

V17 BECKER'S BATTERY

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HISTORICAL ACCOUNT

LOCATION: Le mesnil Fremontel, Normandy, France

DATE: 18 July 1944

COMMENTARY: The Sherman tanks of 3 Royal Tank Regiment were in the lead of the armoured charge otherwise known as Operation Goodwood. Thanks to the suppression of the German defences by Allied bombing and the speed of their advance they had as yet not encountered any significant opposition. In their path were the Nebelwerfer batteries of 272 Nebelwerfer brigade and the self propelled guns of Batterie 3 of Sturmgeschutz Abteilung 200 commanded by Major Becker.

Belying their ungainly appearance the self propelled guns of Batterie 3 were well placed to use their high velocity 75mm and 105mm guns against the lightly armoured Shermans quickly destroying three of them. The Nebelwerfer batteries were not so fortunate however and were overrun by the rapidly advancing British armour.

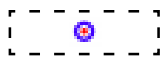
The tanks of B squadron under Major Close were under strict orders to bypass the defended villages and head south. They took refuge from the fire of Becker's battery by crossing the the railway embankment. However this gave the lead armoured elements of the Leibstandarte SS Panzer Division valuable time to occupy the the villages on Bourgebus Ridge, the British objective. The tribulations of 3 Royal Tank Regiment were not yet over.



TURN RECORD CHART

| | | | | | | | |
|----------------------|---|---|---|---|---|---|-----|
| GERMAN Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | END |
| BRITISH Moves First | | | | | | | |

THE BATTLEFIELD AND CONDITIONS



| | |
|----|----|
| 16 | 10 |
| | |
| | 4 |
| 6 | |



Hexrows R-GG on board 4 and hexrows A-Q on mapboard 4 are not playable.

Treat all Woods and Brush as Open Ground.

EC are Dry with No Wind at start.

VICTORY CONDITIONS

The British player must exit 6 AFVs off the south edge of the mapboard. For each non-Recalled German AFV with functioning MA exited off the south edge after GT3 the British requirements are increased by one vehicle.

SCENARIO SPECIFIC RULES:

1 The German player may place six Rubble counters of the appropriate type in or adjacent to any building hexes on mpboard 10 on or south of hexrow Q (inclusive). Placement of a Rubble counter adjacent to a building also requires a Rubble counter to be placed in the adjacent building hex.

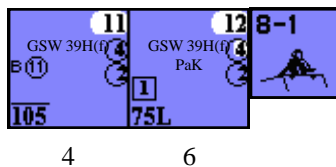
2 If necessary use spare Sherman III counters to represent the Sherman Vs.



Elements Batterie 3 Sturmgeschutz Abteilung 200 set up HIP on any whole hex of mapboard 10 on or south of hexrow Q.

Balance: add a 9-1 Armour Leader.

ELR: -
SAN: 3



Elements 'A' Squadron, 3 Royal Tank Regiment, 29th Armoured Brigade, 11th Armoured Division enter on the North edge on GT1.

Balance: remove the German 8-1 Armour Leader.

ELR: -
SAN: 0

