

# OUT OF LUCK

At 0745hrs on 18 July 1944, the British 3<sup>rd</sup> Division began its part of Operation Goodwood. Initial progress was fast, the German defenders stunned after hours of heavy bombing and shelling, with Sannerville being captured around midday. The next objective was the chateau at Banneville-la-Campagne.

The Out of Luck scenario uses the **Disorganised Counterattack** (see page 3), and **No Retreat** (below) mission special rules.

## YOUR ORDERS

### BRITISH

Capture and clear Banneville-la-Campagne and the surrounding area. Hold this position as the flanking brigades exploit to Troarn and Manneville.

### GERMAN

Halt the British attack at all costs. Do not give up your positions. You must protect the artillery positions at Banneville-la-Campagne and prevent a British breakthrough.

### PREPARING FOR BATTLE

1. Set up the terrain as shown on page 77. The table is 4'/120cm by 6'/180cm.
2. The German player places their starting troops in their deployment area. The 8.8cm Tank-hunter Platoon is held off the table in Ambush. The rest of their force remains off-table in Random Reserve.
3. The German Sd Kfz 250 OP can deploy anywhere in the German deployment area.
4. The British player deploys their entire force in their deployment area.

### BEGINNING THE BATTLE

1. All German Infantry and Gun team on the table start the game in Foxholes and Gone to Ground.
2. The British player has the first turn.

### ENDING THE BATTLE

The battle ends at nightfall at the start of British turn 10 after Checking Formation Last Stands.

### DECIDING WHO WON

There are three Objectives, all buildings. These are: Banneville-la-Campagne, the Chapel, and the House by the Caen-Troarn Road.

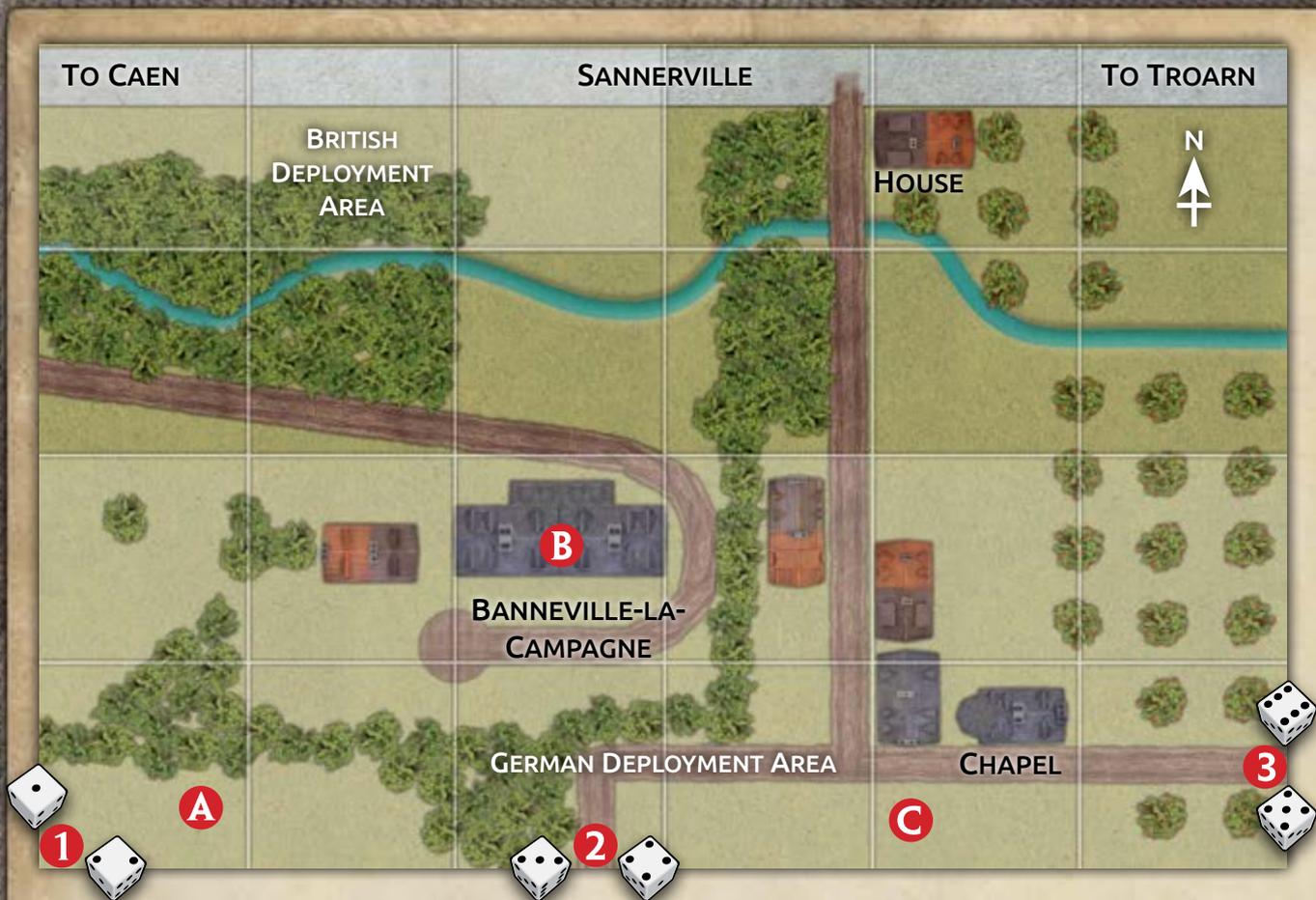
The player holding the most Objectives at the end of the game wins.

## NO RETREAT

The battle around Sannerville-la-Campagne Chateau was very disjointed from the German perspective. The heavy British bombing disrupted communications and left the German troops to fight their own individual battles. Aware of the importance of the battle and Hitler's 'No Retreat' orders, the soldiers fought, and died, where they stood.

*The German Formation in the Out of Luck scenario are always in Good Spirits for Formation Last Stand.*





## TERRAIN

As the Suffolks continued their advance southward after capturing Sannerville, they crossed the main east-west Troarn-Caen road approaching the chateau of Banneville-la-Campagne, their final objective for the day.

The Banneville-la-Campagne Chateau is a large building with a two-storey centre and two more rooms making up the east and west wings. Treat each wing as a separate building.

The stream running across the battlefield is has steep banks is required a Cross Check. The Stream provides Bulletproof Cover and Concealment to stationary infantry in the stream, sheltering against the steep banks.

Although the woods in the western half of the battlefield are badly damaged by bombing and shelling, they still count as normal Woods.

The Orchards to the east are more open. They provide concealment, but teams inside them can be seen at any distance (rather than the normal 6"/15cm if inside it). They are open enough that teams within or beyond the orchard can see and be seen at any distance.

The remaining terrain is open fields of dry grass, covered in thin grey dust from the bombed-out ruins of Sannerville.



## GERMAN KAMPFGRUPPE LUCK

### 125. PANZERGRENADIERREGIMENT

6. Jägerkompanie, 46. Jägerregiment (LW)

2. Batterie, 155. Panzerartillerieregiment

10. Batterie, 155. Panzerartillerieregiment

### HINTERHALT

3 Batterie, 1039. Artillerie Pak Abteilung

### VERSTÄRKUNGEN

Major von Luck

7. Kompanie, 125. Panzergrenadierregiment

2. Kompanie, 125. Panzergrenadierregiment

8. Batterie, 52. Flakregiment

4. Batterie, 200 StuG Abteilung

4. Panzerkompanie, 22. Panzerregiment

1. Panzerkompanie, 503. Schwere Panzerabteilung

### KAMPFGRUPPE LUCK (SEE D-DAY: GERMAN, 21<sup>ST</sup> PANZER DIVISION DIGITAL BOOKLET)

Beach Defence Grenadier Platoon (with Air Force Soilders command card and 7x Mg42 & K98 rifle teams, at **B**)

10.5cm Artillery Battery (4x 10.5cm howitzers at **C**) (These can be modelled as Soviet 122mm howitzers with the same states as the 10.5cm)

Sd Kfz 250 OP (Command Card)

15cm Nebelwerfer Battery (6x 15cm Nebelwerfer at **A**)

### AMBUSH

8.8cm Tank-hunter Platoon (2x 8.8cm gun)

### DISORGANISED COUNTERATTACK

Major von Luck (as MP40 SMG team or in Panzer IV tank, 21st PzD command card)

Panzergrenadier Platoon (7x MG42 with Panzerfaust)

Panzergrenadier Platoon (5x MG42 with Panzerfaust, 5x U304(f) half-track)

8.8cm Heavy AA Platoon (with 8.8cm Assault Flak command card and 2x 8.8cm AA gun)

21st PzD 10.5cm (Sf) Hotchkiss Assault Gun Platoon (3x Hotchkiss (10.5cm))

Panzer IV Tank Platoon (with 3 to 5 Panzer IV tanks, roll 1 to 3 = 3 tanks, 4 or 5 = 4 tanks, 6 = 5 tanks)

Tiger II Tank Platoon (with 1 to 3 Tiger II tanks, roll 1 to 3 = 1 tank, 4 or 5 = 2 tanks, 6 = 3 tanks) (see Bulge: German)

*Kampfgruppe* Luck was one of the first units in combat on D-Day. It has been in constant combat since then. Despite being reinforced with part of 16. *Felddivision (LW)*, the

constant hammering of British artillery and battles fought to contain the bridgehead across the Orne have taken their toll. Most companies are now just platoons.

## DISORGANISED COUNTERATTACK

Operation Goodwood penetrated deep into the German defensive lines. Banneville-la-Campagne was an artillery position with reserve tank units hidden in woods just a few thousand metres away, where they suffered heavily from the bombing. The main defences were manned by 16. *Felddivision (LW)* backed up by *Oberst* von Luck's 125. *Panzergrenadierregiment*. These were supported by 8.8cm anti-tank guns from 1039. *Artillerie-PaK-Abteilung* and 8.8cm anti-aircraft guns of III *Flaksturmkorps*.

The German forces counterattacking later in the day came from a wide variety of units. The new Tiger II tanks of 503. *Schwere Panzerabteilung* launched several counter-attacks to protect Troarn. The surviving Panzer IV tanks of 21. *Panzerdivision* mainly headed south to counterattack the armoured penetration, joining Becker's StuG batteries fighting a running battle on the flanks of the attack.

Starting with their third turn, the German player rolls one die each turn for their reserves. The score on the die determines

which platoon arrives from reserve. As an example, a roll of 4 would have a StuG Assault Gun Platoon arrive from reserve.

If the roll is the same as a number that has already been rolled, then take the next lower number if that Unit has not yet arrived, and bring it on now instead. If both the rolled Unit and next lower Unit have already arrived, then no reserves arrive this turn.

Roll another die to determine which point the reserve Unit will arrive. On a roll of 1 or 2 the Unit arrives at **1** in the corner of the table. On a roll of 3 or 4 the Unit arrives at **2** along the southern road. On a roll of 5 or 6 the Unit arrives at **3** along the eastern road.

Major Hans von Luck arrives with the first Reserve Unit to arrive. The German player can choose whether he arrives in the tank or in his Kübelwagen. If he arrives in a tank, then the Panzer IV Tank Platoon has a maximum of four tanks when it arrives. Unlike normal Reserves, Major Von Luck does not get to re-roll the reserves die roll in this scenario.

## 8 BRIGADE GROUP

### 1<sup>ST</sup> BATTALION, THE SUFFOLK REGIMENT

Lieutenant Colonel Gough  
7 Platoon, A Company  
8 Platoon, A Company  
16 Platoon, D Company  
17 Platoon, D Company  
7 Platoon, 2<sup>nd</sup> Bn, The Middlesex Regiment (MG)  
45 Battery, 20<sup>th</sup> Anti-tank Regiment, Royal Artillery  
303 (Fife) Battery, 76<sup>th</sup> (Highland) Field Regiment,  
Royal Artillery

### B SQUADRON, 13/18<sup>TH</sup> HUSSARS

B Squadron, 13/18<sup>th</sup> Hussars  
6 Troop, 13/18<sup>th</sup> Hussars  
7 Troop, 13/18<sup>th</sup> Hussars

### 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)  
Rifle Platoon (as above)  
Rifle Platoon (as above)  
Rifle Platoon (as above)  
MMG Carrier Platoon  
(4x MMG Carrier (Vickers))  
M10 SP Anti-tank Troop (4x M10 (3-inch))  
Priest Field Troop (4x Priest (105mm))  
Priest Field Troop (4x Priest (105mm))

### SHERMAN ARMoured SQUADRON (PAGE 46)

Sherman Armoured Squadron HQ  
(2x Sherman (75mm))  
Sherman Armoured Troop  
(3x Sherman (75mm) & 1x Firefly (17 pdr))  
Sherman Armoured Platoon (as above)

The 1 Suffolks had the dubious honour of leading the advance for 8 Brigade. After clearing Sannerville, B and C Companies were left holding the town while the rest of the battalion attacked the defenders of Banneville-la-Campagne with B Squadron of the 13/18th Hussars in support. By this stage most companies were severely weakened by casualties and barely strong enough to field two platoons.

Casualties amongst supporting troops were much lighter, so they could count on plentiful support from the machine-guns and the Royal Artillery anti-tank and field artillery.

Fortunately the Germans were short of troops too and were unable to mount a strong defence. The Banneville-la-Campagne chateau was cleared in an hour and a half.

## BRITISH KANGAROOS

Lieutenant General Simonds, commanding II (Canadian) Corps, wasn't the first to think of using armoured artillery carriages as armoured personnel carriers, just the first to actually do it.

Lieutenant General Crocker of I Corps had suggested converting Priest self-propelled guns into armoured personnel carriers for Operation Goodwood, but was turned down as the benefits were not perceived to be sufficient. After the

problems caused in that operation by the inability of the infantry to keep up with the armoured spearheads, things were rethought for Operation Totalize where the armoured personnel carriers were used.

There is an interesting question as to what might have happened had Crocker got his way. You could add a Kangaroo Transport command card for each Rifle Platoon in the British force for the battle and see what difference it makes.

## OTHER PLACES, OTHER TIMES

While a major breakout eluded the Allies for the first two months of the campaign, small-scale breakthroughs like the 3<sup>rd</sup> Division's were reasonably common in every operation from Epsom to Bluecoat.

You could play the Out Of Luck scenario with a US Rifle Company attacking to represent one of the small US breakthroughs on the road to St. Lô by the 29<sup>th</sup> Infantry Division. The battle represents the Americans pushing through the German lines on a narrow sector trying to take a chateau before the German counterattack arrives to stop them.

For this scenario, replace the German Tiger II tanks with Panther tanks.

You might also want to change the map to add fields surrounded by Bocage hedgerows around the Orchard and across much of the table apart from the chateau grounds. While this will slow the US advance, it will also limit the German fields of fire and slow down their reserves as well.