

# V7 THE HUNTING GROUND

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## HISTORICAL ACCOUNT

**LOCATION:** Le Homme (Hill 226), near Les Loges, Caumont L'evenie, Normandy

**DATE:** 30 June 1944

**COMMENTARY:** Even though the British 6<sup>th</sup> Guards Tank Brigade had trained in Britain with the 15<sup>th</sup> (Scottish) Infantry Division, the brigade's first action in Normandy in support revealed yet again that common British weakness - poor inter-arm co-operation.

In Operation Bluecoat, the British tanks easily broke through the newly arrived but tired and depleted German 326 Infanterie Division, but soon outstripped the slower and battle weary Scottish infantry, whose attacks were not nearly as successful. To avoid upsetting the detailed artillery fire plans, the British armour was therefore allowed to push on six miles alone and suffered the consequences. While the Grenadier Guards brought an infantry battalion forward for belated support in order to hold the main British objective, Hill 309, the 3<sup>rd</sup> Battalion Scots Guards was ordered forward to protect the left flank and by early evening had reached their objective - Hill 226 (or Quarry Hill to the British). Ordered to hold the hill at all costs, no sooner had they begun to deploy than all hell broke loose.

The Churchills deployed on the slopes of Le Homme with S Squadron on the left and the others to the right, centre, and rear respectively. As the officers assembled to receive orders, S Squadron took the full force of the German ambush. First the left hand troop, then the centre troop were quickly destroyed, followed by the battalion's deputy CO whose Churchill had his turret blown clean off. As another SHQ vehicle was destroyed, two JagdPanthers, covered by a third, moved on to the crest from the left and eliminated the right hand troop in seconds with more of the same rapid and accurate shooting, before suddenly withdrawing in the face of concentrated return fire and realising that three further Churchill squadrons were nearby. One British account speaks of a JagdPanther commander, clad only in a vest because of the heat, laughing as he passed a now helpless British artillery officer, and doubtless relishing every moment in giving Tommy a taste of his own medicine.

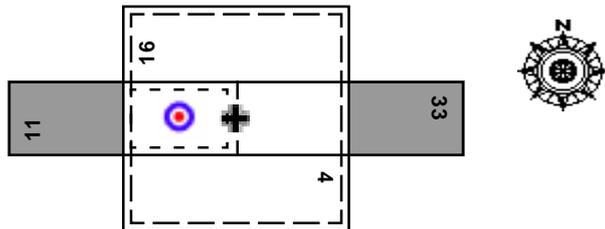
The JagdPanthers had accounted for eleven Churchills, leaving S Squadron with only four left (another had blown up on a mine earlier that day), but even so the German victory was a pyrrhic one. The 654<sup>th</sup> Schwere PanzerJaeger Abteilung had fought at Kursk in Elefant SP guns amid less happy circumstances, but the action on Hill 226 was also a costly one as the British later found two of the JagdPanthers abandoned with track damage. For all the carnage that they had inflicted, the Germans could not retake the hill as they too lacked infantry, whose presence might have made all the difference. As it was, the exchange rate of only eleven Churchills for two JagdPanthers was one which the British high command (if not the tank crews) could willingly and easily afford. The Germans could not.



## TURN RECORD CHART

<b>BRITISH Sets Up First</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>END</b>
<b>BRITISH Moves First</b>						

## THE BATTLEFIELD AND CONDITIONS



Only hexrows R-GG are playable on mapboards 11 and 33.  
Treat all roads and buildings as Open Ground.  
The hedge on the hill on mapboard 11 does not exist.  
Treat the Grain on the hill of mapboard 11 as a Level 2 hill.

EC are Moderate with No Wind at start.

## VICTORY CONDITIONS

Provided he has not had >1 of his AFVs Immobilised/Recalled/Eliminated, the German player wins if he has eliminated >10 British AFVs at game end. British AFVs not on a hill hex count as eliminated for this victory condition.

## SCENARIO SPECIFIC RULES

- 1 British vehicles are set up stationary as follows: place one Churchill IV in 11Z2, 11AA3, 11BB3, 11AA7, 11Z7, 11Z8, 11V8, 11U9, 11T9, 11V4, 11W4, 11W3, and 11X5; one Churchill V in 11X6 and 11W6. The VCA and TCA are determined by the British player. Use Churchill VII counters to make up for the lack of Churchill IVs in the countermix. HD manoeuvre dr are NA for the British during set-up.
- 2 Play begins with the German DFPh of GT1.
- 3 Crew Survival is NA in this scenario.
- 4 For recall purposes, the British Friendly Board Edge is the north, while east, west and south are German Friendly Board Edges.

**Elements of 2<sup>nd</sup> Company, PanzerJaeger Abteilung 654** set up HIP in any Concealment Terrain on mapboard 16, 11, 33, and/or 4.  
**BALANCE:** increase the game length to six turns or add a 9-1 Armour Leader.

ELR: -  
SAN: 4

**Elements of S Squadron, 3<sup>rd</sup> Scots Guards, 6<sup>th</sup> Guards Armoured Brigade** set up as per SSR1.  
**BALANCE:** reduce the game length to four turns or add a 9-1 Armour Leader.

ELR: -  
SAN: 4