

Operation Martlet

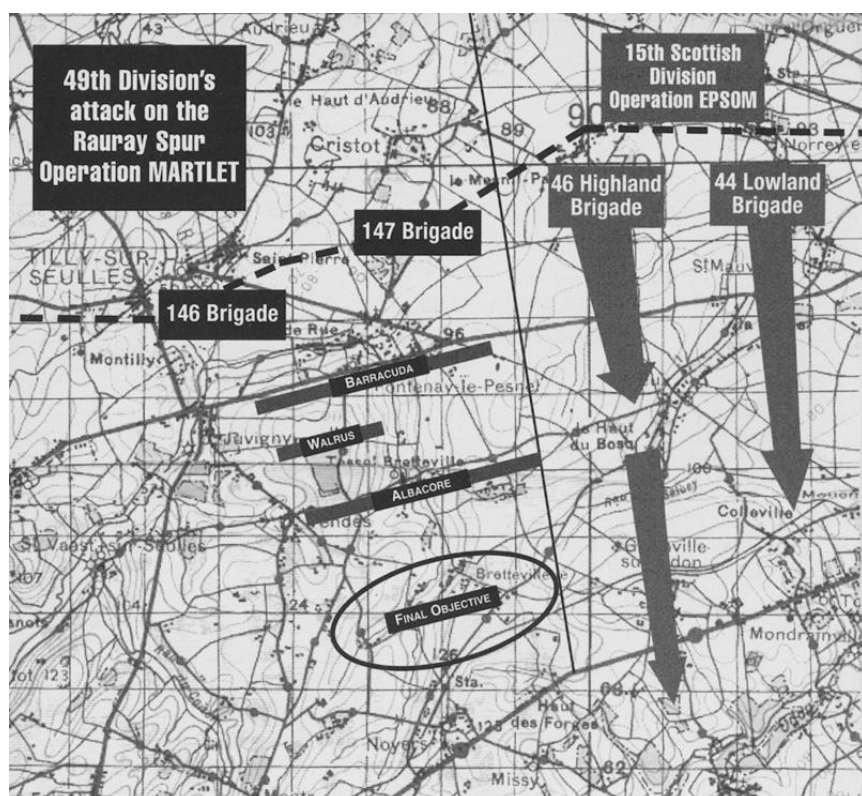
Background

It is the morning of the 25th June 1944. A British operation began yesterday with a full brigade attack on the line running from Fontenay le Pesnal across to the west and Tessel Woods. Panzer Lehr (to the west) was severely handled and was withdrawn in the afternoon to new positions around the Tessel Woods and high ground. The 26th Panzer Grenadiers were ejected from the village late last night.

A new line of resistance between Le Grande Ferme and Saint Nicolas Ferme has been established. Early morning reports indicate activity to the west in front of the Tessel Woods. HQ believes that another major assault will come today and have prepared a reserve to help in blunting it.

Orders

The 26th Panzer Grenadiers and supporting units are to hold the British as long as possible. A rally point at Rauray is set if the line is breached and counterattacks fail.



Forces

You are part of the 12 SS Hitlerjugend Division.

- A, B and C Zugs (3 **gruppe** each, and HQ – approx.40 men each). All gruppe have 2 panzerfaust 30's each. The gruppe get 1 additional firing dice as they have 2 LMG's in the gruppe.
- 2 Snipers
- Machine Gun zug (Tripod mounted MMG)
- Mortar zug with FOO
- In Reserve - Panther (Zug 5 tanks)
- In Reserve – Aufklärungskompanie zug (Sdkfz 250/1 x2, pak 37 version x1, 20mm x1) The sdkfz 250/1 have a Panzershreck team in each.
- All zug Big Men are Level 2, Company HQ Big Man is Level 3. Roll for additional BM as per IABSM rules. Infantry are Stubborn.

To your right is Tessel Woods. The Panzer Lehr has been engaged with the British and is under severe pressure and may be forced to withdraw at any point.

Rule notes:

All German forces are marked on the game map. This includes all snipers. If a unit moves a blind must be put on table, even if the unit was hidden.

All German AFV's are on the radio net.

Le Grande Ferme & St Nicolas Ferme are both fortified. Infantry units deployed outside of buildings are deemed to be improvised trenches and benefit from cover in spotting and firing.

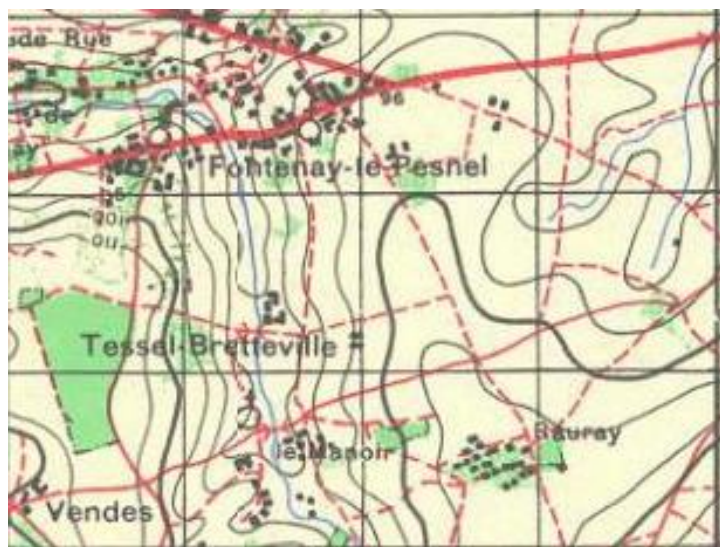
Special Rules – Panther Zug

In the actual battle, the Panther reserve was released to help support the German defence, but was withdrawn once it became clear that Operation Epsom was the main British operation. To simulate this from Turn 3, on a roll of 7+ (on 2D6) the Panthers appear on a Blind on the road running to le Grande Ferme. On each Turn after this 2 D6 are rolled. On a roll of 10+, the Panthers have to withdraw off table regardless of their position.

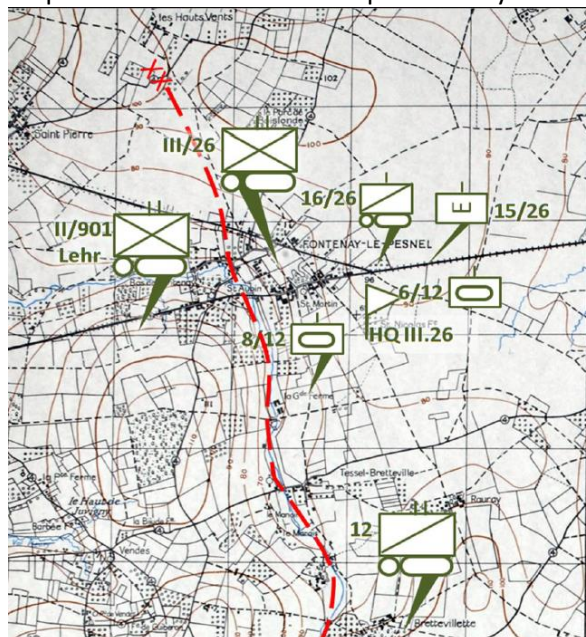
Special Rules - Aufklärungskompanie zug

May appear on the road from Rauray the Turn after the Panther Zug is withdrawn off table..

Map of Area of Operation



Disposition of German Forces prior to Day One.



From Operation Martlet – Toofatlardies.



Reading:

The Polar Bears – Monty's Left Flank – P.Delaforce

Operation Martlet – CoC – Toofatlardies

Operation Epsom – Battleground Series

Over the Battlefield Operation Epsom – I. Daghish.