Operation Jupiter

July 10th, 1944

10th SS Panzer Division

43rd Wessex Diviaion

The Odon River Valley Campaign

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V1.3

43rd Wessex
Infantry Division

Back Ground

With his failure to capture Caen a month after the landing (it was the 3rd Division's D-day objective), critics of Gen. Montgomery began to argue for his sacking. Monty shrugged off the criticism by pointing out that one of his primary tasks was to keep enemy armored formations off the Americans so they could secure the Cherbourg peninsula. To this end he was quite successful, as he was facing six armored divisions, while there were only two operating in the American sector.

The third major operation to secure the Caen area was Operation Epson. This failed to produce a breakout and Caen remained in German hands. Armored elements from 11th armored division had progressed as far as Hill 112, but were forced to abandon the hill when the newly arrived II SS panzer corps counter-attacked the "Scottish" corridor. Though the much-sought breakout did not materialize, Epson did tie down more German reserves in the British sector and kept up the war of attrition that the Germans were ill suited to wage.

The 43rd Wessex division was a territorial division just recently arrived in Normandy. It had very few veterans, but had spent years training in England. The division played a small role in Operation Epson, but had not seen much actual combat (except for the 1st Worchester battalion).

Their opponents were the 10th SS panzer division, a veteran unit brought in from the Russian front. It was able to rest and refit in Holland before being sent to Normandy, but was only around 70% strength. It had no Panther or Tank Destroyer battalions, although the 102nd SS Tiger battalion was used as its second tank battalion. The division had been engaged during operation Epson, but not as heavily as its sister division 9th SS Panzer division.

The British operation was to unfold in 3 stages. The first would see the 129th Brigade assault and secure Hill 112 while the 130th Brigade was to secure Eterville. After securing Hill 112, the 129th was to consolidate its positions and provide flank protection for the rest of the division. AGRA observers would then move into spotting position on the hill, overlooking the Orne river valley. The 130th Brigade would then assault the small town of Maltot. With the front stabilized the 214th Brigade, mounted in Kangaroos, were to leap forward and secure the river crossings over the Orne. Once this was accomplished the 4th Armored brigade would pass through them, cross the river, and break out into the open countryside.

Operation Jupiter was to be the first set-piece operation for the men of the 43rd Wessex Division. Despite spending many months in England training, it was clear after the operation that the division had many things to learn. Tragically, most of these lessons were learned at the cost of men lives and wounded personal.

10th Frundsberg
SS Panzer Division

Order of Battle

July 10th , 1944

10th SS Panzer Division (Frundsberg)

21st Panzer Grenadier Regiment

21st Panzer Grenadier Regimental Units
1) 1 x 150mm Infantry Gun
2) 3 x Pioneer Stands, MG Asset

May be used as assets or units.

All 21st Pz Grenadier Units

Morale: 8

Response: 8

Experience: Veteran

Hits: 3 hits -1

Coordination: Superior

1st Battalion   Cmd: +1 Rally: +0
1) 2 x Rifle Stands, Weapons Asset
2) 2 x Rifle Stands, Weapons Asset
3) 2 x Rifle Stands, Weapons Asset
4) 1 x 81mm Stand
   1 x Engineer Asset
   1 x 75mm IG Asset
   1 x 75mm ATG Asset

2nd Battalion   Cmd: +3 Rally: -1
1) 2 x Rifle Stands, Weapons Asset
2) 2 x Rifle Stands, Weapons Asset
3) 2 x Rifle Stands, Weapons Asset
4) 1 x 81mm Stand
   1 x Engineer Asset
   1 x 75mm IG Asset
   1 x 75mm ATG Asset

3rd Battalion   Cmd: +0 Rally: +2
1) 2 x Rifle Stands, Weapons Asset
2) 2 x Rifle Stands, Weapons Asset
3) 2 x Rifle Stands, Weapons Asset
4) 1 x 81mm Stand
   1 x Engineer Asset
   1 x 75mm IG Asset
   1 x 75mm ATG Asset

10th Frundsberg
SS Panzer Division

22nd Panzer Grenadier Regiment

43rd Wessex Infantry Division

22nd Panzer Grenadier Regt Regimental Units
1) 1 x 150mm Infantry Gun
2) 3 x Pioneer Stands, MG Weapons

May be used as assets or Units

22nd Pz Grenadier Units

Morale: 8

Response: 8

Experience: Veteran

Hits: 3 hits -1

Coordination: Superior

1st Battalion   Cmd: +1 Rally: +0
1) 2 x Rifle Stands, Weapons Asset
2) 2 x Rifle Stands, Weapons Asset
3) 2 x Rifle Stands, Weapons Asset
4) 1 x 81mm Stand
   1 x Engineer Assets
   1 x 75mm IG Asset
   1 x 75mm ATG Asset

2nd Battalion   Cmd: +0 Rally: +0
1) 2 x Rifle Stands, Weapons Asset
2) 2 x Rifle Stands, Weapons Asset
3) 2 x Rifle Stands, Weapons Asset
4) 1 x 81mm Stand
   1 x Engineer Assets
   1 x 75mm IG Asset
   1 x 75mm ATG Asset

3rd Battalion (armored)   Cmd: +1 Rally: +0
1) 3 x Rifle Stands, MG Asset (Halftrack)
2) 3 x Rifle Stands, MG Asset (Halftrack)
3) 3 x Rifle Stands, MG Asset (Halftrack)
4) 1 x 251/2 81mm Mortar Halftrack
5) 2 x SdKfz 251/9 75mm CS Halftrack
6) 1 x SdKfz251/1 'Stuka zu Fuss'
   1 x Engineer Assets (SdKfz 251/7)
   1 x 75mm ATG Asset (Halftrack)

10th Frundsberg SS Panzer Division

10th SS Panzer Regiment

2nd Battalion
1) 2 x Pz IV H Stands
2) 2 x Pz IV H Stands
3) 2 x Stug III G stands
4) 2 x Stug III G stands

Cmd: +1 Rally: +0

Morale: 8
Response: 7
Experience: Veteran
Hits: 3 hits –1
Coordination: Superior

10th SS Divisional Support Battalions

10th SS Pioneer Battalion
1) 2 x Engineer, 1 x MG Asset (251's)
2) 2 x Engineer, 1 x MG Asset
3) 2 x Engineer, 1 x MG Asset

Cmd: +0 Rally: +1

Morale: 8
Response: 7
Experience: Veteran
Hits: 3 hits –1
Coordination: Superior

10th SS Recon Battalion
1) 2 x Pz Gren Stands, MG Asset (250)
2) 2 x Pz Gren Stands, MG Asset (250)
3) 2 x SdKfz 234/2 stands
4) 3 x 250/9 20mm, 1 x Pz Gren (250)
5) 1 x SdKfz 250/9 75mm CS Halftrack
   1 x 75mm ATG Asset (250)
   1 x Engineer Asset (250)

Cmd: +3 Rally: +0

Morale: 8
Response: 8
Experience: Veteran
Hits: 3 hits –1
Coordination: Superior

10th SS Artillery Regiment
1) 2 x 105mm (spg), 1 x 150mm (spg), FO
2) 3 x 105mm (small), FO
3) 3 x 150mm (small), FO

All off board, except that FO must be attached
to Pz Grenadier Bn.

Cmd: +1 Rally: +0

Morale: 8
Response: 8
Experience: Veteran
Hits: 3 hits –1
Coordination: Superior

10th SS FlaK Regiment
1) 3 x 88mm (fixed)
2) 2 x 20mm (fixed)
3) 1 x 37mm (halftrack)
4) 1 x 20mm (truck mounted)

Cmd: N/A Rally: N/A

Morale: 8
Response: 7
Experience: Veteran
Hits: 3 hits –1
Coordination: Superior

43rd Wessex
Infantry Division

10th Frundsberg
SS Panzer Division

43rd Wessex Infantry Division

II SS Panzer Corps Support Units

102nd Heavy SS Panzer Battalion
1) 2 x Tiger I Stands
2) 1 x Tiger I Stands

Cmd: +2 Rally: +0

Morale: 8
Response: 6
Experience: Regular
Hits: 2 hits
Coordination: Good

8th Nebelwerfer Brigade
1st Regiment
1) 4 x 150mm Rocket Stands (6 barrels)
2) 3 x 210mm Rocket Stands (5 barrels)
3) 4 x 150mm Rocket Stands (halftrack)

2nd Regiment
1) 3 x 320mm Rocket Stands
2) 3 x 320mm Rocket Stands
3) 3 x 150mm Rocket Stands (halftrack)

Cmd: -1 Rally: +0

Morale: 7
Response: 7
Experience: Regular
Hits: 2 hits
Coordination: Good

10th Frundsberg SS Panzer Division

43rd Infantry Division (Wessex)

129th Infantry Brigade

129th Brigade Support Troops

A Sqn. 141st RAC
3 x Churchill (crocodiles) Assets

A Co. 8th Middlesex
3 x MG Assets

235th AT Battery
1 x 6lb ATG, 1 x 17lb ATG, 1 x M-10
Used as Assets

94th Field Regiment RA
3 x FO stands
3 x 25lb FG Stands (Large - Off Board)

Must be attached to Battalion Formations as Assets or Units.

All 129th Brigade Units	
Morale:	7
Response:	6
Experience:	Regular
Hits:	2 hits
Coordination:	Poor

4th Bn, The Somerset Light Infantry   Cmd: +0 Rally: +2
1) 3 x Rifle Stands
2) 3 x Rifle Stands
3) 3 x Rifle Stands
4) 3 x Rifle Stands
5) 1 x 3" Mortar Stand
6) 2 x Churchill IV, 1 x Churchill III, 1 x M-10
7) 2 x Bren Recon Stands
1 x 6lb ATG Asset
1 x Engineer Asset

4th Bn, The Wiltshire Regiment   Cmd: +1 Rally: +0
1) 3 x Rifle Stands
2) 3 x Rifle Stands
3) 3 x Rifle Stands
4) 3 x Rifle Stands
5) 1 x 3" Mortar Stand
6) 2 x Churchill IV, 1 x Churchill III, 1 x M-10
7) 2 x Bren Recon Stands
1 x 6lb ATG Asset
1 x Engineer Asset

5th Bn, The Wiltshire Regiment   Cmd: +1 Rally: +1
1) 3 x Rifle Stands
2) 3 x Rifle Stands
3) 3 x Rifle Stands
4) 3 x Rifle Stands
5) 1 x 3" Mortar Stand
6) 2 x Churchill IV, 1 x Churchill III, 1 x M-10
7) 2 x Bren Recon Stands
1 x 6lb ATG Asset
1 x Engineer Asset

43rd Wessex
Infantry Division

10th Frundsberg
SS Panzer Division

130th Infantry Brigade

130th Brigade Support Troops

B Sqn. 141st RAC
3 x Churchill (crocodiles) Assets

B Co. 8th Middlesex
3 x MG Assets

233rd AT Battery
1 x 6lb ATG, 1 x 17lb ATG, 1 x M-10
Used as Assets

112th Field Regiment RA
3 x FO stands
3 x 25lb FG Stands (Large - Off Board)

Must be attached to Battalion Formations as Assets or Units.

All 130th Brigade Units

Morale:	7
Response:	6
Experience:	Regular
Hits:	2 hits
Coordination:	Poor

7th Bn, The Hampshire Regiment   Cmd: +0 Rally: -1
1) 3 x Rifle Stands
2) 3 x Rifle Stands
3) 3 x Rifle Stands
4) 3 x Rifle Stands
5) 1 x 3" Mortar Stand
6) 2 x Bren Recon Stands
   1 x 6lb ATG Asset
   1 x Engineer Asset

4th Bn, The Dorsetshire Regiment   Cmd: +2 Rally: +0
1) 3 x Rifle Stands
2) 3 x Rifle Stands
3) 3 x Rifle Stands
4) 3 x Rifle Stands
5) 1 x 3" Mortar Stand
6) 2 x Churchill IV, 1 x Churchill III, 1 x M-10
7) 2 x Bren Recon Stands
   1 x 6lb ATG Asset
   1 x Engineer Asset

5th Bn, The Dorsetshire Regiment   Cmd: +1 Rally: +1
1) 3 x Rifle Stands
2) 3 x Rifle Stands
3) 3 x Rifle Stands
4) 3 x Rifle Stands
5) 1 x 3" Mortar Stand
6) 2 x Churchill IV, 1 x Churchill III, 1 x M-10
7) 2 x Bren Recon Stands
   1 x 6lb ATG Asset
   1 x Engineer Asset

43rd Wessex
Infantry Division

10th Frundsberg
SS Panzer Division

Support Troops

43rd Wessex Infantry Division

XII Corps Troops

3rd AGRA
1) 3 x 25lb (large)
2) 2 x 5.5" (large)
3) 2 x 5.5" (large)
4) 2 x 5.5" (large)
5) 2 x 5.5" (large)
6) 2 x 7.2", 2 x 155mm (small)

All AGRA Off Board – Used for Initial Bombardment Only (see rules below).

VIII Corps Troops

8th AGRA
1) 3 x 25lb (large)
2) 2 x 5.5" (large)
3) 2 x 5.5" (large)
4) 2 x 5.5" (large)
5) 2 x 5.5" (large)
6) 2 x 7.2", 2 x 155mm (small)

86th Anti-Tank RA
1) 3 x 17lb AT Guns
2) 3 x 17lb AT Guns

May be used as assets or as units.

43rd, 11th, 15th, 53rd Divisional Support Artillery Group

43rd Wessex
1) 3 x 25lb (large)
2) 3 x 25lb (large)
3) 3 x 25lb (large)

11th Armored
1) 3 x 25lb (large)
2) 3 x 25lb (large)
3) 3 x 25lb (large)

15th Scottish
1) 3 x 25lb (large)
2) 3 x 25lb (large)
3) 3 x 25lb (large)

53rd Welsh
1) 3 x 25lb (large)
2) 3 x 25lb (large)
3) 3 x 25lb (large)

All Off Board – Used for Initial Bombardment Only, Except for the 43rd batteries.

31st Tank Brigade

7th Royal Tank Regiment
Attached to 129th Brigade

9th Royal Tank Regiment
Attached to 130th Brigade

141st Tank RAC (Crocodiles)
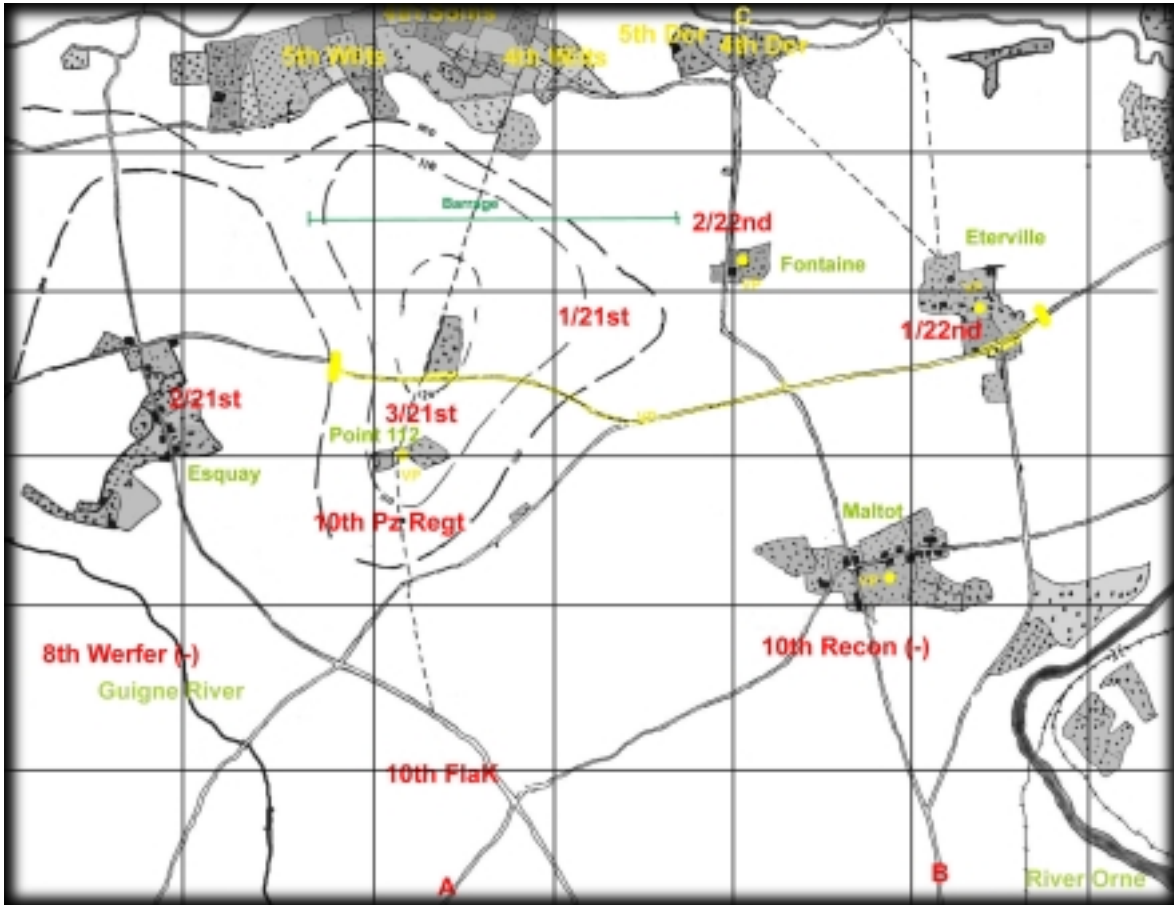Attached to the 129th & 130th Brigades.

10th Frundsberg SS Panzer Division

Map

A = Tiger Companies of 102nd SS Heavy Tank Battalion. Arrive at this location, on the turn after any British unit comes with 6" of the VP road on Hill 112.

B = 3/22nd Pz Grenadier Battalion & 10th Recon Battalion. Units may begin to arrive at this location, on any turn after there are no unit in Eterville.

C = British Offboard reserves are set up with in 6th of this point.

Fontaine = Two Hedgerow sectors.
Eterville = One Building sector and thee Hedgerow sectors.
Esquay = One Building sector and three Hedgerow sectors.
Maltot = Two Building sectors and four Hedgerow sectors.
Odon River Valley = As many as needed for the British start line.
Woods = The area to the North of Maltot and SouthEast of Esquay.

River Orne = the river is not fordable and may not be crossed at any point.
Guigne River = the river may be crossed as a liner obstacle, at +2 to the roll.

German Set Up

21st Pz Gren : Start the game attached to any of the below battalion BC.

1/21st Pz Gren : Set up between Point 112 and Fontaine and at least 8" from each area.

2/21st Pz Gren : Set up in or with in 8" of the Town Block of Esquay.

3/21st Pz Gren : Set up with in 12" of Point 112.

22nd Pz Gren : IG attached to a BC. The engineers start in Maltot attached to 10th Recon Bn.

1/22nd Pz Gren : Set up with in 12" of Eterville crossroads.

2/22nd Pz Gren : Set up with in 6" of Fontaine, one Unit is set up 8" straight up the Fontaine road toward the British start line.

3/22nd Pz Gren : Entire Battalion held off board. May arrive at Point B.

10th Pz : Set up behind Point 112. 1st & 3rd Units SW and 2nd & 4th Units SE, 15" from Point 112

10th Eng : Unit #2 is attached to 1/22nd Pz Gren and sets up with them. The remaining units are off board and may arrive at Point B.

10th Recon : Unit #1 in the town of Maltot, all other units off board and may arrive at Point B. Unit #1 rolls for command pips as normal but is always considered out of command until BC arrives.

10th Flak : Unit 4 is attached to 10th Pioneer Bn, Unit 3 is attached to 10th Recon Bn. All other units set up no further than 18" from the south board edge. The stands do not have to be in command and do not receive any pip points. They are fixed in hasty trenches and may only react during the British phase.

102nd Hvy Pz : Held in Reserve. Units May arrive at Point A. The Tiger units are released once a British unit comes with in 6" of the Everacy-Caen road.

8th Werfer : 1st Regt Off board. 2nd Regiment is located with in 18" of the bridge over the stream.

British Set Up

Leading Companies –The British Battalions only set up their leading companies. This is two infantry units (No Assets) and the Churchill unit. The BC, all other units and assets are set up at the start of the 2nd British Phase, in the same location as the leading companies.

129th Brigade : Start the game attached to any of the below battalion BC's or Units.

4th Wiltshire : Leading Companies must be further than 8" east of the Roman Road.

5th Wiltshire : Leading Companies must be further than 12" west of the Roman Road.

4th Somerset : Leading Companies on or near the Roman Road.

130th Brigade : Start the game attached to any of the below battalion BC's or Units.

4th Dorsetshire : Leading companies West of the Fontaine Road.

5th Dorsetshire : Leading companies one or near the Fontaine Road.

7th Hampshire : Offboard Reserves. When Activated the whole battalion is placed on or with in 6" of Point C. Battalion may be activated until after 0915 hours. British receive +3 VP if Bn not activated.

214th Brigade : Take no part in the game.

7th Somerset : Offboard Reserves. When Activated the whole battalion is placed on or with in 6" of Point C. Battalion may be activated until after 0715.

5th DCLI : Final Reserves. –5 VP to activate no earlier than 1400hrs. Arrives with in 6" of the Roman Road.

46th Brigade : Take no part in the game.

9th Cameronians : Offboard Reserves. May be activated either when a British unit enters the Eterville building sector or 0800 hours. It may be set up with in 12" of point C. The British player Loses 1 VP per turn (Max –3) that the 4th Dorsetshire Bn remains on the board, after the Cameronians have been activated.

Special Rules

Victory Conditions
Each of the following generates victory points for
the British side:

Chatue de Fontaine	=	2
Eterville	=	5
Maltot	=	10
Eterville-Everacy Road	=	3
Point 112	=	10

Pre-Game Bombardments
A massive number of guns, mortars and planes bombarded the German positions 1 hour prior to the start
time of the operation. Artillery regiments from four divisions created a rolling barrage over 3500 yards wide,
with one gun per 35 yards. This was in addition to the concentrated fire from the two complete AGRA's firing
on known targets and objective areas.

Concentrated Targets
In addition to the Field guns, the British had access to two complete AGRA's. This amounted to over 200
Corps level heavy guns, primarily the 5.5" Howitzer.

- Every German Unit in the 1/21, 3/21, 1/22 & 2/22 Pz Gren battalions are attacked.
- Each unit is attacked with 6D10's with a FV of 7 and a –1 to defense rolls.
- All units taking 3 or more hits start the game suppressed.
- Take moral test as normal, except that no unit actually retreats, though it would take the extra hit if
  necessary.

Rolling Barrage
Over 350 25pdr guns pounded the Frundsberg Grenadiers as the barrage rolled over their positions.

- All Germans capable of it, start the game in Full Cover status (note this is after the concentrated
  attacks have taken place).
- The barrage is 54" wide by 6" deep.
- Parallel with the British start line, place the 30" point of the barrage on the Roman Road 18" from
  the Hill 112 crossroads.
- The Barrage moves 10" a turn.
- Any unit that it moves over is attacked.
- This is an exceptionally dense barrage, so each stand under the barrage it attacked twice, i.e.
  2D10 per stand at a FV of 4 (only hit on even rolls).
- Take morale and suppression checks as normal.
- Remove the Barrage at the start of the British players 3nd turn.

Artillery Depletion
The British had massive amounts of shells for the operation; they also fired massive amounts of shells on
July 10th. Instead of keeping track of ammo for the British, the Artillery request is denied if the request die roll
is greater than their request number. Starting with the 1200 hour turn and every turn after that, the current
Depletion number is added the artillery request die roll.

Barrage Ammunition
Indirect fire is limited as follows:

Mortars
British = each battery will have 6 rounds of ammo
German = each battery will have 4 rounds of ammo

Offboard
British = effectively unlimited, though see Artillery depletion rules.
German Guns = each battery will have 5 rounds of ammo.
German Rockets = each ach battery will have 2 rounds of ammo.

Flank Smoke Screens
Both parallel side of the table are being stoked with Smoke screens for most of the battle. This has no effect
on the game and does not need to be modeled.

Prepared Defense
All Germans Units begin the game concealed, in Hasty Entrenchments or Fortified Building sectors.

Hedgerows

Hedgerow sectors are treated as building sectors with the following changes:

- Defense value of 6
- Are not "prepared buildings" as below.
- Vehicles must make a response check to enter.
  +3 if fully tracked, +5 if Halftrack or Wheeled, -2 group move with Infantry (-4 Engineers).
- Can only move one sector.

Prepared Buildings

The Germans had prepared the defensive of Eterville, Fontaine and Maltot. Consequently, the British found it very difficult to clear the Germans out of these towns; this was also compounded by British doctrine.

German Units in building sectors and in Full Cover:

- are never considered to be engaged for morale and recovery purposes.
- are only hit on even numbers, even in Close Assault.

Weapons Assets

The Germans have weapon platoons in addition to MG platoons; these are slightly different than MG assets as they typically had mortars in the Platoon.

Weapons Assets are treated just like MG assets, excepted as noted:

- When checking for Asset losses, they are lost on rolls of 8-10 instead on 7-10.
- They are only permanently lost on recovery rolls of 10, instead of 9 or 10.

43rd Wessex
Infantry Division

10th Frundsberg
SS Panzer Division

43rd Wessex Infantry Division

The Day
The scenario runs from 0500 to 1800 hours. The British have the 1st phase followed by the German phase of the turn. At the end of each German Turn roll an average die. Keep a tally of the die rolls and when the total reaches or exceeds 50 the game ends.

Hour	PiP	Notes		Hour	PiP	Notes
0500	[ ]			1200	[ ]	Depl=+2
	[ ]				[ ]	
	[ ]				[ ]	
	[ ]				[ ]	
0600	[ ]			1300	[ ]	Depl=+2
	[ ]				[ ]	
	[ ]				[ ]	
	[ ]				[ ]	
0700	[ ]			1400	[ ]	Depl=+4
	[ ]	7th Somerset ready for deployment			[ ]	5th DCLI ready for deployment
	[ ]				[ ]	
	[ ]				[ ]	
0800	[ ]	9th Cameron ready for deployment		1500	[ ]	Depl=+4
	[ ]				[ ]	
	[ ]				[ ]	
	[ ]				[ ]	
0900	[ ]			1600	[ ]	Depl=+6
	[ ]	7th Hampshire ready for deployment			[ ]	
	[ ]				[ ]	
	[ ]				[ ]	
1000	[ ]	Depl=+2		1700	[ ]	Depl=+6
	[ ]				[ ]	
	[ ]				[ ]	
	[ ]				[ ]	
1100	[ ]	Depl=+2		1800	[ ]	Depl=+8
	[ ]				[ ]	
	[ ]				[ ]	
	[ ]				[ ]	

10th Frundsberg SS Panzer Division