

Operation Martlet – Chapter I: Barracuda



Board Size: 14x12; Hex Orientation: vertical; Date: 1944/06/25; Turns: 10

Description

Martlet (General Bucknall) was a preparatory offensive in support of the Epsom operation towards Caen, whose main objective was to take control of the higher ground S-E of Caen, between Rauray and Noyers-Bocage. It involved three steps: Barracuda, Walrus and Albacora. At 20pm of the 24th 250 artillery pieces initiated the preparatory barrage and the attack started at 4:15 led by three infantry battalions. There was thick fog by the morning and several units soon got lost, so reserves had to be committed early to keep the offensive going. The attack stroke at the junction between two Divisions: the Panzer-Lehr (west) and the 12.SS Panzer (east). The Panzer-Lehr suffered heavily in the early combats and forward positions were quickly submerged. During the whole first day there were severe difficulties in linking the two divisions for a coordinated counter-attack. For description purposes the 'Fontenay road' corresponds here to the northernmost road, passing through the 'Fontenay' labelled hex.

Note: each 3 INF stands form a basic unit representing one Coy; several Coy form one Battalion.

Deployment



Deploy the GHQ and two HQ anywhere north of Fontenay road



49th (West Riding) Infantry Division "Polar Bears" (Barker); by default deploy as FIF, Green

11th Battalion Royal Scots Guards, Coy A to D: hexes **11 A-D**; A+ 1x MMG; B+ 1x MMG; C+ 1x MTR

Hallamshire Battalion, Coy A; B and D (B= remnant squads of B+C): hexes **HB A** + 1 x 6pdr A/T; **HB B**; **HB D** + 1 x 6pdr A/T

4th Battalion Lincolnshire, Coy B to D: hexes **4L B-D** (A lost) B+ 1x MMG; C+ 1x MTR; D+ 1x 6pdr A/T

Pioneer Coy (AIF, Rank): **EG** flag hex + 1x flamethrower

A/T section: hex **M 10**; unit of 3x M10 Wolverine

Note: 2 or 3 6pdr may be used together as a motorized A/T unit (Lloyd carrier) other SW are fixed.



8th Armoured Brigade (Cracroft); Rank

24th Lancers, A-C Squadrons, hexes **24 A-C**: each Squadron 2x Sherman III (M2A2) + 1x Sherman Vc Firefly

Nottinghamshire Yeomanry, B Squadron "Sherwood Rangers", hex **NY B**: 3x Sherman I Hybrid (M4) or Sherman III (M2A2) or Sherman II DD (M4A1)



Deploy one GHQ and two HQ south of Fontenay road

Panzer-Grenadier-Lehr-Regiment 901; FIF, Elite



Stab II. (Panzergrenadier-) Bataillon Kompanies: must be deployed in *Ambush at will* during the first turn

5.Kompanie: basic Coy of 3 INF stands; 6.Kompanie: Coy + MTR; 8.Kompanie: Coy + MMG

Sturmgeschütz-Batterie: 2x Stug III G, must be deployed in *Ambush at will* during the first turn, to the South of the Fontenay road

11. Pioniere Kompanie: Coy + MTR; dug-in at **11 P** hex

Unit of the Stab III. (Panzerjäger-) Bataillon, 9.Kompanie: 2x Pak40; dug-in at **PJ 9** hex

Notes: all Ambush must be set to the South of the Fontenay road and East of Fontenay-le-Pesnel, or on the village itself.

Panzer-Lehr-Regiment 130, Elite



Unit of the II.Abteilung, hex **II A**: 3x Panzer IVH/J

Unit of the I./Panzer-Regiment 6: hex **IP 6**; 2x Panther G

SS-Panzer-Grenadier-Regiment 26 “Hitlerjugend”



III.Battalion Kompanies: deployed in *planned Ambush*, dug-in

1.Kompanie: Coy + MMG; 2.Kompanie Coy + MTR; 4. Kompanie

Notes: all Ambush must be set to the South of the Fontenay road and West of Fontenay-le-Pesnel, including South of the village, but not on the village itself.

Notes: the hitlerjugend infantry may charge as Elite but are otherwise treated as Rank.

Reinforcements

Reinforcements follow the default rules (p 24) and all signalled units may test to enter on a given turn. All delayed units may arrive latter from Turn 4, provided there is enough room on the entry hexes.

Enter through North baseline, Eastern 6 hexes

Turn 1: Nottinghamshire Yeomanry, A Squadron: 2x Sherman III (M2A2) or Sherman II DD (M4A1) or Sherman I Hybrid (M4) + 1x Sherman Vc Firefly

Turn 2: Nottinghamshire Yeomanry, C Squadron: 3x Sherman I Hybrid (M4) or Sherman III (M2A2) or Sherman II DD (M4A1)

Turn 3: 7th Battalion Duke of Wellington, Coy A to D: A+ 1x MMG; B+ 1x MMG; C+ 1x MTR; D+ 1x MTR or 6pdr A/T



Enter on Tessel and adjacent squares

Turn 1: unit of SS-Panzer-Regiment 12, II.Abteilung: 3x Panzer IV H/J

Turn 1 SS-Panzer-Grenadier-Regiment 26, III.Battalion 3.Kompanie: AIF Coy

Turn 2: Pioniere Kompanie, AIF, Elite: Coy supported by one SdKfz 251/9 (75L24) 1/1, 2/ht, LT

Turn 2: unit of SS-Panzer-Aufklärungs-Abteilung 12: 2x 88 FlaK (motorized)

Turn 3: unit of of SS-Panzer-Regiment 12, I.Abteilung: 3x Panther G

Special Rules

Variant rules N 5 and 7 apply.

Objective

Brilliant Victory conditions

British: the game immediately ends if all the woods are cleared from German troops or if any FIF Coy ends a turn in either Tessel or Vendes.

German: win immediately if any unit ends the turn over the three westernmost hexes of the Fontenay road, from Turn 3.

Victory conditions by Turn 10; victory points awarded for:

INF Coy on each Fontenay le-Pesnel hex	25pts
Each destroyed 75mm Sherman	8 pts
Each destroyed Firefly Sherman	12 pts
Each destroyed M10 tank	5 pts
Destroyed Pioneer unit	2 pts
Each destroyed Panzer IV*	11 pts
Each destroyed Stug III	15 pts
Each destroyed Panther	20 pts
Each destroyed TDG (including attached A/T)	1 pt

Higher victory points total wins; units that fail to deploy do not award victory points.

* On the first destroyed Panzer IV roll 1D20: ‘1-4’ a cow has been hit, no points awarded; ‘5-12’ Panzer IV points awarded; ‘13-20’ Panther points awarded.

Historical aftermath: by the end of the day nightfall the British controlled part of Fontenay le-Pesnel, but less completely than expected, as latter found. Efforts by the 12.SS Panthers to link to the Panzer-Grenadier-Lehr-Regiment 901 were largely unsuccessful.