

# KAMPFGRUPPE OPPELN ATTACKS

As the afternoon of D-Day wears on, the British forces are nearing Caen. One last village stands in their way. As they launch their assault, the German counterattack begins.

The Kampfgruppe Oppeln Attacks scenario uses the **Airborne at Dusk** (below), **Ambush**, **Delayed Reserves**, **Meeting Engagement**, **Reserves**, and **Scattered Reserves** (see page 104 of the rulebook) mission special rules.

## YOUR ORDERS

### GERMAN

The Allies have landed. High command has finally released you to counterattack and push them back into the sea. You must punch through the leading British troops and breakthrough to the beaches.

### BRITISH

Progress toward Caen was going well. Until your lead companies bumped into dozens of counterattacking German tanks. You must hold your gains and push on to Lebisey Wood, ready to push into Caen tomorrow.

## PREPARING FOR BATTLE

1. Set up the terrain as shown on page 71. Place the objectives at the indicated points. The table is 4'/120cm by 6'/180cm.
2. The German player places their starting Units at the indicated points. The remainder of their force is held in Reserve.
3. The British player places their starting Units at the indicated points. 5 (Anti-tank) Platoon and 41 Battery are held off the table in Ambush. The remainder of the force is in Delayed and Scattered Reserve.

## BEGINNING THE BATTLE

1. The British player has the first turn.
2. This is a Meeting Engagement, so for the British player's first turn they must follow the Meeting Engagement rule on page 104 of the *Flames Of War* rulebook.

## ENDING THE BATTLE

The battle ends when:

- Either player ends their turn in possession of one of their objectives, or
- Dusk falls under the Airborne at Dusk special rule, and both sides break off the battle.

## DECIDING WHO WON

If either player holds one of their Objectives, they win the battle. Otherwise the outcome is inconclusive as both sides retire for the few hours of darkness before making another effort in the morning.

## AIRBORNE AT DUSK

As dusk fell hundreds of gliders flew over the battlefield, reinforcing the 6<sup>th</sup> Airborne Division. Fearing being cut off, *General Feuchtinger* ordered the Panzers to break off.

*At the start of the British player's turn 7, after Checking Formation Last Stand, the British player rolls a die. On a roll of 5+, Dusk falls and the game ends. Otherwise, the German player rolls two dice in their turn, also needing a 5+ on either die to end the game. Each player continues to roll in turn, adding one die each time, until they roll a 5+ and the game ends.*

## D-DAY MINI CAMPAIGN

Kampfgruppe Oppeln Attacks can be played as part of a mini campaign along with the Kampfgruppe Rauch Attacks scenario.

The winner of the Kampfgruppe Rauch Attacks scenario wins the campaign. However, your chances of winning that battle will be greatly enhanced or reduced by your performance in this battle.

## OTHER PLACES, OTHER TIMES

As it turned out, the only significant armoured force to launch a counterattack on D-Day was *Kampfgruppe Oppeln* of *21. Panzerdivision*. Scattered German tank units did counterattack against the Americans on Utah Beach, but never in more than platoon strength.

You could fight this battle with a US Rifle Company, or even better an Assault Company from *D-Day: American*, taking the part of the British. Replace both Armoured Platoons with a single Tank Platoon of three M4 Sherman tanks and the M10 self-propelled guns with towed 3" guns.

The Germans debated moving their *12. SS-Panzerdivision* into a position opposite Omaha Beach. You could also play the scenario with the same American force facing off against a counterattack by fearless SS-Panzer Platoons equipped with Panzer IV tanks from *D-Day: Waffen-SS*.

Moving further afield, the Red Army conducted many river crossing operations. These often faced German counterattacks trying to push them back to the river line. You could play the scenario with a Soviet Rifle Battalion (from *Bagration: Soviet*) in place of the British force.

## GERMAN KAMPFGRUPPE OPPELN

### PANZERREGIMENT 22

Oberst von Oppeln-Bronikowski

5. Panzerkompanie

1./Panzergrenadierregiment 125

### VERSTÄRKUNGEN

2. Panzerkompanie

3. Panzerkompanie

III/155. Panzerartillerieregiment

### PANZERKOMPANIE (PAGE 44 D-DAY: GERMAN)

Panzer IV Tank Company HQ (2x Panzer IV at **A**)

Panzer IV Tank Platoon (5x Panzer IV at **A**)

Panzergrenadier Platoon

(7x MG42 with Panzerfaust, at **B**)

### RESERVES

Panzer IV Tank Platoon (5x Panzer IV)

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21<sup>st</sup> Panzer 10.5cm (Sf) Lorraine Schlepper Artillery Battery (6x Lorraine Schlepper (10.5cm)) (See 21st Panzer Division digital booklet)

Oberst Hermann von Oppeln-Bronikowski was a cavalryman since before the First World War, although he won his Iron Cross fighting as an infantryman in that war. His service in Poland, France and Russia won him a second Iron Cross and a Knight's Cross. After being wounded at Kursk, he took command of *Panzerregiment 22*. On D-Day he was given the

task of striking for the beaches with the only Panzer force available to intervene. With his *4. Kompanie* fighting paratroopers across the Orne and *1. Kompanie* delayed, it was the composite *5. Kompanie* from *II Panzerabteilung* that led the way. The remainder of the regiment followed as quickly as it could, pushing towards Lion-sur-Mer on the beach.

## BRITISH 185 BRIGADE GROUP

### 2<sup>ND</sup> BATTALION, KINGS OWN SHROPSHIRE LIGHT INFANTRY

Lieutenant Colonel Maurice

W Company

X Company

Y Company

C Squadron, Staffordshire Yeomanry

### FLANK GUARD

5 (Anti-tank) Platoon

41 Anti-tank Battery (SP), 20<sup>th</sup> Anti-tank Regiment

### RESERVES

Z Company

A Squadron, Staffordshire Yeomanry

7<sup>th</sup> Field Regiment, Royal Artillery

### RIFLE COMPANY (PAGE 30, D-DAY: BRITISH)

Rifle Company HQ (2x Sten SMG team)

Rifle Platoon (7x Bren Gun & SMLE rifle team, 1x PIAT anti-tank team, 1x 2-inch mortar team at **W**)

Rifle Platoon (as above at **X**)

Rifle Platoon (as above at **Y**)

Sherman Armoured Troop

(3x Sherman (75mm) & 1x Firefly (17 pdr) at **C**)

### AMBUSH

6 pdr Anti-tank Platoon (4x 6 pdr guns)

M10 Anti-tank Troop (3x M10 (3-inch))

### DELAYED AND SCATTERED RESERVES

Rifle Platoon (as above)

Sherman Armoured Troop (as above)

Priest Field Troop (4x Priest (105mm))

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Lieutenant Colonel Maurice's Kings Own Shropshire Light Infantry led the push by 3<sup>rd</sup> Division's 185 Brigade to Caen on the afternoon of D-Day. After taking Beuville and Bieville, W and Y Companies (the KSLI used W, X, Y, and Z rather than the more usual A, B, C, and D for their companies) set out for Leбіsey. This village was reported to be lightly held,

however the Panzergrenadiers of *Panzergrenadierregiment 125* had just arrived there prior to their own attack. After halting at a tank obstacle, the Shropshires were preparing for another attack just as the first German tanks appeared over the ridge. Their tanks and anti-tank guns destroyed the leading German tanks as more approached.

## TERRAIN

The terrain behind Sword Beach is open fields. There are no fences or hedges to break up the wide open spaces. Even the crops are still young, barely knee high, giving no cover.

The low ridges are tall enough to hide a tank, with gentle slopes that provide no obstacle to movement.

However, the wooded stream between Bieville and Lebisey has been transformed into a tank obstacle for German training exercises. It requires a Cross Check.

The villages of Beuville, Bieville and Lebisey are set amongst orchards and woods and bounded by Bocage hedgerows. The hedgerows are tall, far too tall to be seen over from the ridges, and gave the villages the appearance of woods from a distance.

The roads were wider than in the western part of Normandy and allow vehicles to manoeuvre normally and pass other vehicles if need be.

## BOCAGE HEDGEROWS

All hedgerows on the table are Bocage hedgerows. These are taller than a tank. See the Bocage rules in *D-Day: British*.



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