

# KAMPFGRUPPE RAUCH ATTACKS

Soon after the tanks of *Kampfgruppe Oppeln* attacked, the *Panzergrenadiere* of *Kampfgruppe Rauch* launched their own attack on their western flank. Finding the gap between the British and Canadian beaches, they reached the radar station at Douvres-la-Délivrande before encountering opposition.

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

## YOUR ORDERS

### GERMAN

You must reach the sea at Lion-sur-Mer, splitting the Allied invasion force in two. The division will then turn and thrust along the beaches pushing the invaders back into the sea.

### CANADIAN

You have made it ashore with surprisingly light casualties. Progress inland has been delayed by massive traffic jams on the beaches and sporadic German opposition. You must strike inland towards Caen, clearing the strongpoint at Douvres-la-Délivrande on the way.

## PREPARING FOR BATTLE

1. Set up the terrain as shown on page 3. Place the objectives at the indicated points. The table is 4'/120cm by 6'/180cm.
2. The Canadian player places their starting Units in their deployment area. The remainder of their force remains in Reserve. These will arrive between Tailleville and Beny-sur-Mer.

3. The German player places their Units in the indicated areas.

## BEGINNING THE BATTLE

1. The Canadian player has the first turn.
2. This is a Meeting Engagement, so for the Canadian 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 dusk falls under the Airborne at Dusk special rule, and both sides break off the battle.

## DECIDING WHO WON

The German player gets one victory point for holding the Douvres-la-Délivrande radar station Objective and two victory points for holding the Lion-sur-Mer Objective.

The Canadian player gets one victory point for holding the Douvres-la-Délivrande radar station Objective and one victory point each for holding the Colomby-sur-Thaon and Cazelle Objectives.

The player holding the most victory points at the end of the game wins.

## 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 Rauch Attacks can be played as part of a mini campaign along with the Kampfgruppe Oppeln Attacks scenario. Play the Kampfgruppe Oppeln Attacks scenario first, then this scenario. The winner of the Kampfgruppe Rauch Attacks scenario wins the campaign.

If the German player won the Kampfgruppe Oppeln Attacks scenario, the victorious tanks of *Kampfgruppe Oppeln* arrive

to assist *Kampfgruppe Rauch*. The German player receives a Panzer IV Tank Platoon with three Panzer IV tanks as a Delayed Reserve arriving at the edge of the German deployment area **C** behind Douvres-la-Délivrande in this scenario.

If the British won the Kampfgruppe Oppeln Attacks scenario, the attack by *Kampfgruppe Rauch* is delayed and the German forces that would normally start in Douvres-la-Délivrande in area **C** start at Cazelle in area **E** instead.

## OTHER PLACES, OTHER TIMES

Like the Kampfgruppe Oppeln Attacks scenario, you could easily fight this battle with other forces to represent different battles or possibilities. A perfect example would be the planned counterattack against Omaha Beach by *Kampfgruppe Meyer* (352. *Infanteriedivision*). As it turned out they spent all day marching in the division's rear, but things could have been very different if they had been ordered to counterattack the beach.

Use a US Rifle Company, or even better an Assault Company from *D-Day: American*, in place of the Canadian force. Replace both Sherman Armoured Troops with a single M4 Sherman Tank Platoon of three M4 Sherman (75mm) tanks and the M10 self-propelled guns with towed 3" guns.

Use *D-Day: German* to create *Kampfgruppe Meyer* with a StuG Assault Gun Company (see page 30) with supporting Beach Defence Grenadier Platoons and a 10.5cm Artillery Battery.

The sort of confused breakthrough situation portrayed in Kampfgruppe Rauch Attacks happened many times on the Eastern Front. You could replace the Canadian force with a Soviet Motor Rifle Battalion that has forced a river and is breaking through into the depths of the German defences with only a small 'Hedgehog' position between them and victory. The small German Panzergrenadier force is attempting to reach the river crossings to stem the tide.

## TERRAIN

This battle takes place along a broad north-south ridge. A stream drains east cutting down the side of the ridge. In early summer the stream is shallow, barely an obstacle.

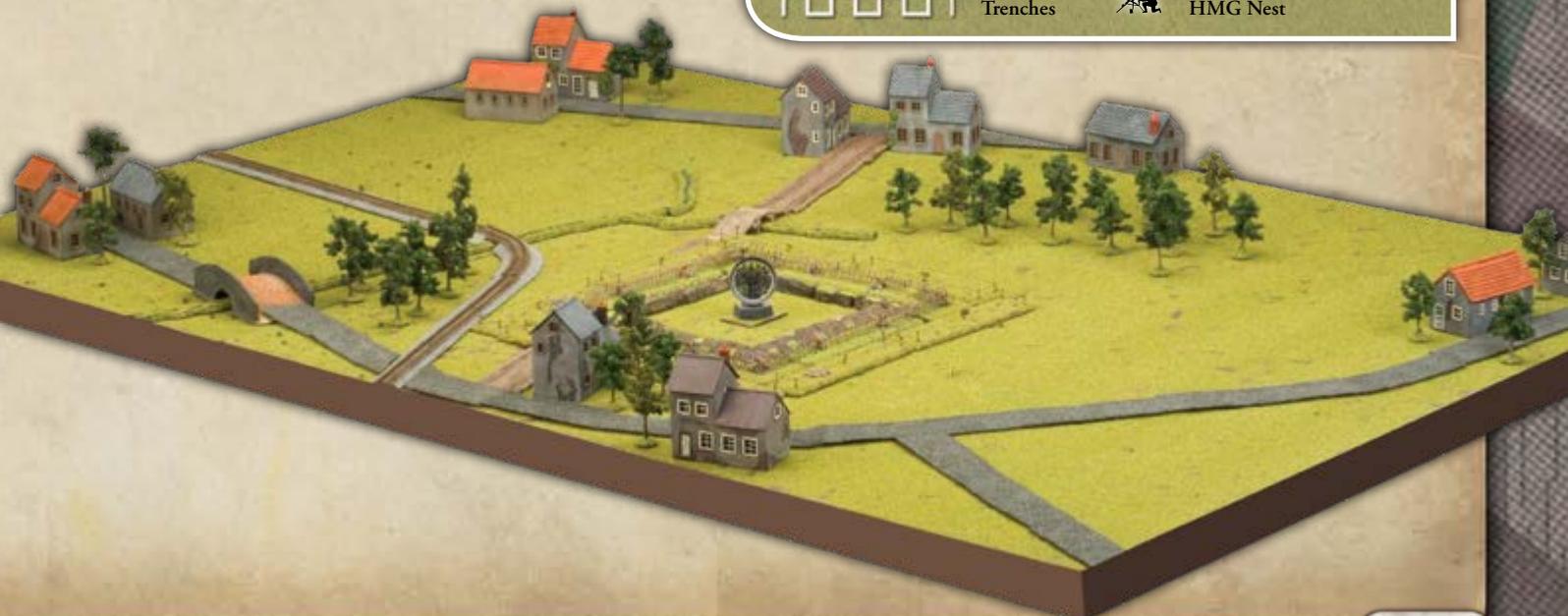
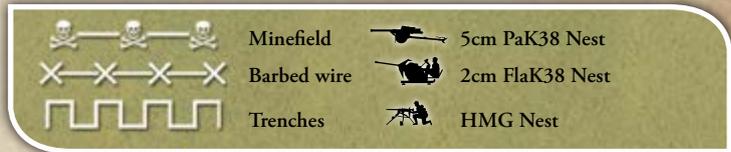
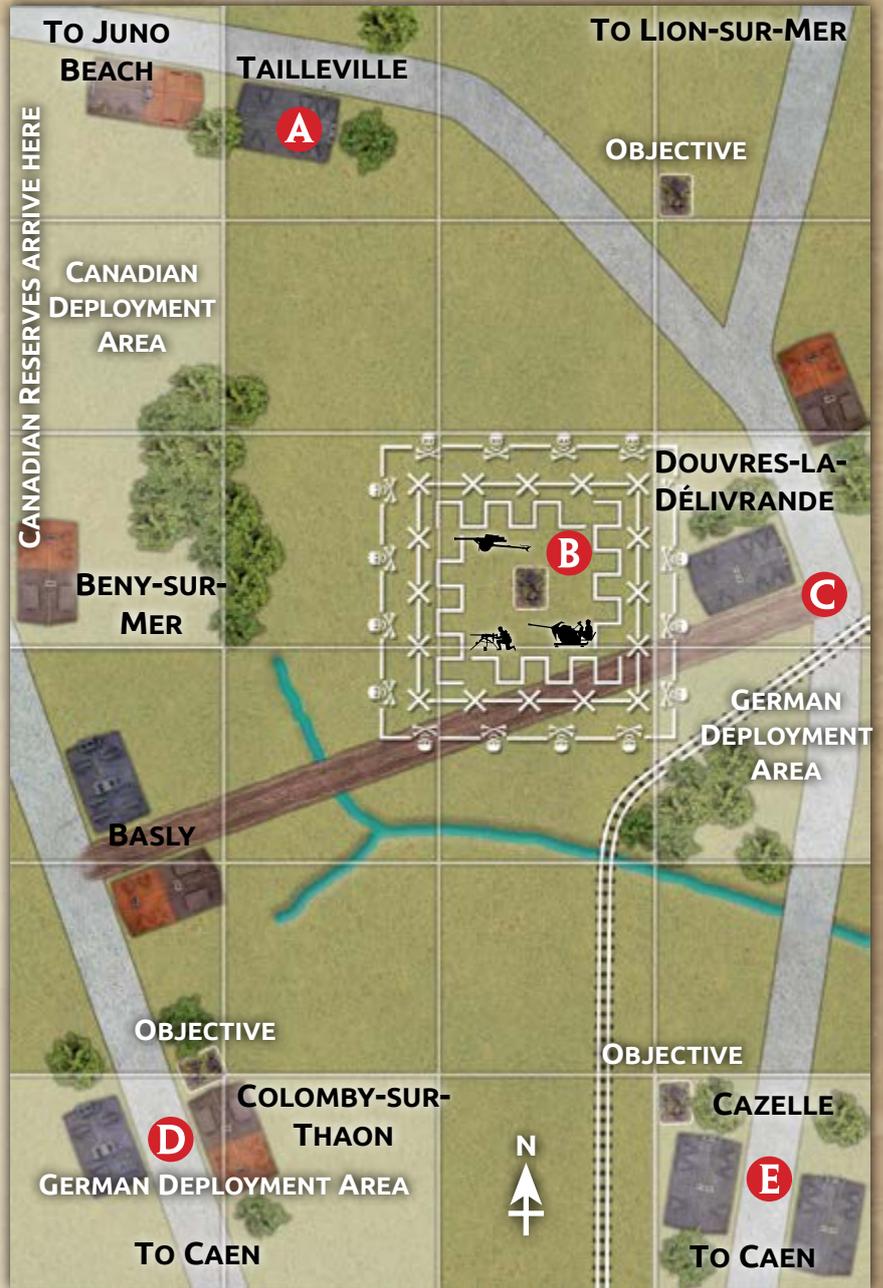
In the early summer the crops are low and provide little in the way of concealment, giving the defenders a wide-open field of fire, although they do provide good going for the attacking forces.

Only the low bed of the railway line provides much of an obstacle, and counts as a Low Embankment, which requires a Corss Check, is Short terrain and is Bulletproof Cover.

## DOUVRES-LA-DÉLIVRANDE

The night-fighter control radar station at Douvres-la-Délivrande is well fortified. The first line of defence is a minefield. Inside that is a barbed wire entanglement. For this Scenario, each section of defences is 8"/20cm long by 2"/5cm wide. The exception to this is the barbed wire entanglements where each side of the fortification is made up of a 8"/20cm and a 4"/10cm section. If cleared, remove one of these sections as you would normally remove a Minefield or Barbed Ware marker.

The garrison is well provided with Trench Lines for protection. They are protected by an HMG Nest, a 5cm PaK38 Nest, and a 2cm FlaK38 Nest (see pages 107 to 109 of D-Day: American for obstacle and Nest rules).



KAMFGROPPE RAUCH ATTACKS

## GERMAN KAMPFGRUPPE RAUCH

Originally serving in the army between the wars, *Oberst* Rauch rejoined the army in 1935. After commanding *Pionier* and *Panzergranadier* units in combat, he took over command of the newly formed 192. *Panzergranadierregiment*. On D-Day his command was deployed as a reserve for 716. *Infanteriedivision* manning the coastal defences.

Counterattacking with his armoured I Battalion, *Kampfgruppe* Rauch reached the night-fighter control station at Douvres-la-Délivrande, defended by a small force from 736. *Grenadierregiment* and the *Luftwaffe* (Air Force) signals troops manning it, before pushing on to the sea at Luc-sur-Mer.

### GERMAN KAMPFGRUPPE RAUCH

#### 192. PANZERGRENADIERREGIMENT

Oberst Rauch

I/192. Panzergranadierregiment

II/192. Panzergranadierregiment

4/192. Panzergranadierregiment

II/155. Panzerartillerieregiment

3/53. Luftwaffe Nachrichtenregiment

Stab/II/736 Grenadierregiment, 716. Infanteriedivision

#### 21ST PANZER PANZERGRENADIER COMPANY (PAGE 12, 21ST PANZER DIGITAL BOOKLET)

Panzergranadier Company HQ

(2x MP40 SMG team, at **C**)

21st Panzer Panzergranadier Platoon (7x MG42 team, 7x U304(f) half-tracks, at **C**)

21st Panzer Panzergranadier Platoon  
(7x MG42 team, at **D**)

21st Panzer S307(f) Tank-hunter Platoon  
(3x S307(f) (7.5cm) half-tracks, at **C**)

21st Panzer 15cm (Sf) Lorraine Schlepper Artillery  
Battery (3x Lorraine Schlepper (15cm), at **E**)

Beach Defence Grenadier Platoon  
(5x MG42 & K98 rifle team with Air Force Soldiers  
command card, at **B**) with Gun Nest as on map

Two independent MP40 SMG teams (rated as Beach Defence  
Grenadier Company HQ at **A**)

No teams have Panzerfaust anti-tank weapons.



## 8 CANADIAN BRIGADE GROUP

8 Canadian Brigade Group under Brigadier Blackadder landed on the eastern half of Juno Beach. By midday the North Shore Regiments reported Tailleville clear and were set to move onto their final objective—the radar station. They did not set out until 1730hrs, though, as fighting flared up repeatedly against elements of the headquarters of

736. *Grenadierregiment*. The Queen's Own Rifles supported by the Fort Garry Horse pushed inland to Beny-sur-Mer and Basley. About this time the follow-on 9 Brigade Group finally escaped the massive traffic snarl-up on the beach and moved inland towards Carpiquet airfield at Caen, with the North Novas and the tanks of the Sherbrookes in the lead.

### 8 CANADIAN BRIGADE GROUP

#### 8 (EASTERN) BRIGADE GROUP

Brigadier Ken Blackadder

The Queen's Own Rifles of Canada

The North Shore (New Brunswick) Regiment

The Cameron Highlanders of Ottawa (MG)

10<sup>th</sup> Armoured Regiment (The Fort Garry Horse)

3<sup>rd</sup> Anti-tank Regiment, Royal Canadian Artillery

14<sup>th</sup> Field Regiment, Royal Canadian Artillery

#### 9 (HIGHLAND) BRIGADE GROUP

The North Nova Scotia Highlanders

27<sup>th</sup> Armoured Regiment (The Sherbrooke Fusiliers)

#### CANADIAN RIFLE COMPANY (PAGE 44 D-DAY: BRITISH WITH RELENTLESS COMMAND CARD)

Rifle Company HQ (2x Sten SMG team)

Rifle Platoon (5x Bren Gun & SMLE rifle team,  
1x PIAT anti-tank team, 2-inch mortar team)

Rifle Platoon (As Above)

MMG Carrier Platoon (2x MMG Carrier (Vickers))

Sherman DD Armoured Platoon (3x Sherman (75mm))

M10 Anti-tank Troop (2x M10 (3-inch))

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

#### RESERVES

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

Sherman Armoured Troop (3x Sherman (75mm) and 1x  
Firefly (17 pdr))

