

# TAC NEWS

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## MICRO SQUAD®: THE 1:1 GAME - WWII SCENARIO

### THE BOYS ARE BACK IN TOWN VILLERS BOCAGE - JUNE 13, 1944



Fresh from annihilating the lead elements of the British 7th Armored Division on the road east of the town of Villers Bocage Oberstürmführer Michael Wittmann pressed his luck and entered the town itself in mid-morning. In a short

period that morning Wittmann's unit had destroyed 4 Sherman Fireflies, 30 Cromwells, 3 Stuarts and 3 M4 Sherman OP tanks along with 30 other vehicles of the A Squadron, 4th County of London Yeomanry. Wittmann destroyed an additional three Cromwell tanks of the headquarters unit of the 4th County of London Yeomanry in town and then withdrew to the southeast to refuel and re-arm.

Villers Bocage was strategic to both the British and Germans. Besides lying astride the road to Caen, the principal objective of the British invasion forces, the road network throughout the headwaters region of the Seulles Valley originated at Villers Bocage. The force controlling the town controlled the valley.

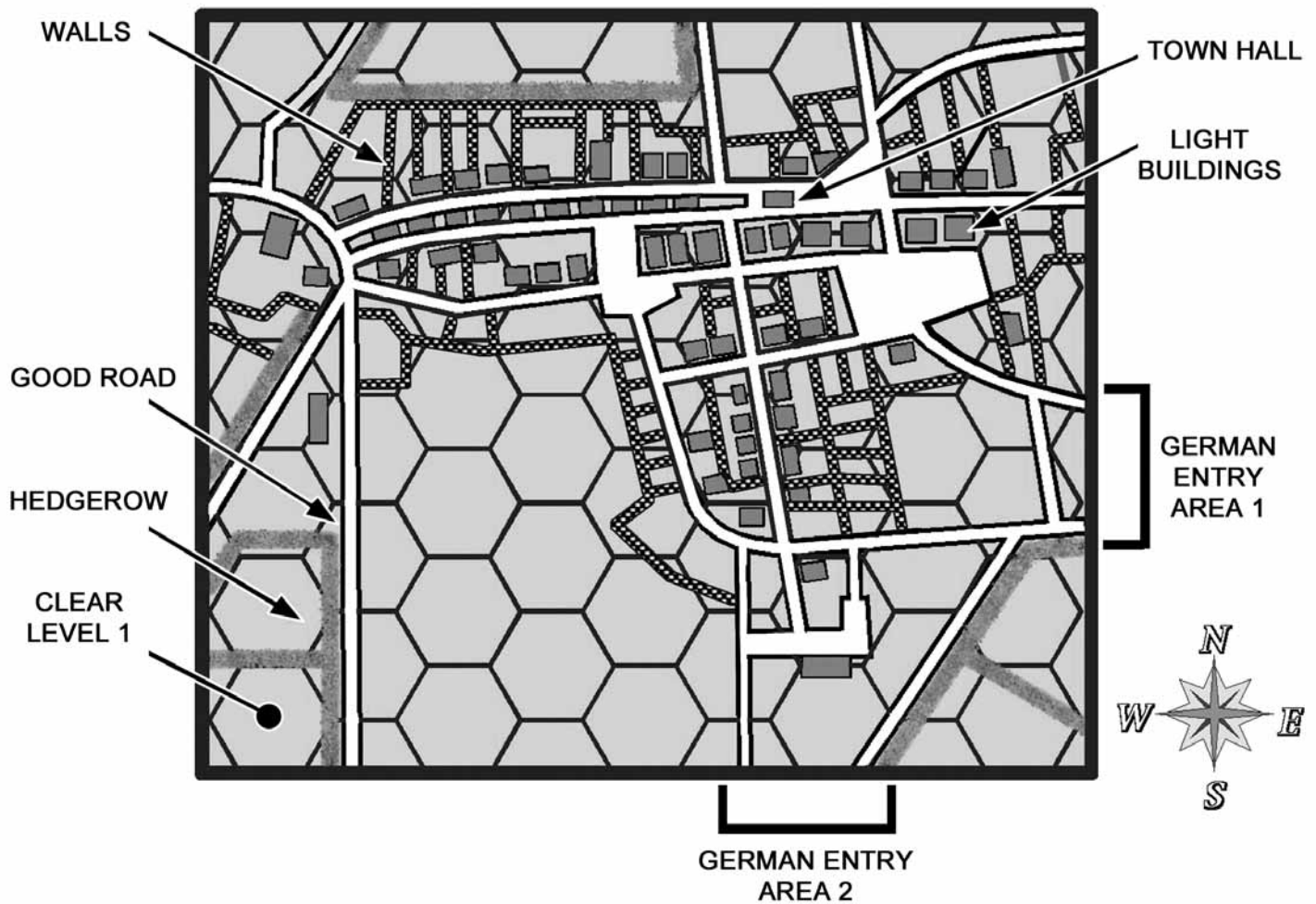
Around 1400 Wittmann returned to town with additional advance armor elements of the Panzer Lehr division. Additionally, Lt. Col. Kurt Kauffman, the

Operations Officer of Panzer Lehr hastily assembled two 88mm guns and a motley collection of rear element troops and moved in towards town to support Wittmann.

Wittmann expected to meet little British resistance and to hold the town until the infantry of 2nd Panzer, moving up from the south, could arrive. Unknown to Wittmann, the intermittent heavy rain had slowed the advance of 2nd Panzer.

Also unknown to the Germans, the 1st / 7th Queens Infantry Regiment and units of the 65th Antitank Regiment (Norfolk Yeomanry) had moved into town at noon and deployed infantry with PIATs in the buildings and 6 pounder antitank guns around town. The trap was set and the overconfident Wittmann was leading his troops right into it.





**TERRAIN:** The map should be approximately 46" (East to West) x 48" (North to South)

**SCENARIO LENGTH - 20 TURNS**

**OPTIONAL RULES:**

Unit Determination ("Micro Squad®: The Game -WWII" Rule 12.1 - p.20)

The Hot Shot! ("MSTG" Rule 12.2 - p.22)

Intuitive Action ("MSTG" Rule 12.3 - p.22)

Tank Marines! ("MSTG" Rule 12.8 - p.22)



# THE BOYS ARE BACK IN TOWN

## GERMAN FORCES

Cohesion = 16  
Break Point = 53  
Based on determination level of .25

### Elements, Panzer Lehr Division

#### No. 2 Company 501st SS Heavy Tank Battalion (Oberstürmfuher Wittman)

1 x PzVIA (Tiger 1) (GHQ+2)  
3 x PzVIA (Tiger I)  
1 x PzIVf2  
3 x PzIVf1  
3 x Infantry'44

#### Lt. Col. Kauffman's force

1 x Infantry HQ  
2 x 88mm Flak36  
2 x Heavy truck  
3 x Infantry'44  
4 x Medium truck

## BRITISH FORCES

Cohesion = 17  
Break Point = 56  
Based on determination level of .40

### Elements, 7th Armored Division

#### Elements, B Squadron 4th County of London Yeomanry (Sharpshooters)

4 x Cromwell IV  
1 x Sherman Firefly

#### Elements, 65th Antitank Regiment (Norfolk Yeomanry)

4 x 6lbr ATG  
4 x Bren Carrier

#### Elements, 1st/ 7th Queens Infantry Regiment

1 x Infantry HQ (GHQ+2)  
1 x Light Truck

#### 1st Company

1st Platoon: 3 x Infantry '43  
2nd Platoon: 2 x Infantry '43  
3rd Platoon: 2 x Infantry '43  
1 x 2" Mortar (1)  
1 x Infantry HQ

#### 2nd Company

1st Platoon: 3 x Infantry '43  
2nd Platoon: 2 x Infantry '43  
3rd Platoon: 2 x Infantry '43  
1 x Infantry HQ

## INITIAL DEPLOYMENT:

A. The British forces are placed anywhere in town at the beginning of the game

B. The German forces under Wittmann enter the town on the road from the southeast on turn one (German Entry Area 1). Lt Col. Kauffman's forces enter town anywhere from the south at the beginning of turn three (German Entry Area 2).

## VICTORY CONDITIONS:

The British player must cause the Germans to reach their breaking point before game turn 20 when the advance elements of the 2nd Panzer Division are scheduled to arrive. Any other result is a German victory if the German player has at least one armor unit in the square around the town hall, thus denying the main road to the British.





# GHQ RELEASES FOR 2012 - 2013

## JUNE 2012 - AVAILABLE NOW!

GWF5	ACR Gambetta	1/pk	\$9.95
HUS17	DDG Arleigh Burke Flight IIA	1/pk	\$9.95
G568	12.8cm PAK 44 Waffentrager (W '47)	3/pk	\$9.95
AC91	Messerschmitt Me 262	2/pk	\$9.95
G569	PAK 44 128mm Towed w/ PM	2/2/pk	\$9.95
W91	KrAZ 214	5/pk	\$9.95
N549	Boxer APC	5/pk	\$9.95
N550	Leopard 2A6M CAN	5/pk	\$9.95
TMB81	Conduit Watch Tower	1/pk	\$7.95



## AUGUST 2012

FN1	Finnish Infantry
FN2	Finnish Heavy Weapons
FN3	BT-42
USN87	AV-3 Langley
UKN49	MV Otaio
N551	M777 155mm Howitzer with FMTV
G570	Granatwerfer 42 120mm Mortar w/ SdKfz 251 PM
TW19	Mamba APC
G571	Panther G w/IR sights ( <i>Wehrmacht '47</i> )
G572	SdKfz 251/7 w/Uhu IR Searchlight ( <i>W '47</i> )
G573	SdKfz 251/1 w/IR sights ( <i>Wehrmacht '47</i> )

Photos not  
to scale



## OCTOBER 2012

AC92	Mitsubishi G4M3 "Betty"
TW20	Ratel 60
US98	T92 240mm Howitzer Motor Carriage
N552	ADATS
HRC1	Shi-Lang
GWB30	HMS Neptune
IS14	Magach 6B Gal
AC93	MQ-9 Reaper
G574	Granatwerfer 42 120mm Mortar w/ SdKfz 351 PM ( <i>Wehrmacht '47</i> )

## FEBRUARY 2013

N554	Bushmaster IMV
HRC3	Jiangwei II (Type 053H3) Class
USN88	DE-5 Everts
AC95	A-20C Havoc
TW21	Casspir
TW22	Ratel 90
W93	T-62A
UK99	T17E2



## DECEMBER 2012

HRC2	Jiangkai II (Type054A) Class
GWF6	Jauréguiberry
AC94	Savoia-Marchetti SM.79 Sparviero
J11	Toku Daihatsu 17m
W92	T-62
IS15	Israeli M3 Halftrack
N553	M1A1 Abrams AIM (SA)
G575	sIG 33 15cm Pz. III

## APRIL 2013

AC96	Eurocopter Tiger ARH
GWH1	SMS Tegetthoff
GWB31	CL "C" Class Calliope
UKN50	MV Clan Macaulay
AC97	A-26B Invader
W94	BMD-3
N555	FV-432 Mk. 3 Bulldog
G576	sWS with Flak 43 ( <i>Wehrmacht '47</i> )

