily roll over enemy formations after moving to the flank and engaging them. The hard-hitting 17 pdr of the Firefly VC tank can take on the hardest German targets.

In the defence, the platoon can create a large volume of fire with its almost unlimited supply of ammunition. This fire can easily chew up attacking enemy formations. With their speed they can then move to the flanks and counterattack to finish off the enemy.

In both cases your veteran troopers will be reluctant to go toe to toe with the enemy panzers. While the crews may like their new tanks, they do not have the armour of the newer German models.



8TH ROYAL IRISH HUSSARS

The 8th Hussars were the Division's Armoured Recce Regiment. They were organised and equipped (and mostly operated) like a normal armoured regiment, except that they lacked any Firefly VC tanks.


You can field an 8th Hussars Armoured Recce Squadron as a normal Armoured Squadron with the following changes:

- You may have 2 to 5 Armoured Platoons.
- Each Armoured Platoon consists of 3 Cromwell IV tanks for 245 points. There are no Firefly VC tanks.

WEAPONS PLATOONS

0 TO 1 RECCE PATROL

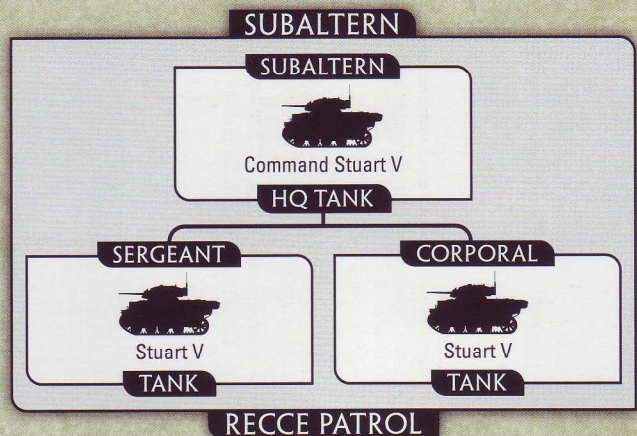
PLATOON

 3 Stuart V 135 points

The Recce patrol offers a fully tracked and fast tank that can keep in front of the Cromwell tanks and scout out possible ambush locations along the route of march. Lightly-armed and armoured, the Recce Patrol uses stealth and cunning to get close to and threaten the enemy.

In the defence the tanks can quickly move to where they are needed and provide armoured support to infantry or move to a flank and threaten the enemy's rear.

In all cases they are great at finding the enemy and then reporting their position to the waiting artillery.



Recce Patrols are Reconnaissance Platoons.

The 22nd Armoured Brigade considered their Stuart V tanks too light for their assigned role. As they advanced 4 CLY lost two while they conducted their assigned scouting mission. Afterwards the tanks were withdrawn from this role and placed in the middle of the column. The regiment continued its advance without reconnaissance. After the initial battles, the Stuart tanks were used as a training and replacement section for replacements arriving in the regiment.





MOTOR COMPANY



(INFANTRY COMPANY)

A force based around a Motor Company must contain:

- 1 Company HQ, and
- 2 to 3 Motor Platoons.

Weapons Platoons available to a Motor Company can be:

- 0 to 3 Scout Patrols,
- 0 to 1 Motor Machine-gun Platoon, and
- 0 to 2 Anti-tank Platoons.

Support Platoons available to a Motor Company are:

- 0 to 1 Armoured Platoon (p. 54),
- 0 to 1 Field Platoon, Royal Engineers (p. 63),
- 0 to 1 Field Battery (SP), Royal Artillery (p. 64),
- 0 to 1 Anti-tank Platoon (SP), Royal Artillery (p. 65), and
- 0 to 1 Light Anti-aircraft Platoon (p. 65).

You may field up to **one** Support Platoon attached to your company for each Motor Platoon that you are fielding.

Although it is an Infantry Company, a Motor Company may not take Sniper teams as they are part of an armoured division and expected to attack in mobile operations.

MOTIVATION AND SKILL

Having served in numerous places and faraway lands The Rifle Brigade is veteran to a man. But being veteran sometimes also makes you realize that it is somebody else's turn to go first. A Motor Company is rated as **Reluctant Veteran**.

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS



Company HQ

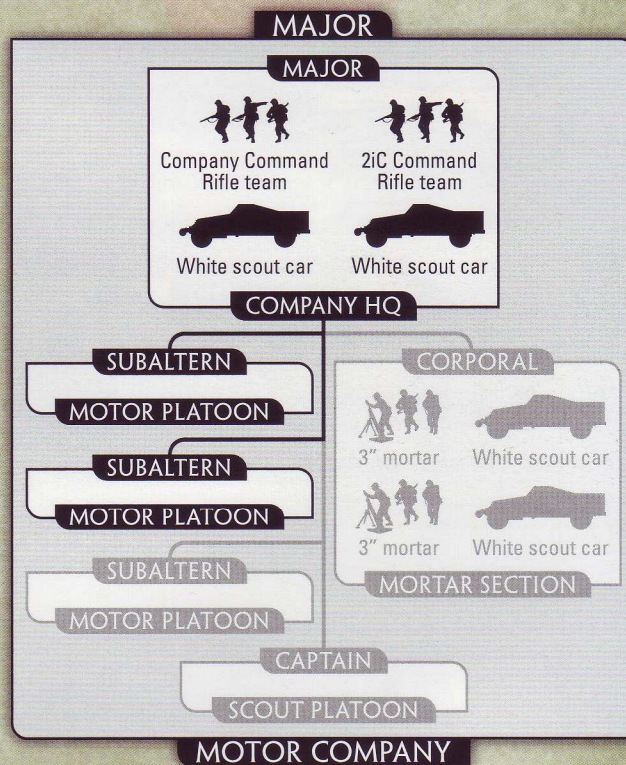
30 points

OPTION

- Add Mortar Section for +50 points.

The men of the Rifle Brigade are veterans of a great many battles. Now in Normandy they venture forth in armoured transports rather than the trucks of old. Having a little steel between you and the enemy makes all the difference when advancing.

A motor company follows each armoured regiment to hold the ground captured by the tanks and to clear villages that are delaying the tanks' advance. Their small infantry complement with plenty of anti-tank guns and machine-guns makes them both highly mobile, yet immovable once dug in.




COMBAT PLATOONS

2 TO 3 MOTOR PLATOONS

PLATOON

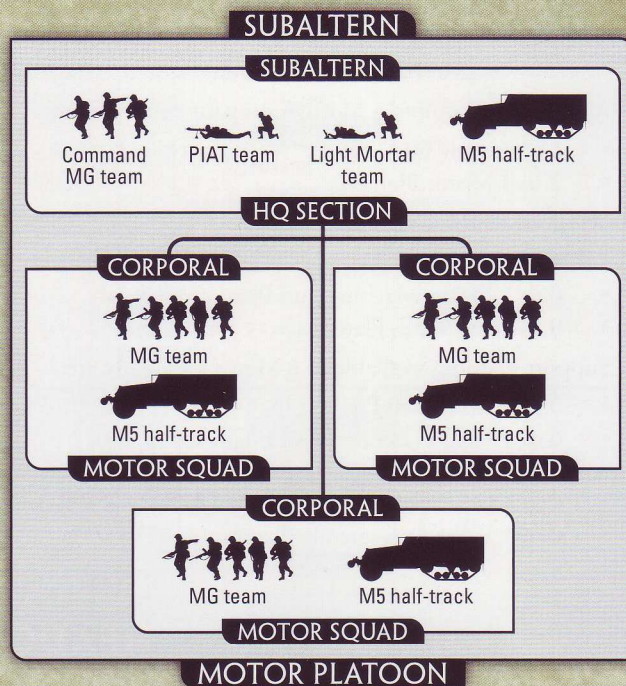
HQ Section with:

 3 Motor Squads	125 points
2 Motor Squads	100 points

Motor platoons have armoured half-tracks to get them into battle. With their organic machine-gun, mortar, and anti-tank capabilities they have a good mix of weaponry and so form a versatile part of any force.

For attacks, they need to carefully pick their targets and attack quickly when the enemy is unable to bring to bear the mass of its weapons. Once in combat however, they will not be able to sustain themselves long and losses will seriously erode their ability to win.


In defence, the vulnerable half-tracks are sent to the rear and the infantry and guns dug in forming a formidable defence line.



WEAPONS PLATOONS

0 TO 3 SCOUT PATROLS

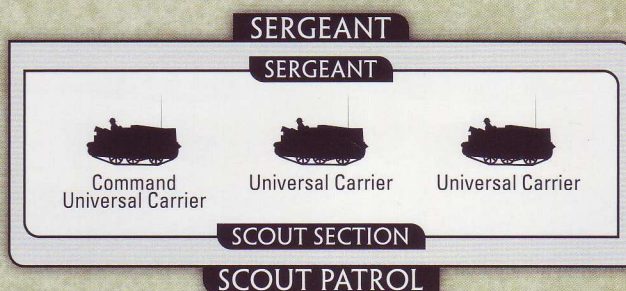
PLATOON

 3 Universal Carriers	75 points
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OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted Machine-gun for +5 points per carrier or a .50 cal MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG with a Boys anti-tank rifle or PIAT anti-tank projector at no cost.

Carrier patrols are designed to range far and wide across the front. Move this unit around flanks where it can attack and destroy the supporting troops of the enemy main effort or use them to harass and slow the enemy advance.



Scout Patrols are Reconnaissance Platoons.


Although purchased as separate platoons, all of your Scout Patrols deploy as a single platoon at the same time. For example, this means that you treat all Scout Patrols as a single platoon when calculating the number of platoons held in Ambush or Reserve.



0 TO 1 MOTOR MACHINE-GUN PLATOON

PLATOON

HQ Section with:

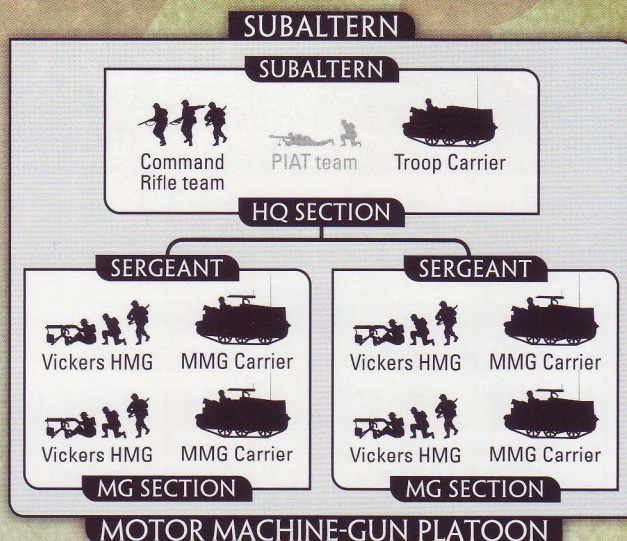
	2 Machine-gun Sections	130 points
	1 Machine-gun Section	75 points

OPTION

- Add PIAT team for +15 points

Vickers HMG teams from Motor Companies are not trained in indirect fire techniques so may not fire Artillery Bombardments


Your Vickers medium machine-guns give your motor company the ability to destroy enemy infantry at long range allowing you to dominate the approaches to your positions.



0 TO 2 ANTI-TANK PLATOONS

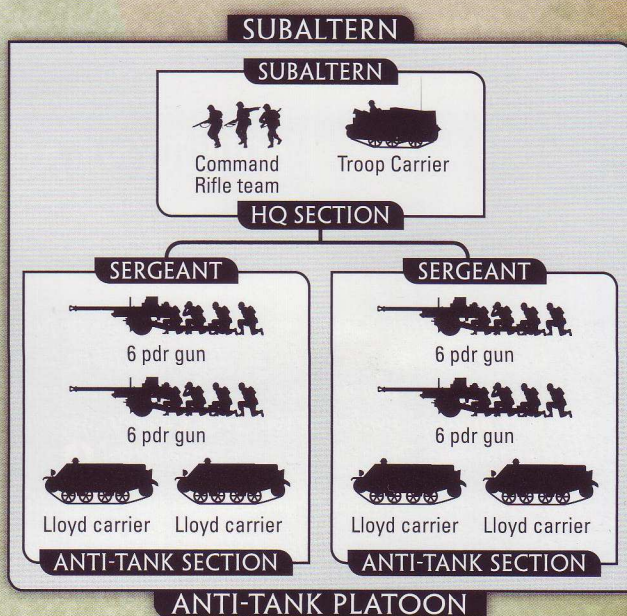
PLATOON

HQ Section with:

	2 Anti-tank Sections	120 points
	1 Anti-tank Section	70 points

The motor battalion has twice as many anti-tank platoons as a rifle battalion, making them quite capable of holding their own against enemy tanks. Unlike the heavier and longer-ranged 17 pdr guns at divisional level, 6 pdr guns are best used for point defence of your own positions.

In the defence, dig the 6 pdr's in behind terrain so the enemy can't shoot them directly and they are protected from observation. Wait for the enemy to enter your kill zone where you can get point-blank range flank shots into the advancing panzers. With their high rate of fire and decent penetration there are few Panzer formations that can sustain the type of damage you can dish out.





RIFLE COMPANY



(INFANTRY COMPANY)

A force based around a Rifle Company must contain:

- 1 Company HQ and
- 2 to 3 Rifle Platoons.

Weapons Platoons available to a Rifle Company can be:

- 0 to 1 Mortar Platoon,
- 0 to 4 Carrier Patrols,
- 0 to 1 Anti-tank Platoon, and
- 0 to 1 Pioneer Platoon.

Support Platoons available for a Rifle Company can be:

- 0 to 1 Armoured Platoon (p. 54),
- 0 to 2 Machine-gun Platoons (p. 61),
- 0 to 1 Heavy Mortar Platoon (p. 62),
- 0 to 2 Transport Sections (p. 62),
- 0 to 1 Field Platoon, Royal Engineers (p. 63),
- 0 to 2 Field Batteries, Royal Artillery (p. 64),
- 0 to 1 Anti-tank Platoon, Royal Artillery (p. 65) or

Anti-tank Platoon (SP), Royal Artillery (p. 65), and

- 0 to 1 Light Anti-aircraft Platoon (p. 65).

You may field up to **two** Support Platoons attached to your company for each Rifle Platoon that you are fielding.

Although it is an Infantry Company, a Rifle Company may not take Sniper teams as they are part of an armoured division and expected to attack in mobile operations.

MOTIVATION AND SKILL






The soldiers of the Desert Rats have seen it all. They know how to stay alive, and it doesn't involve unnecessary heroics. They are **Reluctant Veteran**.



The 'Tyne and Tees' boys of the 50th Division have fought long enough to know how its done, but not long enough to lose their edge. This makes them **Confident Veteran**.

50TH 'TYNE AND TEES' DIVISION

22 Armoured Brigade worked with fellow old desert hands from the 50th Division in the days following D-Day as they waited for the infantry of their own 131 'Queens' Brigade. During these first few battles the division may therefore use infantry from the 50th division in support, or the 50th Infantry Division may use tanks from 7th Armoured in support.

If you choose a Rifle Company, you must choose to field it from either the 7th Armoured Division (marked ) or the 50th Division (marked ). The Intelligence Briefing for a Rifle Company uses symbols to indicate the points difference between platoons from these two divisions. Whichever division you choose for your Rifle Company, you may only select platoons marked with your division's symbol for your HQ, Combat, Weapons, and Rifle Company Support platoons. Divisional Support platoons all come from the 7th Armoured Division (marked ) and retain the Reluctant rating and Desert Rats special rules.

When fielding an Armoured Squadron you may field a Rifle Platoon from either division as a Support choice.

A Motor Company may only have supporting platoons from the 7th Armoured Division.

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS



Company HQ 25 points

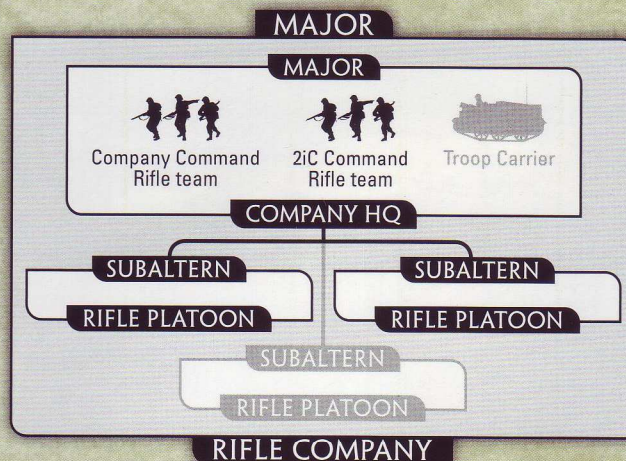


Company HQ 30 points

OPTION

- Add Jeep or Troop Carrier for +5 points.

131 Queen's Brigade is the 7th Armoured Division's infantry brigade. It's task is to clear the way for the armoured brigade in difficult terrain and occupy ground captured by the armoured regiment in more open terrain. While the riflemen will fight hard to clear the way for the armour, unlike the infantry divisions the Queen's Brigade is not expected to



capture well-defended towns and dense woods. These the armoured division will bypass.



COMBAT PLATOONS

2 TO 3 RIFLE PLATOONS

PLATOON

HQ Section with:

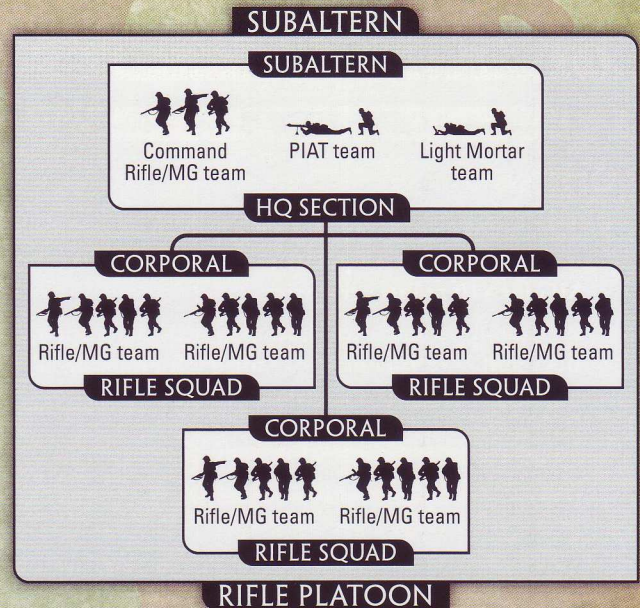
 3 Rifle Squads	135 points
 2 Rifle Squads	100 points

HQ Section with:

 3 Rifle Squads	175 points
 2 Rifle Squads	135 points

The 'Poor Bloody Infantry' form the core of any good solid force. Able to defend themselves against most threats, it is only when in the open they need that additional support. Thankfully that support is readily available.

With offensives they can be slow to advance, however being able to hit the dirt and present small targets makes them very difficult to kill. Supported by mortars and anti-tank guns they will be able to move forward and attack the enemy with dogged determination.




WEAPONS PLATOONS


0 TO 1 MORTAR PLATOON

PLATOON

HQ Section with:

3 Mortar Sections	175 points
 2 Mortar Sections	120 points
1 Mortar Section	65 points

HQ Section with:

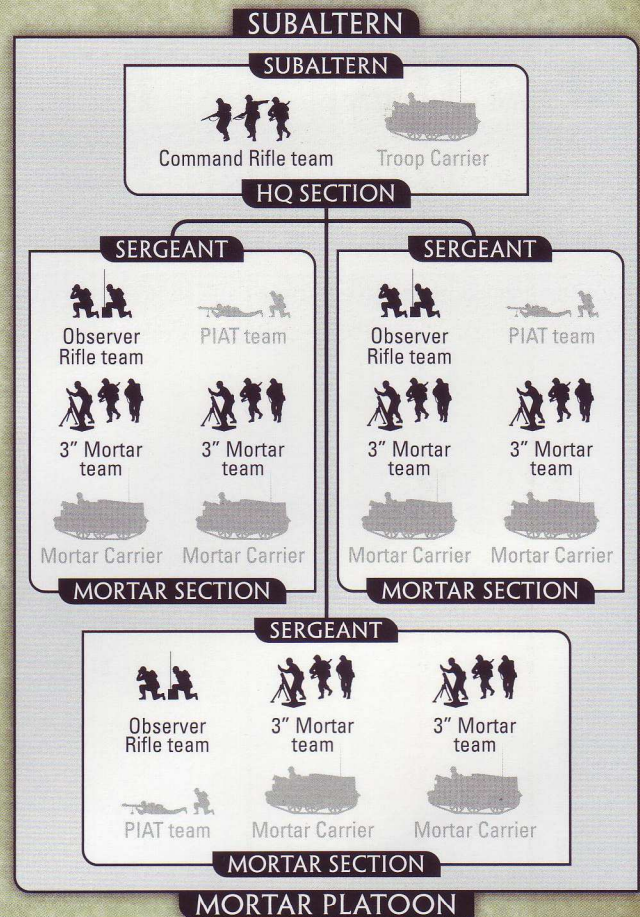
3 Mortar Sections	225 points
 2 Mortar Sections	155 points
1 Mortar Section	85 points

OPTIONS

- Add PIAT teams for +15 points per team
- Add Troop and Mortar Carriers to the platoon at no cost.


Mortars provide quick and effective fire support for your infantry, by pinning down attacking enemy formations or ones you need to attack. By keeping the enemy's heads down, they give your infantry a better chance of getting directly into combat so they can inflict greater casualties on the enemy.


With their tracked mortar carriers the platoon can quickly move from one place on the battlefield to another, ensuring that the enemy does not remain out of range for long. This works best in attacks when your forces need quick firepower well forward of their starting positions.



0 TO 4 CARRIER PATROLS

PLATOON

 3 Universal Carriers 75 points

 3 Universal Carriers 90 points

OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or a .50 cal MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG with a Boys anti-tank rifle or PIAT anti-tank projector at no cost.

Carrier Patrols are Reconnaissance Platoons

SERGEANT

SERGEANT


Command
Universal Carrier


Universal Carrier


Universal Carrier

CARRIER SECTION

CARRIER PATROL


Although purchased as separate platoons, all of your Carrier Patrols deploy as a single platoon at the same time. For example, this means that you treat all Carrier Patrols as a single platoon when calculating the number of platoons held in Ambush or Reserve.


The infantry's carrier patrols allow them to dominate No Man's Land with aggressive patrolling and mobile action.

0 TO 1 ANTI-TANK PLATOON


PLATOON

HQ Section with:

 2 Anti-tank Sections 120 points

 1 Anti-tank Section 70 points

HQ Section with:

 2 Anti-tank Sections 150 points

 1 Anti-tank Section 85 points

Your 6 pdr anti-tank guns are great local defence weapons, but they need to be able to take the heavier German tanks in the flank if they are to be successful in this role.

Place them where they can get those flank shots, but not be shot at themselves while you await your chance to fire.

SUBALTERN


SUBALTERN



Command
Rifle team


Troop Carrier

HQ SECTION

SERGEANT


6 pdr gun


6 pdr gun


Lloyd carrier


Lloyd carrier

ANTI-TANK SECTION

SERGEANT


6 pdr gun


6 pdr gun


Lloyd carrier


Lloyd carrier


ANTI-TANK SECTION

ANTI-TANK PLATOON


0 TO 1 PIONEER PLATOON

PLATOON

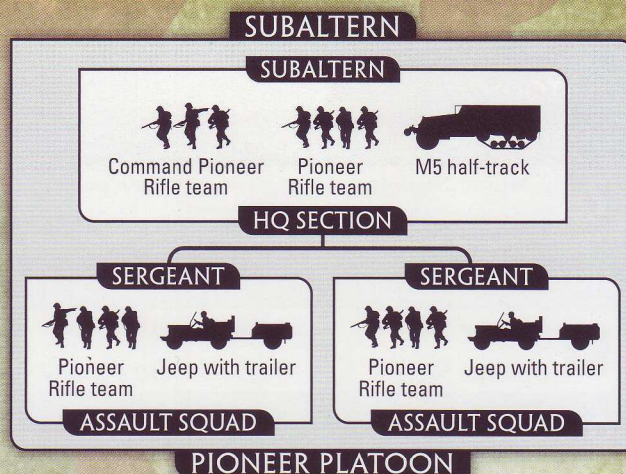
HQ Section with:

	2 Assault Squads	75 points
	1 Assault Squad	60 points

HQ Section with:

	2 Assault Squads	95 points
	1 Assault Squad	70 points

The battalion pioneer platoon is the infantry's own engineering force. They lay and clear minefields, fortify positions with barbed wire and do general construction duties within the battalion area. If you must assault a fortified position, they can kit themselves up for the role with a flame-thrower.




You may replace up to one Pioneer Rifle team with a Flame-thrower team at the start of the game before deployment.

RIFLE COMPANY SUPPORT PLATOONS


0 TO 2 MACHINE-GUN PLATOONS

PLATOON

HQ Section with:

	2 Machine-gun Sections	145 points
	1 Machine-gun Section	80 points

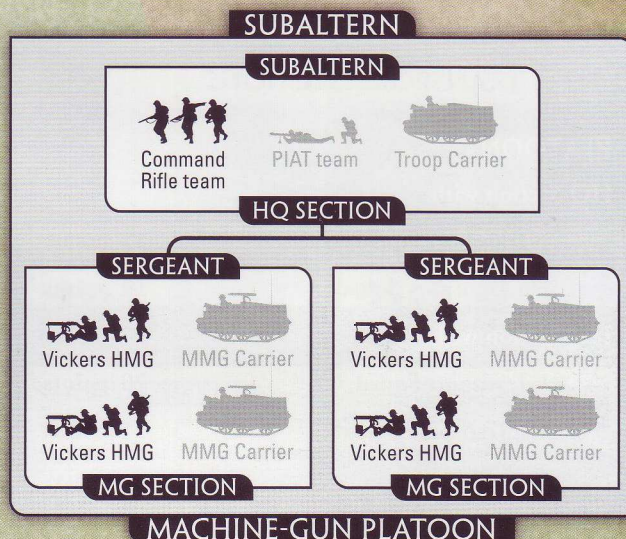
HQ Section with:

	2 Machine-gun Sections	185 points
	1 Machine-gun Section	100 points

OPTIONS

- Add PIAT team for +15 points.
- Add Troop and MMG Carriers to the platoon at no cost.

The machine-gunners of the Northumberland Fusiliers are specialists. They can just about make their Vickers machine-




guns sing! The Fusiliers' extensive training allows them to get the most from their weapons, even to the extent of bombarding targets far beyond normal machine-gun range.


0 TO 1 HEAVY MORTAR PLATOON

PLATOON

HQ Section with:

	2 Mortar Sections	150 points
	1 Mortar Section	85 points

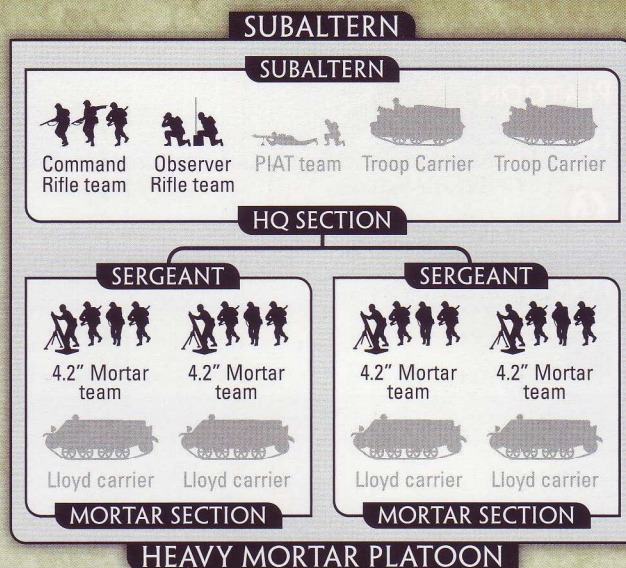
HQ Section with:

	2 Mortar Sections	185 points
	1 Mortar Section	105 points

OPTIONS

- Add PIAT team for +15 points.
- Add Troop and Loyd Carriers to the platoon at no cost.

As well as their medium machine-guns, the Northumberland Fusiliers have a platoon of heavy 4.2" mortars. These combine the advantages of both mortars and medium artillery.




They have the mobility and quick response of a mortar along with a large-calibre shell delivering plenty of explosive for maximum destructive effect.


0 TO 2 TRANSPORT SECTIONS

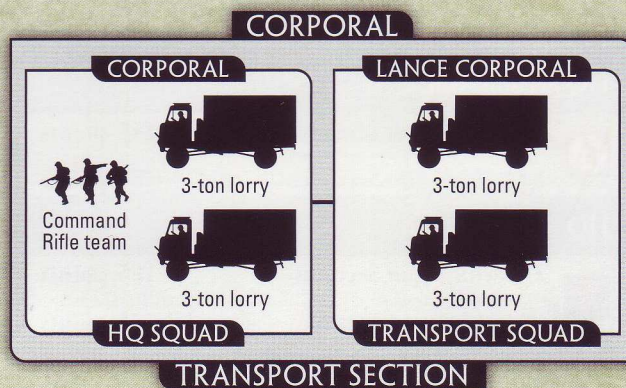
PLATOON

HQ Section with:

	1 Transport Squad	15 points
	No Transport Squad	10 points

HQ Section with:

	1 Transport Squad	20 points
	No Transport Squad	15 points





DIVISIONAL SUPPORT



MOTIVATION AND SKILL

The divisional troops supporting the tanks and riflemen are all old hands who long ago 'got their knees brown' from the harsh desert sun of the African desert and the volcanic grit of the Italian mountains. All Divisional Support platoons are rated as **Reluctant Veteran**.

AIR SUPPORT

Aircraft

Typhoon

Priority Air Support

220 points


Limited Air Support

170 points

0 TO 1 FIELD PLATOON, ROYAL ENGINEERS

PLATOON

HQ Section with:

	4 Field Squads	120 points
	3 Field Squads	95 points
	2 Field Squads	70 points

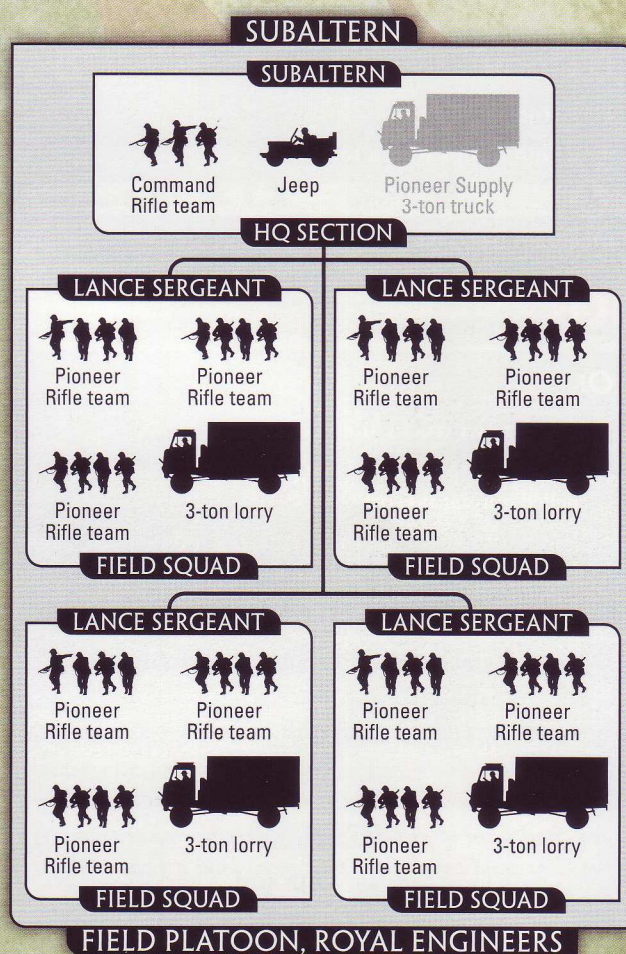
OPTION

- Add Pioneer Supply truck for +25 points

When you deploy your force at the start of the game you may elect to replace a Field Platoon, Royal Engineers with a Rifle or Motor Platoon of the same or lower points value.

Field Platoons, Royal Engineers may not launch assaults, nor may they counterattack if assaulted. Field Platoons, Royal Engineers will always attempt to Break Off at the earliest opportunity.

Being able to replace these troops after seeing the situation you will be operating in gives you a chance to weight the main effort with the right kinds of soldiers. If the enemy has obstacles then keep your engineers. If he doesn't, then exchange them for some more infantry.



Sexton self-propelled guns with a Sherman OP tank.



0 TO 2 FIELD BATTERIES, ROYAL ARTILLERY


PLATOON


HQ Troop with:

Two Gun troops with a total of

 4 Gun Sections 280 points

One Gun troop with a total of

 2 Gun Sections 170 points

 1 Gun Section 105 points

OPTION

- Add 15 cwt trucks and Quad tractors at no cost.

0 TO 1 FIELD BATTERY (SP), ROYAL ARTILLERY


PLATOON


HQ Troop with:

Two Gun troops with a total of

 4 Gun Sections 355 points

One Gun troop with a total of

 2 Gun Sections 205 points

 1 Gun Section 140 points

OPTIONS

- Add 15 cwt trucks at no cost.
- You must replace all 25 pdr guns with Sexton self-propelled guns at no cost.
- You must replace all Observer teams and their OP carriers with Observer Sherman OP tanks at no cost.

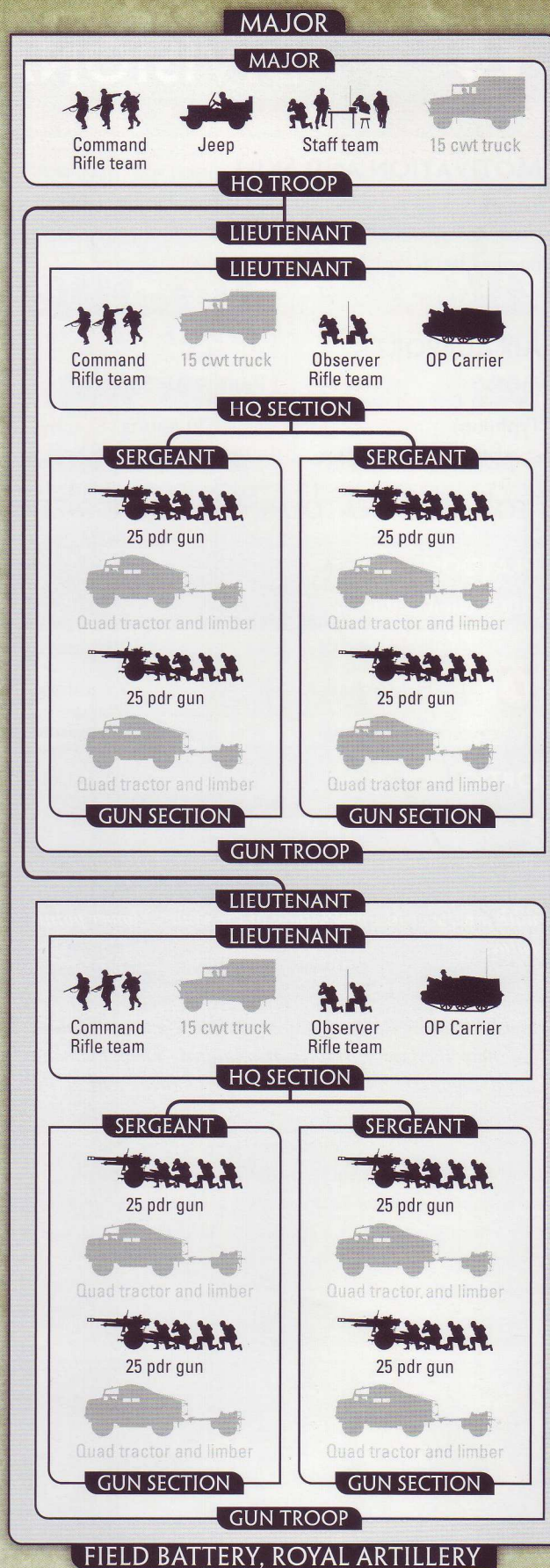
Observer Sherman OP Tanks cannot launch assaults.

Although a Field Battery or Field Battery (SP), Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop are Independent teams. If the Command team of the HQ Troop joins a Gun Troop, it becomes the Platoon Command team.

Although they count as separate platoons for all other purposes, a Field Battery or Field Battery (SP), Royal Artillery deploys as a single platoon, all at the same time. For example, both Gun Troops are treated as a single platoon when calculating the number of platoons held in Ambush or Reserve.

The 7th Armoured Division had two artillery regiments: the 3 RHA equipped with towed 25 pdr guns, and 5 RHA equipped with Sexton self-propelled guns. Normally 5 RHA operated with 22 Armoured Brigade, while 3 RHA worked with the infantry of 131 Queen's Brigade.

The artillery can serve in dual roles, both as artillery and anti-tank, although its anti-tank capability has been reduced over time with the thicker armour on the German Panzers and so care should be taken when engaging enemy tanks.




In the indirect fire role, they reign supreme with the ability to sustain bombardments on dug-in guns and infantry. Even better, when destructive fire is needed, the observer orders a Mike Target and the entire regiment fires on the same coordinates, swamping the enemy in a deluge of shells.



0 TO 1 ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

PLATOON

 2 Anti-tank Sections	275 points
1 Anti-tank Section	140 points


The 65th Anti-tank Regiment, RA (Norfolk Yeomanry) had four batteries, two with self-propelled 17 pdr guns and two with towed 17 pdr guns.

The self-propelled guns operate with the motor battalion and as a forward screen, while the towed guns operate with the infantry brigade to give depth to the defence.

0 TO 1 ANTI-TANK PLATOON, ROYAL ARTILLERY

PLATOON

HQ Section with:

 2 Anti-tank Sections	205 points
1 Anti-tank Section	110 points


The towed 17 pdr guns give you the ability to defend a large amount of ground and deny it to the enemy for movement. Deploying the guns carefully where they can take advantage of their long range and high hitting power is crucial.

Try to keep them out of sight until the enemy has no choice but to venture into their kill zones. Don't place them too far forward as they are unable to move once emplaced. Use their range to prevent them from being outflanked or assaulted by enemy infantry.

0 TO 1 LIGHT ANTI-AIRCRAFT PLATOON

PLATOON

HQ Section with:

 2 Gun Sections	130 points
1 Gun Section	75 points

OPTION

- Replace all Bofors 40mm guns with Bofors 40mm SP for +30 points per Anti-aircraft Section.

You can dig in the towed Bofors guns to provide anti-aircraft cover for a static position like an artillery battery, taking advantage of the gun pits to keep casualties down.

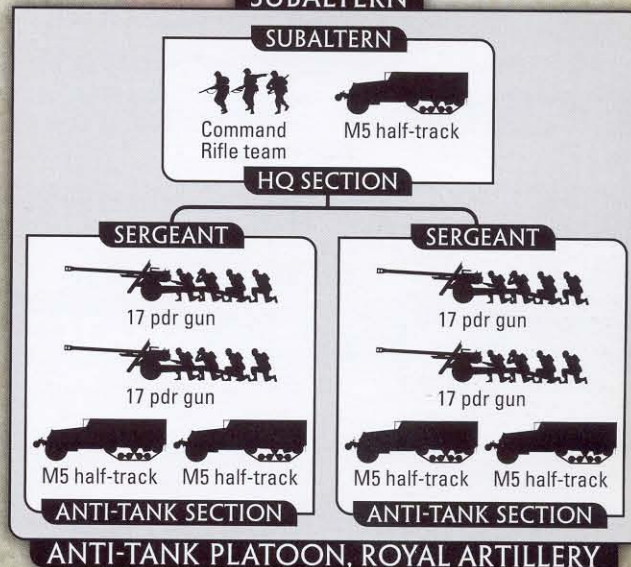
The self-propelled Bofors guns give you the ability to keep pace with the faster moving tanks and motor infantry of the division. Use this added mobility to move from position to position to cover the forward line of your own troops.

SUBALTERN

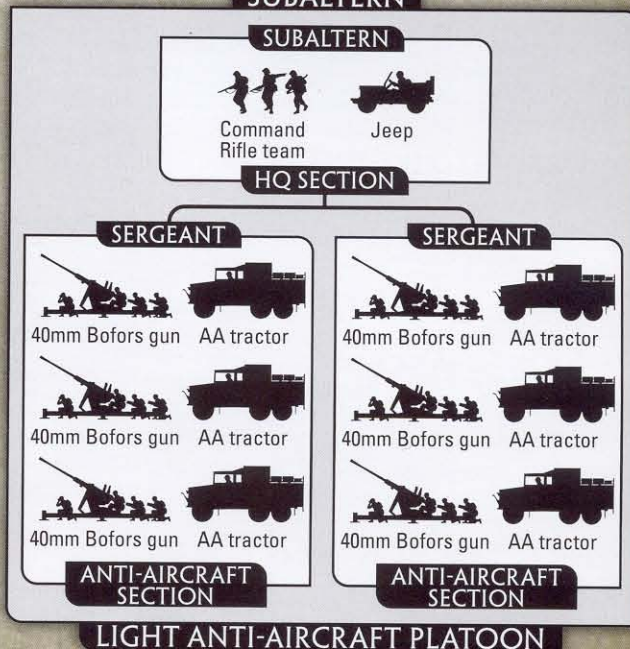


The self-propelled guns are best used as part of a mobile defence. They have the ability to stage an ambush, then leave before the enemy can retaliate strongly. They also have the advantage of not needing to be dug in to survive.

SUBALTERN



SUBALTERN





DESERT RATS SPECIAL RULE



CAUTIOUS NOT STUPID

While 7th Armoured Division troops are reluctant that does not mean that they are not brave. They have simply been around the block a few times and know the war is going to continue for a while yet. If the rounds are flying heavy and fast, it may be better to pull back and fight again tomorrow. However, once the rounds stop then its time to advance again.

If a platoon from the 7th Armoured Division (but not the 50th Division) was not hit in the previous enemy Shooting Step, it may re-roll any failed attempts to Rally Pinned Down platoons or Remount Bailed Out vehicles.



ARSENAL



TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
LIGHT TANKS					
Stuart V	Fully-tracked	4	2	1	Co-ax MG, Hull MG, Light tank.
<i>M5 37mm gun</i>	<i>24"/60cm</i>	2	7	4+	
MEDIUM TANKS					
Cromwell IV	Fully-tracked	6	4	1	Co-ax MG, Hull MG, Light tank, Protected ammo, Tow hook. <i>Semi-indirect fire, Smoke.</i>
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	2	10	3+	
Cromwell VI CS	Fully-tracked	6	4	1	Co-ax MG, Hull MG, Light tank, Protected ammo, Tow hook. <i>Smoke.</i>
<i>OQF 95mm CS howitzer</i>	<i>24"/60cm</i>	2	7	3+	
<i>Firing bombardments</i>	<i>48"/120cm</i>	-	4	5+	<i>Smoke bombardment.</i>
Firefly VC	Fully-tracked	6	4	1	Co-ax MG, Tow hook. <i>No HE, Semi-indirect fire.</i>
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	2	13	3+	

SELF-PROPELLED ANTI-AIRCRAFT GUNS

Bofors 40mm SP	Wheeled	-	-	-	Awkward layout.
Bofors 40mm gun	24"/60cm	4	6	4+	<i>Anti-aircraft.</i>
Crusader A/A	Fully-tracked	2	2	1	Fast tank, Unreliable.
Twin 20mm gun	16"/40cm	5	5	5+	<i>Anti-aircraft.</i>

SELF-PROPELLED ANTI-TANK GUNS

M10C 17 pdr SP	Fully-tracked	4	2	0	.50 cal AA MG.
OQF 17 pdr gun	32"/80cm	2	13	3+	<i>No HE, Slow traverse.</i>

SELF-PROPELLED GUNS

Sexton	Fully-tracked	1	0	0	AA MG.
OQF 25 pdr gun	24"/60cm	2	9	3+	<i>Hull mounted, Smoke.</i>
Firing bombardments	80"/200cm	-	4	5+	<i>Smoke bombardment.</i>
Sherman OP	Fully-tracked	6	4	1	Hull MG.

RECONNAISSANCE

Universal Carrier	Half-tracked	0	0	0	Hull MG.
With Boys anti-tank rifle	16"/40cm	2	4	5+	<i>Hull-mounted.</i>
With PIAT anti-tank projector	8"/20cm	1	10	5+	<i>Hull-mounted.</i>
With .5" MG	16"/40cm	3	4	5+	<i>Hull-mounted.</i>

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	<i>ROF 1 if other weapons fire.</i>
.50 cal Vehicle MG	16"/40cm	3	4	5+	<i>ROF 1 if other weapons fire.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Vickers HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
Firing bombardments		40"/100cm	-	-	-	
ML 3" Mk II mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
Bofors 40mm gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield.
OQF 17 pdr gun	Immobile	32"/80cm	2	13	3+	Gun shield, No HE.
OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank Assault 4.
Flame-thrower Team	4"/10cm	2	-	6	Flame-thrower
Staff team			cannot shoot		Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Jeep	Jeep	-	-	-	
CMP 15 cwt or 3-ton truck	Wheeled	-	-	-	
Quad or Morris AA tractor	Wheeled	-	-	-	
White scout car	Jeep	1	0	0	
M5 half-track	Half-tracked	1	0	0	
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	
MMG Carrier	Half-tracked	0	0	0	HMG Carrier, Passenger-fired hull MG.
Sherman ARV	Fully-tracked	6	4	1	Recovery vehicle.

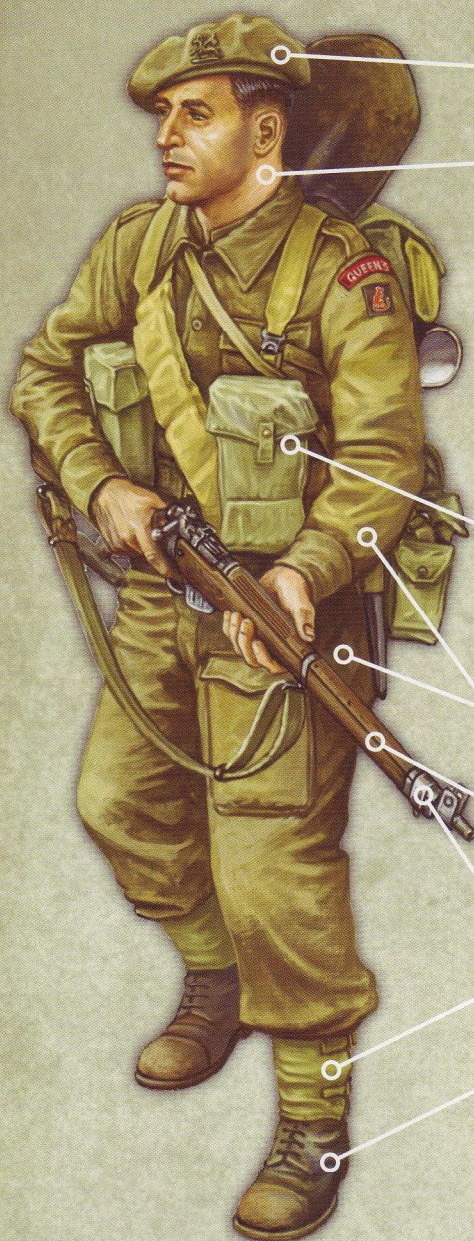
AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Typhoon	Cannon	3+	8	5+	
	Rockets	3+	6	3+	





PAINTING DESERT RATS



English Uniform (921)
Soft hats

Flat Flesh (955)
Exposed flesh

Gunmetal (863)
Tool heads

Green Grey (886)
Webbing, pouches

**Alternate colour
Khaki (988)**

English Uniform (921)
Tunic, Pants

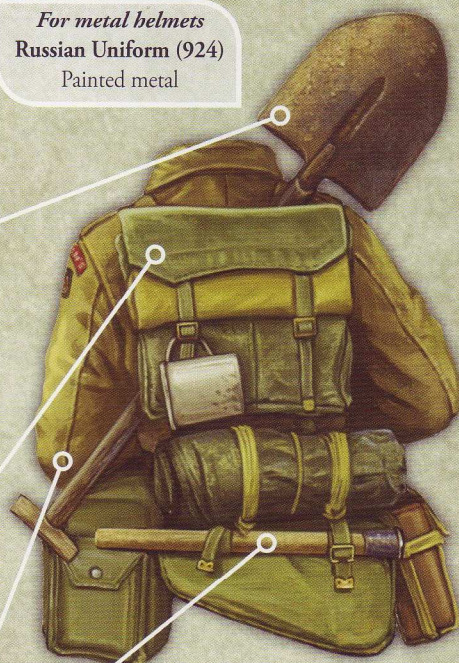
Beige Brown (875)
Rifle wood, tool handles

Gunmetal (863)
Gun metal

Green Grey (886)
Gaiters, rifle sling

Black (950)
Boots

For metal helmets
Russian Uniform (924)
Painted metal



Infantry shoulder
patch of the 131
Queen's Brigade's
rifle companies.



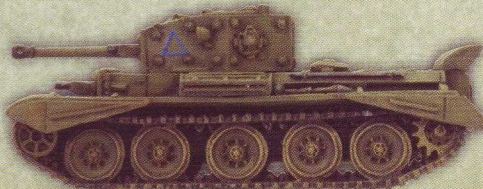
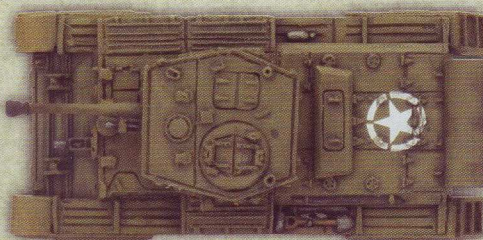
Infantry shoulder
patch of the
22 Armoured
Brigade's motor
comapanies.

All colour names and codes given are for the Vallejo range of Flames Of War paints, available from the online store and Flames Of War stockists. More comprehensive painting and modelling guides can also be found on the www.FlamesOfWar.com website.

DESERT RATS TANKS AND EQUIPMENT

The tanks, vehicles and guns of the Desert Rats were painted in the official SCC15, Olive Drab (Russian Uniform 924).

An Allied star is always visible on the engine deck, turret top or vehicle bonnet for air recognition. Most vehicles have their battalion code number on the driver's side, front and rear. Many vehicles also carry the divisional marking on the other side, front and rear.



Vehicle and equipment colour:
Russian Uniform (924)

Beige Brown (890)

Tool handles

Gunmetal (984)

Tracks, machine-guns, tool
heads, exposed metal

GUNS OF NORMANDY

Despite the reassurances of their Generals, every Allied tanker knows they are totally outclassed by the Germans. It isn't their armour or mobility—the Allied tanks are as well-protected and far more mobile and reliable. It's their guns that worry the Allied tankers. A recruit need only look at the size of their guns to know. Allied tanks mount guns just 10'3m long. German tanks have guns up to 20'6.25m long—and German guns match their great length with superior performance.



OQF 75mm — CROMWELL IV

The OQF 75mm gun is a 6 pdr (57mm) gun re-chambered to fire American 75mm ammunition. While this reduces the penetration of the gun slightly, it more than doubles its effectiveness when firing high explosive ammunition.

Length	Weight	Muzzle velocity	@1000m	@2000m
10ft	14½lbs	2025ft/s	2.0"	1.2"
3.00m	6.6kg	618m/s	52mm	31mm

OQF 17 PDR — FIREFLY VC

British engineers squeezed the 17 pdr gun into the turret of the US Sherman V tank producing the Firefly VC. Despite being an ad hoc conversion, it is the only British tank that can penetrate a Tiger tank from the front.

Length	Weight	Muzzle velocity	@ 1000m	@2000m
14ft	17lbs	2900ft/s	4.7"	3.9"
4.40m	7.7kg	884m/s	119mm	99mm



8.8cm KwK36 — TIGER I E

Based on the proven and highly-capable 8.8cm FlaK36 anti-aircraft gun, the 8.8cm KwK36 gun mounted in the Tiger tank is an immensely powerful gun. With pin-point accuracy it can knock out British tanks at any range.

Length	Weight	Muzzle velocity	@ 1000m	@2000m
16ft	22½lbs	2580ft/s	3.9"	3.3"
4.90m	10kg	800m/s	100mm	84mm

8.8cm KwK43 — KÖNIGSTIGER

Not satisfied with the 16'5m barrel on the 8.8cm KwK36 mounted in the Tiger I E, German designers came up with the longer 8.8cm KwK43 gun with a 20'6.25m barrel, twice as long as the gun on a Cromwell tank.

Length	Weight	Muzzle velocity	@ 1000m	@2000m
20ft	22½lbs	3280ft/s	6.5"	5.2"
6.25m	10kg	1000m/s	165mm	132mm

This is a supplement for Flames Of War, the World War II Miniatures Game.
A copy of the rule book for *Flames Of War* is necessary to use the contents of this book.



The Allies swarmed ashore on 6 June 1944 and gained a foothold in France. Over the next several days both sides raced forces to the battlefield in an effort to establish their operational supremacy. Slowly the Americans pushed back the German 352. *Infanteriedivision* while the British troops fought against the veteran *Panzer Lehr Division*.

The race is on as the famous Desert Rats run around the flank of the German positions and plunge deep into the rear area of the 1. *SS-Panzerkorps*. Only the famous Tiger ace *Obersturmführer* Wittmann and a few Tigers stand in their way after making an all night drive to Point 213.

It is here the race will be decided in classic fashion as the steel beasts of modern war clash in an epic struggle to determine a winner. The chance to take the port of Caen and rout two German Panzer Divisions was to be decided by a few brave men.

INSIDE YOU WILL FIND:

- History of the battle for Villers-Bocage.
- History and complete organisation of the German 101. *Schwere Panzerabteilung* and the *Panzer Lehr Division*.
- Options to field a *Schwere SS-Panzerkompanie* from 101. *Schwere SS-Panzerabteilung*, and *Panzer*, *Panzergranadier*, *Panzerpionier* or *Aufklärungs* companies of *Panzer Lehr Division*.
- History and complete organisation of the 7th 'Desert Rats' Armoured Division.
- Exploits of *Obersturmführer* Michael Wittmann, commander of 2. *Kompanie*, 101. *Schwere SS-Panzerabteilung* and Sergeant Tom Stanley of the Queen's Royal Regiment.
- Three new linked scenarios: to be played separately or as part of a campaign; Wittmann's Wild ride, Point 213, and the battle for Villers-Bocage.
- Extensive uniform painting guides.
- Inspirational colour photos.

Made in New Zealand



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Flames Of War discussion forum: <http://fow.FlamesOfWar.com>

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