

# **BATTLE OF VILLERS-BOCAGE**

## **Part One – Tiger Attack**

On the morning of 13<sup>th</sup> June, the 4<sup>th</sup> County of London Yeomanry was ordered to proceed with all speed through Villers-Bocage and on the high ground of Point 213. The officers felt they were being urged along too fast, and could not carry out sufficient reconnaissance. The column had just paused on the road when all hell broke loose.

Advanced elements of the 2<sup>nd</sup> Company, 101<sup>st</sup> Heavy SS Panzer had arrived in the Villers-Bocage area just the evening before in support of the Panzer Lehr Division. The Tiger I's were under the command of (then SS-Obersturmführer) Michael Wittmann, a tank ace with over 100 kills on the Russian Front. That morning, Wittmann spotted the 4<sup>th</sup> CLY column on the road to Point 213, grabbed one of the few operational Tigers and attacked.

### **COMPOSITION OF THE ARMIES**

4<sup>th</sup> County of London Yeomanry (7<sup>th</sup> Ar. Div, 22<sup>nd</sup> Armoured Brigade)

Options: Cromwell-MkVII+Sherman Firefly, Veteran x3, APC Shells x3

Total Points: 275

M. Wittmann (Schwere SS-Panzer-Abteilung 101)

Options: Veteran x3, Fuel x3

Total Points: 130



The British player deploys in Area 1, along the road. The German Player can deploy anywhere in Area 2.

Boards are (starting from upper left, clockwise): C1-B, C5-B, C6-B, C4-A, C2-B, C3-A

## **DECK COMPOSITION**

Remove the following cards from the British deck:

All-Terrain, Battle Rage, Communication Scrambled, Confusion, Fall Back, Hit and Run, Hit the Dirt!, Precision, Return to Sender, Sneaky Shot, Speed Setup, Surprise!, Tea Time, Thank the Helmet!

Remove the following cards from the German deck:

All-Terrain, Battle Rage, Booby Trap, Dynamic, Fall Back, Geballte Ladung, High Command, Hit and Run, Hit the Dirt!, Hitlerjugend, Precision, Relay, Return to Sender, Sneaky Shot, Speed Setup, Surprise!, Tactician, Thank the Helmet!, The Fury of the Fuhrer.  
(Note: This leaves the deck with 36 cards)

As always, any Artillery or Air Strike cards should be removed as neither army has the required recruitment options to add them to their deck.

## **INITIATIVE**

The British player goes first. The game will last for 7 turns.

## **SPECIAL RULES**

To represent the state of confusion at the start of the attack, each British unit will start with a **Suppressed** marker, and the British player starts with no cards in his hand. During the first supply phase, he may draw only 2 cards, but during that second supply phase he can draw his hand up to the full compliment of 4.

For purposes of this Scenario, some cards in the German deck are going to change their function:

- "Schnell!" is treated as "Advance!", allowing the German player to add +2 Move to Wittmann's Tiger.
- "Mine" will work on a vehicle, but only on a roll of 6, and is -1 to the damage roll (minimum 1). Thus it cannot by itself destroy a tank.
- "Confusion" can work on any unit with a Suppressed marker, not just infantry.

To represent Wittmann's ace status, the German player is allowed to start the game with a deck consisting of only 36 cards. The British player must maintain the standard deck limit of 40 cards minimum.

## **VICTORY CONDITIONS**

The British player gets a partial victory if he can get the Cromwell-MkIV-CMD on the road to Point 213 by leaving the board from either of the two spaces marked with arrows. It is a total victory for the British if they can eliminate Wittmann's Tiger.

The German player gains a partial victory if he can destroy at least half of the enemy tanks or at least damage all of the enemy tanks, and will achieve a total victory if he can destroy the Cromwell-MkVI-CMD tank.