

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 recon 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 recon 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

TIGER SS TANK COMPANY (PAGE 17 D-DAY: WAFFEN-SS)

Tiger SS Tank Company HQ
(2x Tiger)

Tiger SS Tank Platoon
(2x Tiger)

Use the Tiger Ace Command Cards



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

DESERT RATS CROMWELL ARMOURIED SQUADRON (PAGE 54 D-DAY: BRITISH)

Formation Commander Daimler Dingo scout car

Desert Rats Cromwell Armoured Squadron HQ
(2x Cromwell IV (75mm), 2x Cromwell CS (95mm))

Desert Rats Cromwell Armoured Troop
(3x Cromwell (75mm), 1x Firefly (17 pdr))

Desert Rats Cromwell Armoured Troop (as 1 Troop)

Desert Rats Cromwell Armoured Troop (as 1 Troop)

Desert Rats Cromwell Armoured Troop
(1x Cromwell 75mm)

4x Unit Leader Bren Gun teams (LB161) with an M5 half-track each (M5 half-track Transport Command Card)



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**, **Meeting Engagement**, 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 5. 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, Formation Commanders, and Unit Leaders teams must be deployed within 4"/10cm of Lord Cranley.
4. The German player rolls for each of their Units deploying them in the table corner indicated by the dice using the Random Deployment rules. On a 5 or 6 the Unit 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 abilities using the Tiger Ace Command Cards.

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 Meeting Engagement 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 un-eventful and the men are hungry. Gathering around the small fires the men begin to have a cup of tea and some food.

All British Tank Teams start the game Bailed Out and all British Units start the game Pinned Down.

In addition, all Independent, Formation Commander, and Unit Leader 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 Villers-Bocage scenarios in this book, the outcome of Wittmann's Wild Ride 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 SS Scout Reconnaissance Platoon with Sd Kfz 250 half-tracks that will arrive using the Delayed Reserves special rule on page 104200 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 Units have no Unit Leader

teams, so must move directly towards their Unit Leader and suffer the effects of being Out of Command. A Unit can only arrive if its Unit Leader is still at **A** to lead it. If there is no Unit Leader team for a Unit, the Unit will wait off the table, only arriving when a Formation Commander 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 tanks.

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.

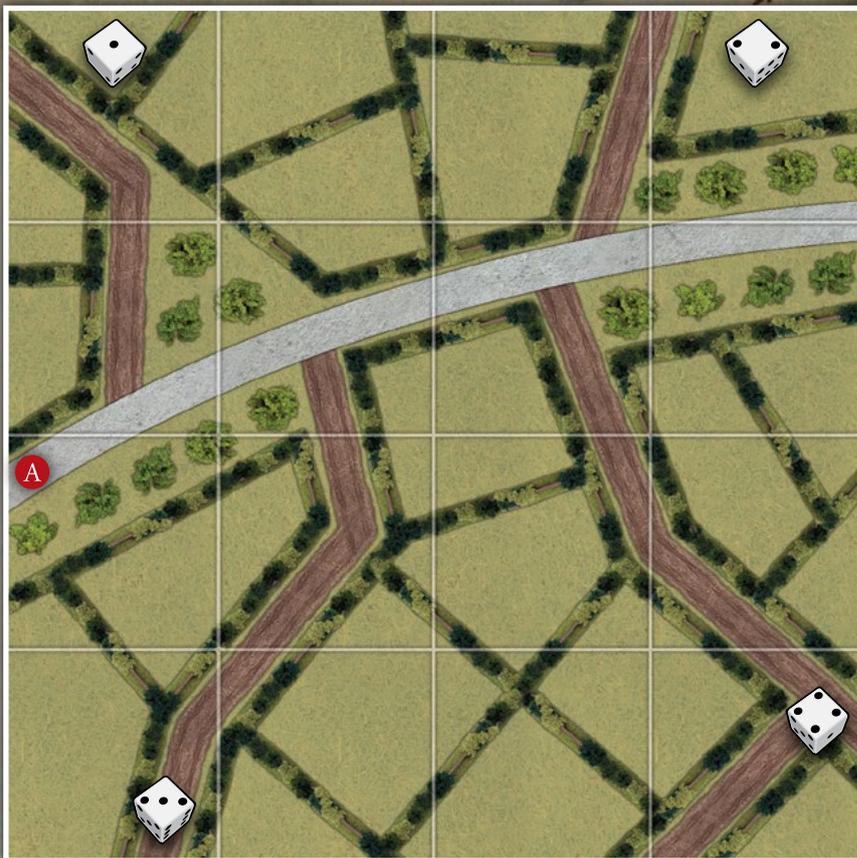
BOCAGE HEDGEROWS

All hedgerows on the table are Bocage hedgerows. Bocage hedges are Tall, Bulletproof, Difficult Terrain, so require a Cross Test to get through. They are Tall, blocking fields of view, and their stony base gives teams hiding behind them Bulletproof Cover.

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 Bocage rules are on pages 78 to 79 of the *D-Day: British* book and on our website: 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 M4 Sherman Tank Company from the 2nd Armored Division. Replace the Desert Rats Cromwell Armoured Squadron with a M4 Sherman Tank Company equipped entirely with M4 Sherman tanks armed with 75mm guns. The Unit Leader infantry teams are all M1 Garand 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 T-34 Tank Companies (a few armed with 85mm guns) and a IS-2 Guards Heavy Tank Company lining the village's only road while their officers gather to get their orders.

