

## "Bathtub" Operation Luttich (Mortain) – 7<sup>th</sup> August, 1944

### A Flames of War Grand Battle Scenario

Operation Luttich was Hitler's desperate gamble to seal off the penetration made by the American forces during Operation Cobra, which was on the verge of unhinging the entire German position in Normandy.

This scenario allows a large table to accommodate a scaled down version of the fateful armored clashes of that operation. It provides a unique opportunity to recreate the largest German offensive of the Normandy campaign.

#### Special Terrain rules:

- Hill 317 – the American 30<sup>th</sup> Division, pre-warned of the possibility of attack, had turned this commanding height into a virtual fortress, criss-crossed with trenches, minefields and anti-tank obstacles. Any unit or vehicle on hill 317 can see over any other terrain except ridges. The hill is treated as difficult ground and provides concealment to any team or vehicle on it. In addition, any attempt to range in artillery from Hill 317 receives a +1 bonus due to its excellent observation opportunities.
- River See – although not a wide river, the See had steep banks covered in vegetation. It is treated as very difficult terrain for vehicles
- Ridges – the other areas of high ground, while not as vital as hill 317, still commanded the terrain around them. Any unit or vehicle on a ridge can see over any other terrain except hills, ridges, buildings and woods. Ridges are treated as difficult ground and provide concealment to any team or vehicle on them.
- Bocage – most of the level terrain around Mortain was covered in bocage – small fields enclosed in high banks. All of the normal bocage rules apply (see the D-Day Battle Book)
- Villages – the villages in this area were mostly sturdy stone walled buildings. Any infantry stand touching or within a building is considered in bulletproof cover and concealed.

#### Deployment:

The American forces listed as on the table are deployed first, followed by the German forces. The Germans take the first turn.

#### Reinforcements:

Units listed as reinforcements will show the first turn they may arrive. The owning player rolls a d6 at the start of each turn commencing the turn noted. The reinforcement will enter on a roll of 3+, if not the player rolls again the following turn.



Forces:

American Forces –

- 30<sup>th</sup> Infantry Division > represented by three American Rifle companies, each of 2,000 points, from Fortress Europe. It is deployed as follows – one company anywhere on hill 317, one company anywhere within 12" of St. Barthelemy, and one company within 8" of Cherence Le Roussel. Each company starts in prepared positions, and may deploy 1 FOW box of defenses within its sector. Each company may also hold back up to one platoon plus any tank destroyer units taken and deploy them in ambush.

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- 30<sup>th</sup> Infantry HQ > represented by one American Rifle company of 1,000 points (Fortress Europe). The company also receives 2x 105mm and 1x 155mm Field Artillery Batteries for no points cost. They are deployed anywhere within 12" of La Bazoge, in prepared positions. FO stands for these batteries may deployed with any 30<sup>th</sup> Infantry Division unit.

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- 3<sup>rd</sup> Armored Division > represented by an American tank company of 2,500 points (Cobra). It enters the game as a reinforcement from American entry 2, begin rolling on turn 5. A second company of 1,500 points (taken from Cobra), becomes available as a reinforcement once the first company arrives. It arrives from American entry 3.

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- 2<sup>nd</sup> Armored Division > represented by an American Tank company of 2,500 points (taken from Cobra). It enters the game as a reinforcement from entry 1, begin rolling on turn 5.

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German Forces –

- 2<sup>nd</sup> SS Panzer Division (Das Reich) > represented by a 2,500 point panzer company (Cobra). It enters the game on turn 1 from German entry 1.

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- 1<sup>st</sup> SS Panzer Division (Liebstandarte) > represented by a 2,000 point panzer company (pdf on FOW site – SS Panzers in Normandy). It starts the game deployed anywhere within 12" of Tournerie, but at least 12" from any American unit. No units from Liebstandarte may move on turn 1, but they may fire if they have targets.

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- 2<sup>nd</sup> Panzer Division > represented by a 1,500 point Panzer company and a 1,500 point panzergrenadier company (Fortress Europe). Both units enter the game on turn one from German entry points 2 or 3.

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- 116<sup>th</sup> Panzer Division > represented by a 2,000 point Panzer company (Fortress Europe). Although scheduled to attack with the rest of the German force, it failed to do so until its commander was finally relieved in the afternoon. It enters the game as a reinforcement from German entry point 4, begin rolling on turn 6.

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#### Night Assault:

Due to the total air superiority enjoyed over Normandy by the Allies, the Germans initiated Operation Luttich just after midnight to minimize the time their panzers would be subject to American airpower. To reflect this the initial turns are night turns, followed by a mist turn just after dawn, as follows:

Turns 1-3 = night turns, use FOW night rules

Turn 4 = mist turn, see Weather below

Turns 5-12 = daylight turns, see Airpower below

#### Airpower:

No player may purchase air support for the battle. Instead, the Allied CiC will roll for airpower each daylight turn of the game. Three separate flights of P-47 aircraft are potentially available, the Allied CiC rolls 3d6 each turn and receives a flight of planes for each roll of 2+. Roll for the number of planes in each available flight as usual.

#### Weather:

The weather during Luttich was warm and dry, but with moderate to heavy mist was present in the early mornings. The following special rules are used for mist turns – maximum visibility is 12", and all fire and spotting attempts other than defensive fire have an additional -1 modifier.

#### Winning the Game:

There are seven objectives shown on the map, plus two game ending objectives. If the German side controls either of the game ending objectives at the start of their turn the game immediately ends in a significant Axis victory, as they have broken through and accomplished their mission.

If an immediate significant victory is not achieved by the end of turn 12, the game ends at dusk. If either side controls a majority of the objectives at the end of the game they score a marginal victory, if no side has a majority then the game ends in a draw.