

Wittman's Breakout

by Shane Meehan

Jun 13, 1944. The Allies are advancing quickly to Caen and have taken hold of the small town Villers-Bocage. The 4th County of London Yeomanry 'Sharpshooters', also known from their combat prowess in Africa as the 'Desert Rats', have established a forward HQ in the town. The Germans are aware of the British forces in the area and Hauptsturmfuhrer Wittman volunteers to reconoitre the town from nearby Hill 213. Spotting the British armored column along the roadside breaking for tea he jumps into the nearest Tiger I and attacks the column from the rear cutting off any chance of escape. Wittman

manages to destroy a dozen tanks and numerous other vehicles in the column before turning along the road into town and assaulting single-handedly the poorly defended HQ. In the end it is a mere 6 pound shell that brings Wittman's assault to a halt after disabling his track and rendering his tank immobile. Wittman and his crew escape on foot and return to Panzer Lehr HQ to report the massive victory. Twenty-seven tanks and vehicles were destroyed by the panzer ace in the attack.

OBJECTIVE:

Michael Wittman wins if he can

destroy all enemy tanks AND destroy the command vehicle(GMC CCKW) at the regimental HQ before the end of Round 8.

The British win if they can destroy or render immobile Michael Wittman's Tiger I or prevent him from completing his objective.

"...the decision was a very, very difficult one. Never before had I been so impressed by the strength of the enemy as I was by those tanks rolling by; but I knew it absolutely had to be and I decided to strike out into the enemy." -Michael Wittman

Rounds: 8

Starting Initiative

Michael Wittman

Actions

2

Special Rules

THICK WOODS: All forest hexes in tile 2B are impassable to vehicles.

4th County of London Yeomanry

Division One

- 0 Squad Bases
- 3 Sherman Tank
- 3 M3A1 Half Track

Division Two

- 1 Squad Bases
- 4 Regular Infantry
- 4 Sherman Tank
- 1 GMC CCKW 353 Truck

Starting Strategy Cards: 0

Operations Cards

- Massive Confusion

Special Rules

The British start with 1 x 6 pounder AT gun deployed at the Regimental HQ green hex.

British Cromwell and Firefly tanks are represented with the regular Sherman M4A1 with the same stats for approximation.



Michael Wittman

Division One

- 0 Squad Bases
- 1 Tiger I

Division Two

- 0 Squad Bases

Starting Strategy Cards: 0

Operations Cards

- Tank Ace
- Elite Tank Crew

Deployment Zone

Michael Wittman deploys on the YELLOW hex on Hill 213.

Special Rules

Michael Wittman takes TWO actions per round before becoming fatigued although

only one action may be taken per turn.

Michael Wittman has initiative every round.

