

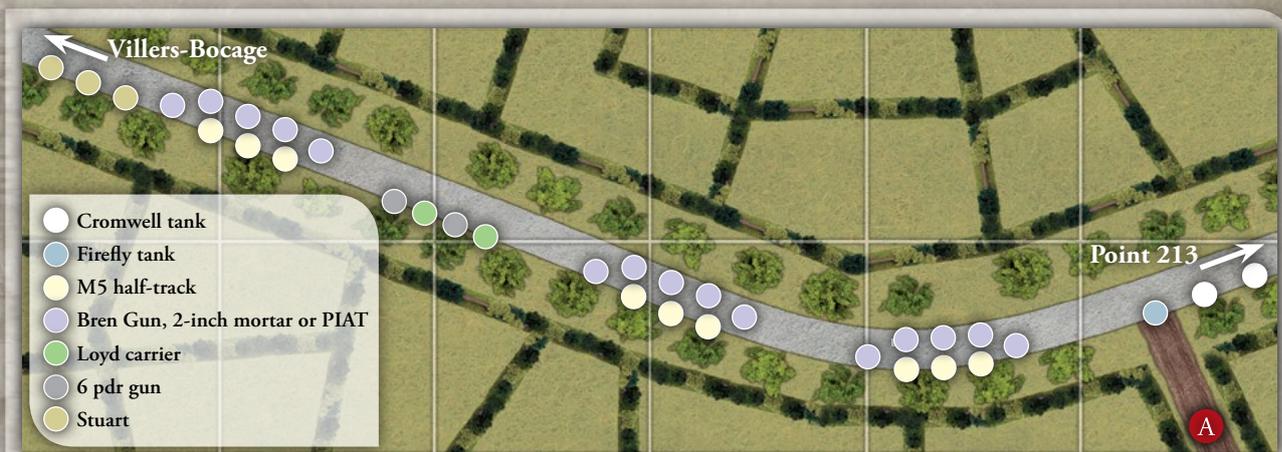
WITTMANN'S WILD RIDE

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 2.

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 Tank Teams start the game Bailed Out and all British Units start the game Pinned Down in accordance with the Tea Time special rule on page 2.
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

MICHAEL WITTMANN COMMAND CARD
TIGER SS TANK COMPANY HQ
(PAGE 18 D-DAY: WAFFEN-SS)
(1x Tiger)

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

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

DESERT RATS MOTOR COMPANY

(PAGE 58 D-DAY: BRITISH)

Desert Rats Motor Platoon
(No Unit Leader, 3x Bren Gun team, 1x PIAT anti-tank team, 1x 2-inch mortar team, 3x M5 half-track)

Desert Rats Motor Platoon (as 1 (Motor) Platoon)

Desert Rats Motor Platoon (as 1 (Motor) Platoon)

Desert Rats 6 pdr Motor Anti-tank Platoon
(No Unit Leader, 2x 6 pdr gun, 2x Loyd Carriers)

Desert Rats Cromwell Armoured Troop
(No Unit Leader, 2x Cromwell (75mm), 1x Firefly (17 pdr))

Desert Rats Stuart Recce Patrol
(No Unit Leader, 3x Stuart (37mm))

The British force in this mission has no Formation Commander and no Unit Leaders (see The Commander is Away special rule below).

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 Formation Commander, nor any Unit Leader teams.

Without Unit Leaders, the British Units are always Out of Command (see page 41 of the rulebook).

Despite having no Unit Leaders, the British Units count as In Command for the purposes of Last Stand tests.

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.

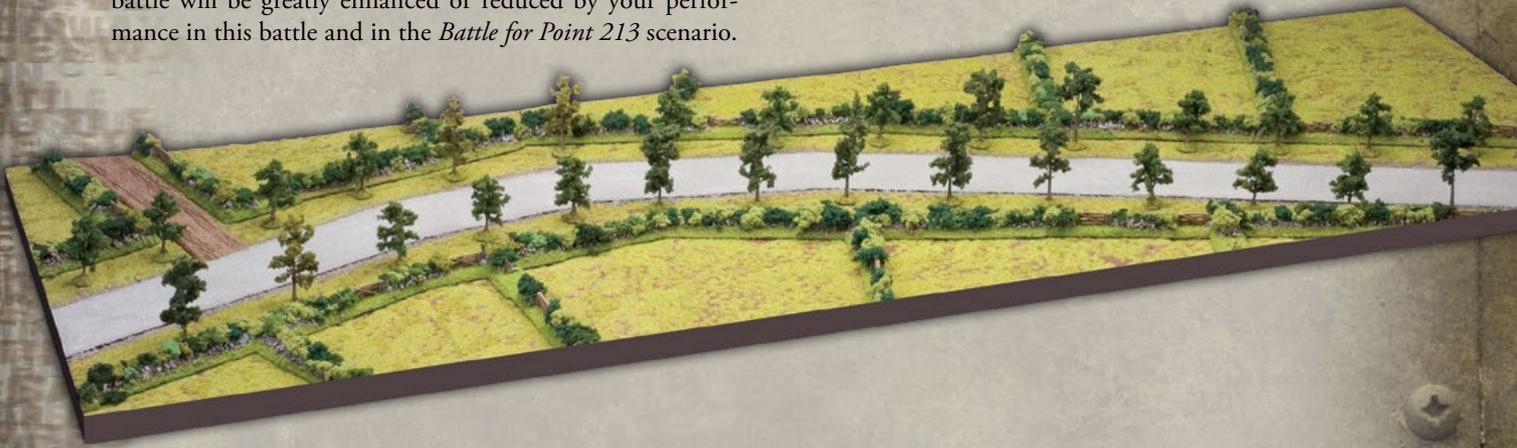
All British Tank Teams start the game Bailed Out and all British Units start the game Pinned Down.

Remember, Units can Rally from being Pinned Down and Remount their vehicles without a Unit Leader, 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 are *Battle for Point 213* and *Villers-Bocage*. 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.

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 Armoured Division instead?

You could refight the scenario with US Armoured 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 Troop, 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 SMG Company lining the road while their officers go forward for their orders. They could have a pair of guns from a 76mm Anti-tank Company and some T-34 tanks supporting them.

