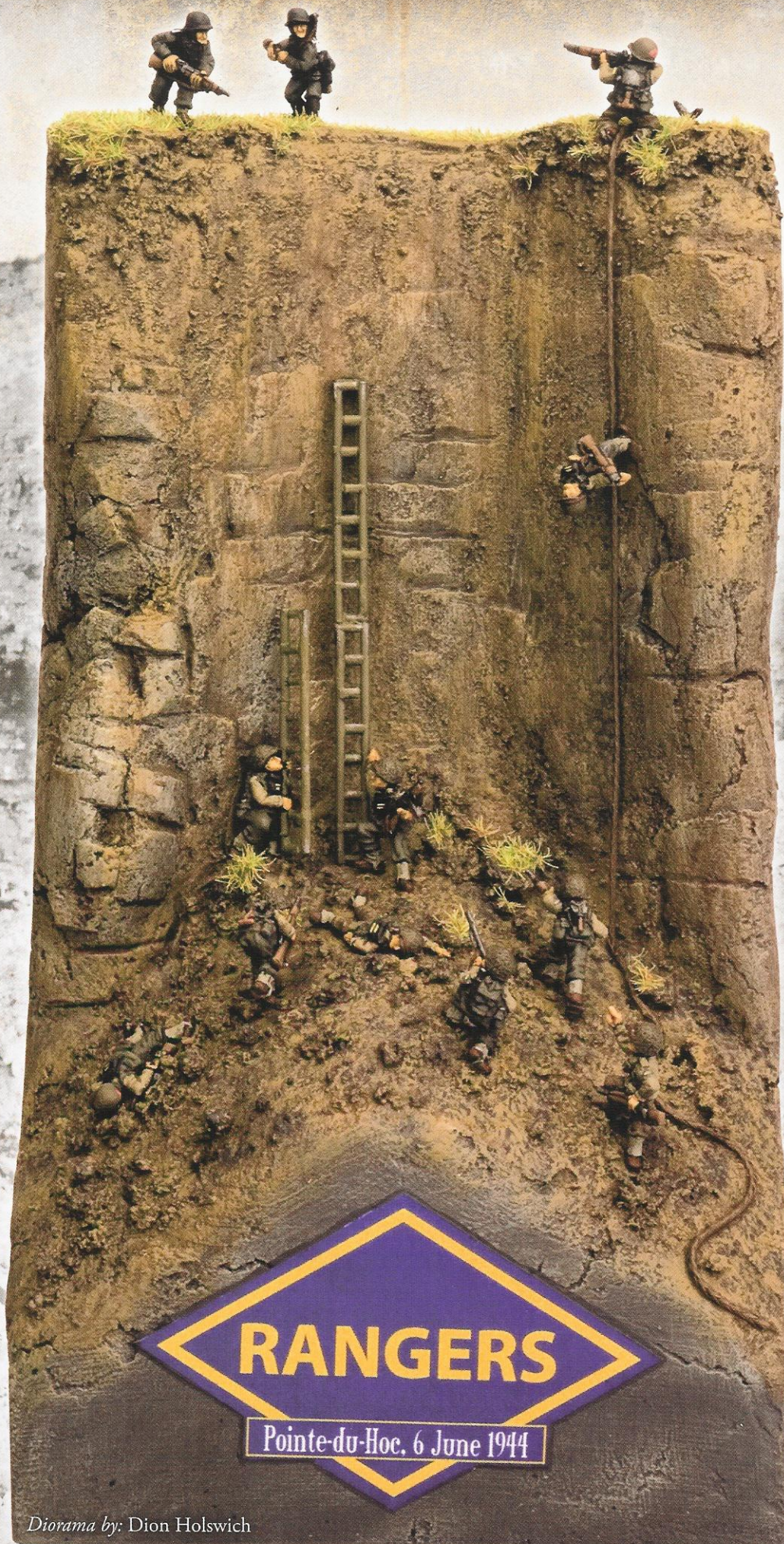


OMAHA

THE BATTLE FOR OMAHA BEACH
D-DAY, 6 JUNE 1944



FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME



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THE BATTLE FOR OMAHA BEACH D-DAY, 6 JUNE 1944

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This is a supplement for *Flames Of War, the World War II miniatures game*.
A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.

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OMAHA BEACH

H-HOUR 06:30 D-DAY 6 JUNE 1944

By the beginning of June 1944 the beaches of the tranquil French coast of Normandy had been transformed by the occupying German Army into something not nearly so picturesque. A dozen bunker complexes dotted the high bluffs overlooking the five kilometre-long crescent of sand between Vierville-sur-Mer and Colleville-sur-Mer, littered with obstacles designed to punch holes in any landing craft willing to brave them. At each end, forbidding cliffs lined the water's edge, making an assault there impossible. Four gullies, 'draws' to the Americans landing there, sliced through the forbidding bluffs. These were the only way off the beach for vehicles, and the most heavily fortified points. The most important of the draws were the two to the east called D1 and D3 by the Allies, as both had roads winding up inland from the beach. The beach the Allies codenamed Omaha had become the outer wall of Hitler's *Festung Europa*, Fortress Europe, and the English Channel its moat.

SURPRISES

Across this countryside wind and rain came in a dark grey mass that blotted out the sun. Weather reports from the German meteorologists predicted much the same for the rest of the week. With the stormy weather and the lack of Allied activity many of the Axis commanders were away from their posts, confident that the expected invasion was still far off. The defenders were thus shocked to see the Allied fleet off the coast in the early morning hours of 6 June.

For the Allies the day would begin with an equally nasty surprise. Allied intelligence services expected the defenders of Omaha Beach to be a single second-rate battalion. Their maps put the well-trained and equipped 352. *Infanteriedivision* (352nd Infantry Division) at St. Lô far to the rear. Unknown to the Allies, the division had moved forward, taking over the beach defences at Omaha months earlier. What they already expected to be a hard fight had become even harder.

THE ALLIED PLAN

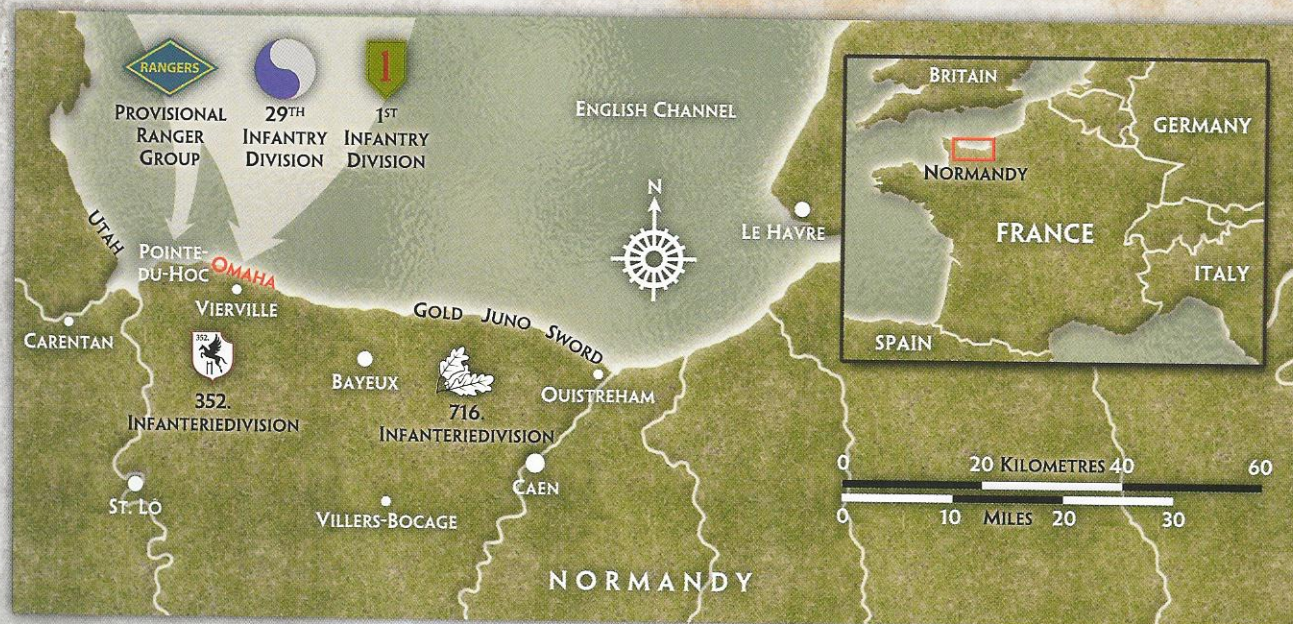
Aboard the Allied fleet, two American divisions boarded their landing craft. The 1st 'Big Red One' Infantry Division, also nicknamed the 'Fighting First', was a veteran of several amphibious landings and campaigns in North Africa and Sicily. Its men were tested and ready for battle. They were to land to the east on beaches codenamed Easy Red and Fox Green to secure the E1 and E3 draws north of Colleville.

The other Allied division at Omaha was the green 29th 'Blue and Grey' Infantry Division made up of part-time soldiers from the National Guard, now turned professional. Filled with men who had previously been friends and neighbours, the unit was well trained, eager and ready for the task at hand—despite being new to combat. The '29ers' had been assigned Dog Green, Dog White, Dog Red and Easy Green beaches. Their mission was to secure the D1 and D3 draws at Vierville and Mont les Moulins.

The Germans had long suspected that the Allies would land at high tide and had built their beach obstacles with this in mind. Instead, the Allied plan for Omaha Beach called for a landing at low tide at around 0630hrs. This would enable the assault troops to sweep ashore in the early morning while specially trained and equipped combat engineers blasted away the beach obstacles to allow the follow up waves to land as the tide rose. Specially constructed Sherman Duplex Drive (DD) tanks, 'Donald Ducks' to their crews, with a canvas screen around the tank and propellers so that they could swim to the beach, were to land just ahead of the first wave of assault troops to give them armoured support until tank landing craft could reach the beach.

THE PLAN UNRAVELS

Like every plan, the attack began to unravel even before the first troops landed. Bombers, naval gunfire, and rockets all





screamed over the men in the boats leaving some of them to wonder if there would be anything left for them to fight. Yet, the bombs, shells and rockets caused remarkably little damage to the defenders. When the troops hit the beach they found the defences were intact and fully manned.

The tanks that were to rumble ashore ahead of the infantry ran into their own problems. For the 741st Tank Battalion supporting Big Red One, it was a disaster. Commanders made the call to launch the tanks to swim ashore in the heavy seas. Some plunged like stones to the sea bottom upon launching. Others foundered closer to the shore. Of the 32 Sherman DD tanks allocated to Big Red One, only five made it to the beach. The commander of the 743rd Tank Battalion in support of the 29ers, made the opposite call. Instead of launching the tanks in the heavy seas, he sent their landing craft straight to the beach. As a result, the 29ers had full tank support on their beaches with all 32 tanks making it ashore, albeit well behind the infantry they were to protect.

The infantry had even bigger problems than their lack of tanks. The fast current and billowing smoke from brush fires made navigation difficult for the landing craft. Some units, such as Big Red One's Fox Company of the 16th Infantry Regiment, hit the beach in the correct spot. Others like the 29ers' Easy Company, 116th Infantry Regiment missed their beaches completely, ending up on the same section of beach as Fox Company, kilometres from their assigned area.

The bloodiest introduction to France was that of Able Company, 116th Infantry Regiment, in the Dog Green sector. The company literally ceased to exist in a few minutes of heavy fire. Yet for other units there would be mixed blessings. Brush fires on the bluffs overlooking the beach blinded the defenders in places. George Company, 116th Infantry Regiment, landed in good order, suffering few casualties in reaching the seawall that ran the length of the beach.

No matter where they landed, the dazed and confused troops faced an uphill battle. A long line of dead and dying comrades marked their path up the beach. Everywhere platoon and company commanders were missing or dead. Reaching the cover of the seawall, the assaulting troops froze under the unexpected weight of fire.

LEADERSHIP

What had started as a plan with well-defined regiments and divisions soon disintegrated into fights by small teams of men. The American formations coming ashore were hopelessly muddled and disorganised. For the Germans, the average strongpoint garrison was just 30 men, cut off and fighting alone. The side with their leaders at the front would be the one that prevailed.

It was into this quagmire of death and destruction that men like Brigadier General Cota, Deputy Commander of the 29th Infantry Division, walked like the heroes of antiquity. General Cota made his way to the beach to ascertain what was happening ashore. Gathering about him a group of men from the 116th Infantry Regiment and the 5th Ranger Battalion, he formed his own ad-hoc platoon. Soon his men began to slowly make their way inland through gaps in the wire by going up the bluffs rather than the well-defended draws. Cota's men finally reached the top of the bluffs behind Hamel-au-Prêtre at approximately 0900hrs.

To the east, the men of the veteran 1st Infantry Division infiltrated the high ground as well. Part of Easy Company, 16th Infantry Regiment led by Lieutenant John Spalding managed to head straight inland without pause. With small groups of men the troops now attacked the enemy reinforcements, effectively cutting off the defenders on the beach.

Elsewhere on the beach, the carnage continued as broken and drifting landing craft rolled in the surf. Several US Navy

destroyers sailed in perilously close to the beach, some as close as 800 yards, to pound German defences with direct fire. Ship captains simply watched to see where the surviving infantry and tanks were firing and then added the weight of their guns against those same locations. Huge chunks of ground vanished under their fire. The battleship *USS Texas* used its 14-inch guns to batter D1 draw, smashing the defences apart. Dazed and confused under repeated impacts from the large shells, the defender's fire started to slacken.

The grim battle reports reaching the invasion fleet almost led General Bradley to halt the landings and divert the follow up traffic to Utah Beach. Yet by mid-day, while the rising tide ran red with blood, the battle at the water's edge was mostly over. Small groups of soldiers worked their way inland. Survivors of the ranger units who landed in Charlie Sector made good use of their training, assaulting the defences along the bluffs. Where they took ground, they held it. The anticipated counterattacks never materialised in any sort of strength.

FIRMLY ASHORE

With American troops now behind the beach defences, the strongpoints began to fall. Cut off and with no communications with their higher headquarters the German troops slowly succumbed, slipping away, or surrendering to the assaulting infantry.

One by one, the draws changed hands and the way was cleared for men and vehicles to move off the beach. While the penetration at Omaha did not reach as far as other landings, the veterans of Big Red One and the green 29ers had taken the beach in the face of formidable opposition, holding the high ground up to a mile inland by day's end.

An optimistic General Gerhardt commanding the 29th Infantry Division summarized the lessons of D-Day in his after battle report as follows: 'No reports of disaster should be allowed. THEY ARE NEVER TRUE'. Omaha Beach was now open for business.



OMAHA BEACHHEAD LEGEND, 6 JUNE 1944

ALLIED

AXIS

→ Landing craft approach.



First gaps in beach obstacles.



Allied penetrations by noon.

→ Allied movement to the end of the day.

→ Positions at the end of the day.

US UNITS



116th Infantry Regiment



2nd Battalion



Able Company

See pages 34 & 35 for divisional structure.

Barbed Wire

Gun in casemate

Mortar Tobruk

Obstacles (hedgehogs, stakes, ramps etc.)

Panzerstellung

MG Tobruk

Field/AT gun

→ German reserves movement.

→ Main resistance at the end of the day.

GERMAN UNITS



915. Grenadierregiment



3rd Battalion



5th Company

See pages 8 & 9 for structure and page 20 for strongpoints.

E Company,
16th Regiment (E 16)

F Company,
16th Regiment (F 16)

J Company,
16th Regiment (J 16)

L Company,
16th Regiment (L 16)

EASY RED

FOX GREEN

16th RCT

E 116 E 116 E 16

F(-) 16

E(-) 16

E(-) 116

F 16

L 16

J 16

(Intermingled)



(2ND WAVE)



(2ND WAVE)



WN65

8 I 916

WN64

II 115

II 26

III 18

III 16

PART

WN62

3 I 726

WN61

I 26

II 26

III 16

WN60

II 16

LE GRAND HAMEAU

II 16

CABOURG

WN63

COLLEVILLE SUR MER

II 915

II 18

II 16

II 18

OMAHA
US ASSAULT







352. INFANTERIEDIVISION



352. *Infanteriedivision* (352nd Infantry Division) rose from the ashes of 321. *Infanteriedivision*, destroyed in the Soviet counteroffensive following the Battle of Kursk on the Eastern Front. A strong cadre of combat veterans survived to lead the division in a new battle of annihilation on the Western Front. The division began mustering in earnest at St. Lô, in Normandy, on 5 November 1943, receiving young 18 and 19 year old recruits from Hannover, Germany.

The German Army was in poor shape. 1943 had brought defeat in the east at Kursk, and in the west in Africa and Italy. All available manpower and equipment were needed to stem the ever-increasing maelstrom that was the Soviet offensives in the east. In the west, the invasion of France, long awaited, was imminent. Manpower shortages and incessant bombing brought severe food rationing. Many of the young men called up for new divisions were undernourished, but the German Army could no longer afford to be picky. An extra ration of milk instead of cigarettes would have to suffice.

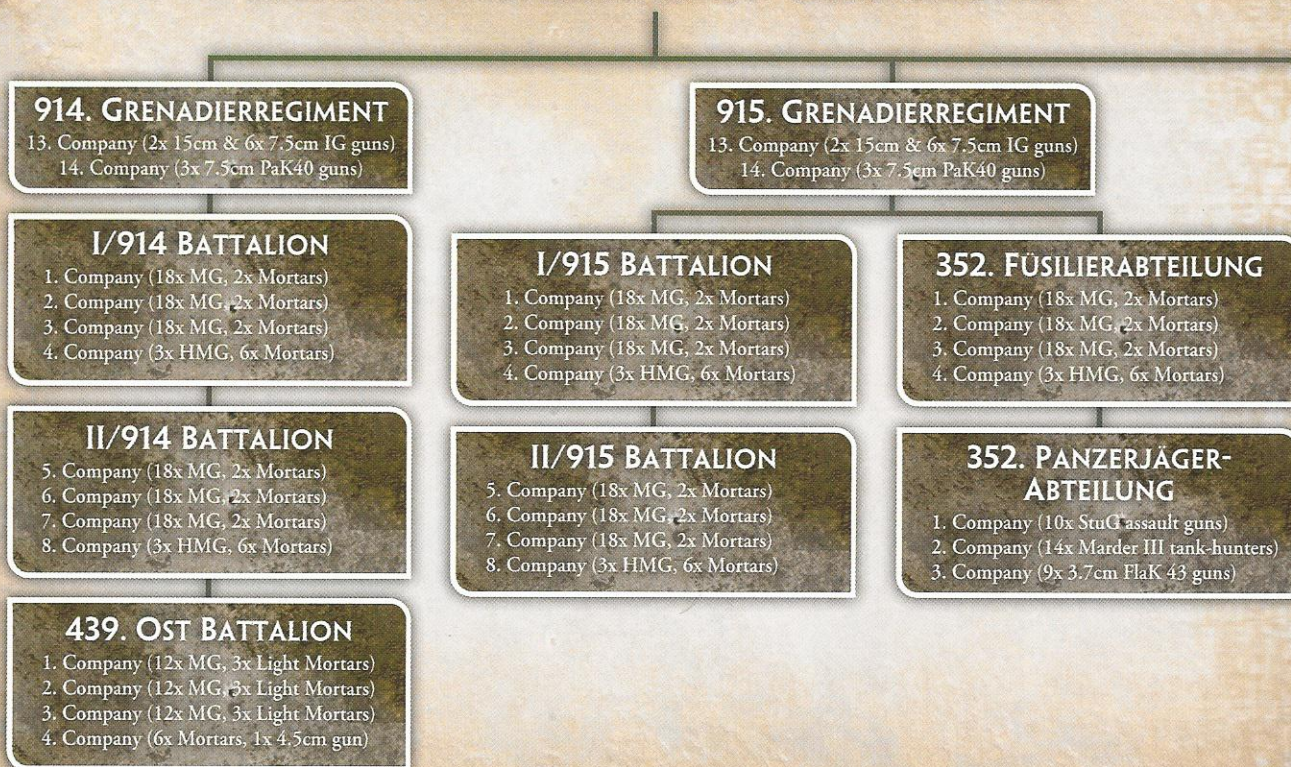
As the commander, it fell upon *Generalleutnant* Dietrich Kraiss (awarded the Knights Cross with Oakleaves and the German Cross in Gold) to make his division ready to fight. He and his staff worked ceaselessly to get equipment. Heavy weapons were scarce, trucks almost unobtainable. Shortages of ammunition and fuel meant a bare minimum of weapons training and virtually no driver training.

In spite of these shortages and spending up to 8 hours a day labouring on beach defences, by May 1944, 352. *Infanteriedivision* was fully combat ready—a state that no other infantry division in the Normandy area could even aspire to. The biggest question on their mind was where would the division fight next?

352. *Infanteriedivision* had taken over half of the Normandy coastal sector from 716. *Infanteriedivision*, a second-rate static division, but expected to be called back to the Eastern Front at any moment. Its size had grown with the attachment of 726. *Grenadierregiment* (726th Infantry Regiment) and 439. *Ost Bataillon* (439th Eastern Battalion) from the previous garrison, but it had lost 915. *Grenadierregiment* and the divisional fusilier battalion, combined into *Kampfgruppe* Meyer (Battlegroup Meyer), the mobile reserve for its parent LXXXIV *Armee* (84th Army Corps). This loss cost the division all of its self-propelled guns, and truck and bicycle-mounted infantry.

D-Day, 6 June, answered the question of where the division would fight. The division reacted immediately to the Allied invasion, inflicting horrendous casualties on the two American divisions landing in its sector. On the first day the only beach where the Germans stopped the Allies cold, even if only for a few hours, was Omaha, and it was 352. *Infanteriedivision* that had performed this heroic feat.

352. INFANTERIEDIVISION (14,460 SOLDIERS)



With the Americans tied down on the beach and unable to get any vehicles up to the top of the steep bluffs, it seemed only a matter of time before they were pushed back into the Channel when the mobile reserves counterattacked.

Unfortunately for the grenadiers fighting in the *Wiederstandnest* strongpoints overlooking the beach, their mobile reserves never arrived. *Kampfgruppe* Meyer first pedalled and drove towards Carentan intending to counterattack the American parachute landings there. Then on arriving, immediately pedalled all the way back across the whole battlefield to their starting point at Bayeux to counterattack the growing British penetration. While this was happening, divisional headquarters believed that the Americans had been contained. By the time the true situation was known, the opportunity to totally rout the American landings was lost in the fog of battle. The American forces were through the defences and pushing inland.

As if trying to hold the beaches at Omaha, see off the paratroopers at Carentan, and halt the British incursion at Bayeux was not enough, 352. *Infanteriedivision* faced another problem—the rangers attacking the coast-defence guns at Pointe du Hoc had established firm control of the gun positions by the time divisional headquarters was aware of the problem. Reinforcements were sent to drive them off. Repeated attacks throughout the day finally pushed the rangers back to the wire around the former German position. There they held their ground, resisting all efforts to remove them.

Massively outnumbered and without reinforcements, the division stood no chance. By nightfall, the fight had moved off the beaches and into the French countryside. For two more months the division stood between increasingly strong US forces and victory. As the American infantry moved forward the division continued to resist, and towns with names like Isigny and Formigny and Trévières became battlegrounds.

During the defence of St. Lô, the division virtually ceased to exist. *Generalleutnant* Kraiss was killed during the bombing before the attack. By 30 July, despite receiving eight new battalions from five other divisions, all its battalions were classified as *Abgekämpft*, fought out, and no-longer capable of even defending their positions, let alone attacking. Over the course of the fighting in Normandy the division had lost some 7900 officers and men out of its initial strength of 14,460. Each battalion had less than 100 combat-ready soldiers. Of its organic anti-tank guns only four remained serviceable, and just two StuG assault guns. The survivors were withdrawn to Alençon south-east of Caen for refitting. Within a week, they were back in combat, fighting a rear-guard action against the American breakout racing towards Paris.

352. *Infanteriedivision* was renamed 352. *Volksgranadierdivision* on 21 September, after just less than one year in existence. Absorbing the month-old 581. *Volksgranadierdivision*, the division rose from the ashes for the last time, fighting against hopeless odds until the end.

916. GRENADIERREGIMENT

- 13. Company (2x 15cm & 6x 7.5cm IG guns)
- 14. Company (3x 7.5cm PaK40 guns)

II/916 BATTALION

- 5. Company (18x MG, 2x Mortars)
- 6. Company (18x MG, 2x Mortars)
- 7. Company (18x MG, 2x Mortars)
- 8. Company (3x HMG, 6x Mortars)

III/736 BATTALION

- 9. Company (12x MG, 3x Light mortars)
- 10. Company (12x MG, 2x Mortars)
- 11. Company (12x MG, 2x Mortars)
- 12. Company (5x Mortars)

1352. ARTILLERIEREGIMENT

I/1352 BATTALION

(12x 10.5cm leFH18 howitzers)

II/1352 BATTALION

(12x 10.5cm leFH18 howitzers)

III/1352 BATTALION

(12x 10.5cm leFH18 howitzers)

IV/1352 BATTALION

(12x 15cm sFH18 howitzers)

726. GRENADIERREGIMENT

- 14. Company (6x 3.7cm PaK36 guns, 3x 5cm PaK38 guns)

I/726 BATTALION

- 1. Company (12x MG, 3x Light Mortars)
- 2. Company (12x MG, 3x Light Mortars)
- 3. Company (12x MG, 3x Mortars)
- 4. Company (6x Mortars)

I/916 BATTALION

- 1. Company (18x MG, 2x Mortars)
- 2. Company (18x MG, 2x Mortars)
- 3. Company (18x MG, 2x Mortars)
- 4. Company (3x HMG, 6x Mortars)

Divisional Strength: 14,460 soldiers, 10 infantry battalions, 10 assault guns, 14 tank-hunters, 48 artillery pieces, 18 anti-tank guns, 24 infantry guns, 9 anti-aircraft guns, 21 heavy machine-guns, 96 medium mortars.

914. GRENADIERREGIMENT

Generalleutnant Kraiss expected the Allies to land in the Cotentin Peninsula before exploiting south around his left flank. To this end, he reinforced *Oberstleutnant* Ernst Heyna's 914. Grenadierregiment with 439. Ost Bataillon so they could cover both their coastal sector and the Vire River flank.

When the Allies landed at both Omaha Beach on the Normandy coast and Utah Beach on the Cotentin coast, the regiment counterattacked in both directions—west against the paratroops in the Cotentin and east against the rangers at Pointe du Hoc in the sector of 916. Grenadierregiment.

Having failed to recapture Pointe du Hoc, they found themselves in a blocking position between Omaha and Utah Beaches at the end of D-Day and in the coming battles. Over the following weeks they slowly gave ground in the face of continuous American attacks.

FIELDING 914. GRENADIERREGIMENT

You can field 914. Grenadierregiment in *Flames Of War* as a Festungskompanie from 352. Infanteriedivision () (see page 13).

As 439. Ost Bataillon () was attached to this regiment, it makes a good flavourful support choice, particularly if held in reserve. With all of the StuG assault guns and Marder tank-hunters operating with 915. Grenadierregiment, they are unsuitable choices. Their absence is more than made up for by the presence of 1. Flaksturmregiment (1st Anti-aircraft Assault Regiment) in the regiment's sector though, making plenty of anti-aircraft guns an excellent option.

Because the 914. Grenadierregiment was not defending a coastal sector, they had few fortifications and no bunkers, making up for this with a more aggressive defence.

915. GRENADIERREGIMENT

The 915. Grenadierregiment was better known as *Kampfgruppe Meyer* (pronounced kampf-groo-per may-err), Battlegroup Meyer, after its commander *Oberstleutnant* Karl Meyer. It was placed under the direct command of LXXXIV Armeekorps (84th Army Corps) as the central reserve. In addition to the regiment's own battalions (one mounted in trucks and the other on bicycles), the *Kampfgruppe* had the division's fusilier detachment and the anti-tank battalion with all of the division's assault guns, tank-hunters, and self-propelled anti-aircraft guns.

The regiment spent most of D-Day marching to and fro, before finally being committed to battle in the defence of Bayeux against the British advancing from Gold Beach.

FIELDING 915. GRENADIERREGIMENT

You can field 915. Grenadierregiment in *Flames Of War* as a Füsilierkompanie (see page 19) or as 1352. StuG Abteilung (also on page 19).

These forces are mobile and well prepared for the counter-attack role, having plenty of armoured vehicles rather than static fortifications.

916. GRENADIERREGIMENT

916. Grenadierregiment, commanded by *Oberst* Ernst Goth, took over the sector of III/726 battalion from 726. Grenadierregiment. The regiment kept its own II/916 battalion, but traded I/916 battalion for III/726 which stayed in place.

Generalleutnant Kraiss did not expect a landing in his area, being far more worried about each of his flanks instead, so he ignored *Generalfeldmarschall* Rommel's orders to put everything on the beach. As a result he kept part of the II/916 battalion in reserve for local counterattacks.

When the Americans landed on Omaha Beach, Rommel was proved right. Only the troops in the fortifications overlooking the beach at the start of the battle ever fired on the troops on the beaches, the reserves never arriving.

Having failed to hold the beaches 916. Grenadierregiment found itself defending the many small towns just in from the coast at the end of D-Day.

FIELDING 916. GRENADIERREGIMENT

You can field 916. Grenadierregiment in *Flames Of War* as a Festungskompanie from 352. Infanteriedivision () (see page 13).

This regiment was dug in defending the beach. Having lots of fortifications and bunkers is an excellent option giving you plenty of choices and the correct flavour. A platoon from 726. Grenadierregiment () makes for a very historical support choice to man your beach defences, freeing the better trained troops from your own regiment for a counter-attack role.

The regiment lacked any form of mobility, since all of the StuG assault guns and Marder tank-hunters were assigned to 915. Grenadierregiment, although including them as a 'what if' option if they had counterattacked at Omaha Beach rather than Gold Beach is a possibility.



726. GRENADIERREGIMENT

Oberst Walter Korfes' 726. Grenadierregiment was originally part of the second-line 716. Infanteriedivision. When 352. Infanteriedivision was assigned part of that division's sector, 726. Grenadierregiment came under the control of the new division along with its sector.

With its sector split in half, the regiment swapped its III/726 battalion for I/916 battalion from 916. Grenadierregiment, left its II/726 battalion with its old division, and kept its own I/726 battalion. *Oberst* Korfes placed his own I/726 battalion forward and kept the I/916 battalion in reserve.

The 726. Grenadierregiment sector fell between the landings at Omaha and Juno beaches and spent most of D-Day attempting to secure its flanks against the Allied advances.

Curiously, all telephone lines for the division's bunkers ran to the 726. Grenadierregiment headquarters, regardless of the regiment manning them, having to be routed from there to the 352. Infanteriedivision headquarters.

FIELDING 726. GRENADIERREGIMENT

You can field a Festungskompanie from 726. Grenadierregiment (👤) in *Flames Of War* (see page 13).

This unit has little in the way of support. Almost all of its few weapons are mounted in the beach fortifications. Its artillery is old Czech 10cm leFH14/19 howitzers from 716. Infanteriedivision. What little mobile support it has comes from a platoon from 916. Grenadierregiment in support as a counterattack reserve.

439. OST BATTALION

439. Ost Bataillon (439th Eastern Battalion) was made up of ex-Soviet soldiers released from the prisoner of war camps to fight for their captors. As can be imagined, they were not particularly eager to fight against the western Allies, although some would have liked the chance to fight against Stalin's regime on the Eastern Front.

Despite being led by German Non-Commissioned Officers, the *Osttruppen* were never trusted by their German commanders. The battalion was initially given a reserve role on the estuary of the Vire River, where it was attached to 914. Grenadierregiment. As predicted by their leaders, most units in the Ost Bataillon quickly fell apart once in combat.



MAKING YOUR FESTUNGSKOMPANIE

Because 352. Infanteriedivision was so mixed in the organisation and quality of its troops the Intelligence Briefing for a Festungskompanie (see pages 12 to 18) uses symbols to indicate the quality and availability of each type of platoon. The symbol indicates a platoon's Motivation and Training ratings.

You must choose either a 914, 915, or 916 Grenadierregiment company (marked 🇩🇪) or a 726. Grenadierregiment company (marked 🇩🇪). Whichever company you choose, you may only select platoon options marked with that symbol or the symbol of 1. Flaksturmregiment (🇩🇪).

As an exception, you may also select one Grenadier Platoon as a Support choice (see page 18). This platoon must have a different symbol from your company, being either the other type of regiment above or the Ost Bataillon (marked 🇷🇺).



SPECIAL RULES



FORTIFIED DEFENCE

Being static defensive troops manning fixed fortifications, 352. *Infanteriedivision* is always on the defensive.

A Festungskompanie or Füsiliierkompanie always defends against another Infantry Company in missions that use the Defensive Battles special rule.

FORTIFICATIONS

The plus side is that they are manning fortifications. As a result you can field fortifications in any battle.

In any game that does not use the Fortifications special rules (page 217 of the rulebook), a Festungskompanie may purchase fortifications from pages 22 and 23 as part of their force using their normal points total.

All fortifications must be deployed in your deployment area immediately before your opponent places an objective.

EVERYTHING MUST FIRE ON THE BEACHES

With every possible weapon sited to fire on the beaches, the few troops held back for the corps reserve are the only counterattack force available. Being sited well back from the beaches, they are unable to intervene anywhere quickly.

When troops from a Festungskompanie are in Reserve, they only arrive on table on a roll of 6 instead of the usual roll of 5+.

In addition, platoons with vehicles must be selected to be held in Reserve before platoons on foot, with platoons having Armoured vehicles selected first to be held in Reserve. When platoons arrive from Reserve, they must arrive in the following order: platoons without vehicles first, then platoons with Unarmoured vehicles, and platoons with Armoured vehicles last.

AIR SUPPORT

Only two German aircraft, two FW 190 fighters led by *Oberst 'Pips' Priller*, attacked the entire Allied force on D-Day.

A Festungskompanie, Füsiliierkompanie, or StuG Abteilung cannot have any Air Support.

OPEN BUNKERS

Some of the bunkers defending the beaches are incomplete, open to the sky and lacking overhead cover.

Open bunkers follow the rules for Bunkers (page 210 in the rulebook) in all respects, except that:

When a hit Pins Down an open bunker, the shooting player immediately makes a second Firepower Test for the shooting weapon:

- *A successful test will Destroy the open bunker.*
- *A failed test leaves the open bunker Pinned Down, but otherwise unharmed.*

However, guns with the No HE attribute cannot Destroy an open bunker.

STATIC ROCKET LAUNCHER

An entire heavy rocket battery was emplaced behind Omaha Beach, sited to fire on the troops as they landed.

28cm sWG41 rocket launchers use the Stuka zu Fuss special rule (page 167 of the rulebook), but have only four rockets instead of six. As a result, they only have four attempts to range in. Treat them as Trained troops when rolling to hit after ranging in. Once fired, the entire team is removed from the game.

Static rocket launchers are Open Bunkers and not part of any platoon. They may use any Command team as a Spotter, provided that the Command team has not moved since the start of the game. As none of these teams are trained artillery observers, they receive the same +1 penalty to range in as a Company Command team.

GOLIATH DEMOLITION CARRIERS

The Goliath demolition carriers are emplaced in small tunnels on the edge of the beach. The controller must use them where they are—there is no way of moving them.

Remove the Goliath remote-control demolition carrier from a team equipped with one if the team moves.

FORTIFICATIONS ARSENAL

	Range	ROF	Anti-tank	Firepower	Notes
8.8cm PaK43 gun	40"/100cm	2	16	3+	
7.5cm (or 7.62cm) FK gun	24"/60cm	2	10	3+	
7.5cm PaK97/38 gun	24"/60cm	2	10	3+	
5cm PaK38 gun	24"/60cm	3	9	4+	
5cm KwK gun	24"/60cm	3	7	4+	All-round firing slit.
2cm FlaK38 gun	16"/40cm	4	5	5+	All-round firing slit, Anti-aircraft.
HMG	24"/60cm	6	2	6	ROF 2 when Pinned Down.
Tank turret	16"/40cm	2	4	4+	All-round firing slit.
or	16"/40cm	4	2	6	All-round firing slit.
28cm sWG41 rocket launcher	40"/100cm	-	3	1+	Static Rocket Launcher



FESTUNGSKOMPANIE



(INFANTRY COMPANY)

A force based around a Festungskompanie must contain:

- 1 Company HQ, and
- 2 or 3 Grenadier Platoons.

Weapons Platoons available to a Festungskompanie are:

- 0 to 1 Machine-gun Platoon, and
- 0 to 1 Mortar Platoon.

Support Platoons available to a Festungskompanie are:

- 0 to 1 Scout Platoon,
- 0 to 1 Infantry Gun Platoon, Light Anti-tank Gun Platoon, Assault Gun Platoon, or Tank-hunter Platoon,
- 0 to 1 Artillery Battery,
- 0 to 1 Anti-aircraft Gun Platoon,
- 0 to 1 Anti-aircraft Assault Platoon, and
- 0 to 1 additional Grenadier Platoon.

You may have **one** Support Platoon for each Grenadier Platoon you field.

Your force may include fortifications (see pages 22 and 23) using the Fortifications rule on the previous page.

MOTIVATION AND SKILL



The soldiers of 914, 915, and 916 *Grenadierregiment* are led by *Ostfront* veterans. Their combat-training and morale are good and they are confident of victory, being rated as **Confident Veteran**.



With more experience building fortifications than training for battle, 726. *Grenadierregiment* is rated as **Confident Trained**.



The supporting 439. *Ost Bn* is formed from captured Soviet soldiers who prefer serving in the German Army to starving in a prisoner of war camp, giving them a rating of **Reluctant Trained**.



Although a *Luftwaffe* (German Air Force) unit, 1. *Flaksturmregiment* was tasked with both anti-aircraft and anti-tank defence in support of the division. The crews are unhappy about having to engage tanks, so are **Reluctant Trained**.

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS



Company HQ

40 points

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +5 points each.
- Add Anti-tank Section for +25 points. Replace the Panzerschreck team with an 8.8cm Püppchen RW43 rocket launcher at no cost.
- Add Mortar Section with two Light Mortar teams for +40 points or two 8cm GW42 (Stummelwerfer) mortars for +50 points.
- Add up to three Sniper teams for +50 points per team.



Company HQ

30 points

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +5 points.
- Add Mortar Section with two Light Mortar teams for +30 points, with three Light Mortar teams for +50 points, with two 8cm GW42 (Stummelwerfer) mortars for +40 points, or three 8cm GW42 (Stummelwerfer) mortars for +60 points.
- Add up to three Sniper teams for +50 points per team.

HAUPTMANN

HAUPTMANN



Company Command
SMG team



2iC Command
SMG team

COMPANY HQ

LEUTNANT

GRENADIER PLATOON

LEUTNANT

GRENADIER PLATOON

LEUTNANT

GRENADIER PLATOON

UNTEROFFIZIER



Panzerschreck team
ANTI-TANK SECTION

UNTEROFFIZIER

Light Mortar
team

Light Mortar
team

Light Mortar
team

MORTAR SECTION

FESTUNGSKOMPANIE

A *Festungskompanie* (pronounced fest-oongs kom-pan-ee), or Fortress Company, is a *Grenadier* company assigned to the beach defences of Normandy. The company mortars and anti-tank rocket launchers are allocated to the platoon strongpoints. Separated like this, their fire is not intense, but immediately available where it is needed.

COMBAT PLATOONS

2 OR 3 GRENADIER PLATOONS

PLATOON

HQ Section with:

 3 Grenadier Squads	200 points
 2 Grenadier Squads	140 points

- Replace Command MG team with a Command Panzerknacker SMG team for +5 points.
- Equip one MG team with a Goliath remote-controlled demolition carrier as well as its normal weapons for +30 points.

HQ Section with:

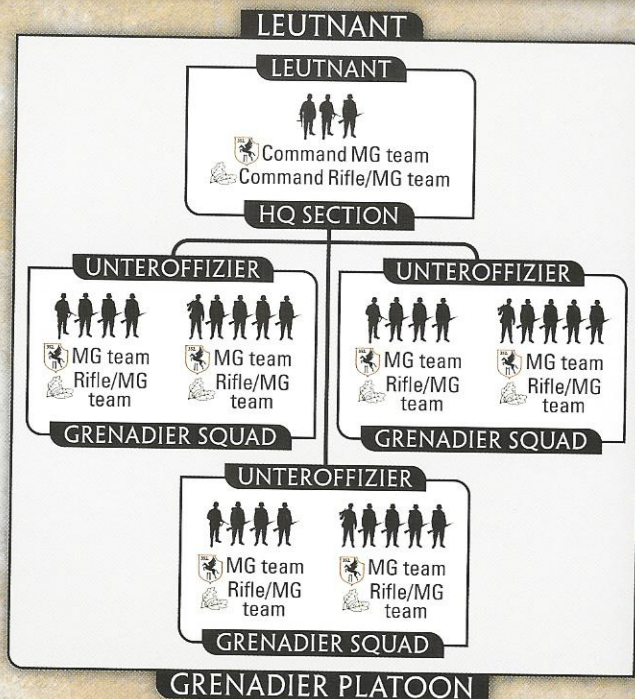
 3 Grenadier Squads	120 points
 2 Grenadier Squads	85 points

- Equip one Rifle/MG team with a Goliath remote-controlled demolition carrier as well as its normal weapons for +30 points.

The Grenadiers defending the D-Day beaches were caught by surprise, but are still confident of their ability to hold the *Amis* at bay until the Panzers arrived to finish the job.

Although the ones on Omaha Beach were not quite ready in time for D-Day, the *Goliath* remote-controlled demolition carriers emplaced as part of the beach defences could have caused many casualties amongst the first wave of the invasion.

The rules for remote-control demolition carriers are on page 217 of the *Flames Of War* rulebook.



The troops of 352. *Infanteriedivision* were exceptionally well equipped. Instead of the 43 machine-guns usually allocated to a *Grenadier* battalion, they had 60 machine-guns like a *Panzergrenadier* (armoured infantry) battalion. As a result they are not rated as Rifle/MG teams, but rather as MG teams.

WEAPONS PLATOONS

0 TO 1 MACHINE-GUN PLATOON

PLATOON

HQ Section with:

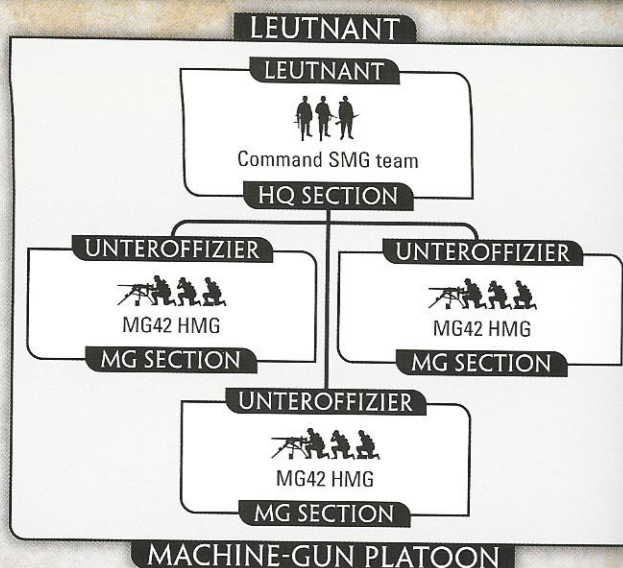
 3 MG Sections	110 points
 2 MG Sections	80 points

OPTION

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.

The huge number of machine-guns required for bunkers meant that there were few available for the static coastal divisions to form heavy machine-gun platoons.

Even the comparatively well-equipped 352. *Infanteriedivision* only had three heavy machine-guns in each battalion. These are used to form a *Schwerpunkt*, or focus, of the defence and to give counterattacks an extra punch.



0 TO 1 MORTAR PLATOON

PLATOON

HQ Section with:

3 Mortar Sections	185 points
 2 Mortar Sections	135 points
1 Mortar Section	80 points

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.

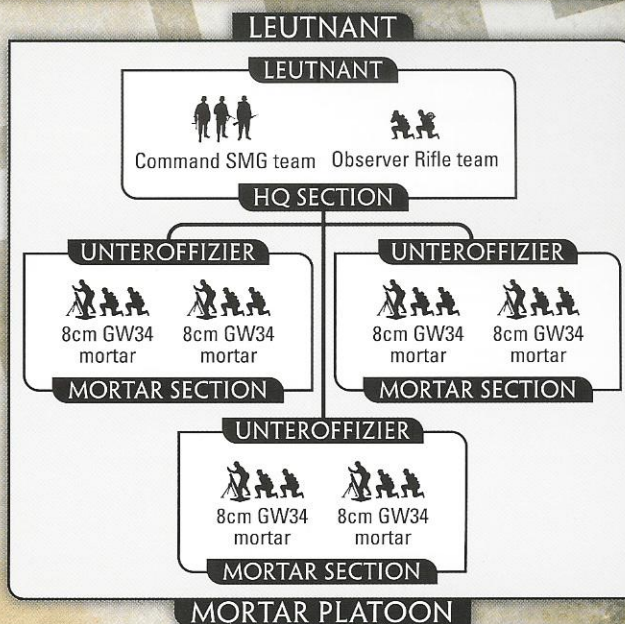
HQ Section with:

3 Mortar Sections	145 points
 2 Mortar Sections	105 points
1 Mortar Section	65 points

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.

Every battalion of 352. *Infanteriedivision* has a platoon of six medium mortars for fire support. While medium mortars are not particularly deadly against dug in troops, their ability to range in quickly makes them useful against troops storming across the exposed beaches.

While the company mortars are usually distributed one to each platoon strongpoint, the battalion mortars operate as a



group, massing their fire on whichever section of the beach is most heavily threatened at the moment. With an observer attached to each company defence nest, the mortars' concentrated fire will smash any enemy assault groups forming up to storm the front-line defences.

SUPPORT PLATOONS

0 TO 1 INFANTRY GUN PLATOON

PLATOON

HQ Section with:

 2 Infantry Gun Sections	80 points
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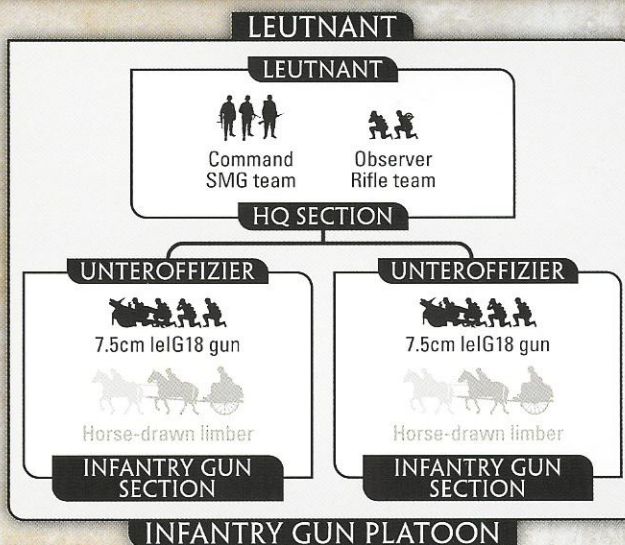
OPTIONS

- Replace both 7.5cm leIG18 guns with 15cm sIG33 guns for +70 points.
- Add horse-drawn limbers at no cost.

352. *Infanteriedivision* has regimental infantry gun platoons, each regiment having one heavy platoon with 15cm sIG33 guns and three light platoons with 7.5cm leIG18 guns. 726. *Grenadierregiment* has no infantry guns, although they have extra anti-tank guns instead.

The guns are dual purpose weapons providing both anti-tank capability and a useful high-explosive round for knocking out machine-gun posts threatening your counterattacks.

Site your guns to give you the capability to bombard the beach, pinning the enemy. Later if the enemy overcome your defences on the beach the guns can fire directly at tanks and guns attempting to move forward



0 TO 1 SCOUT PLATOON

PLATOON

HQ Section with:

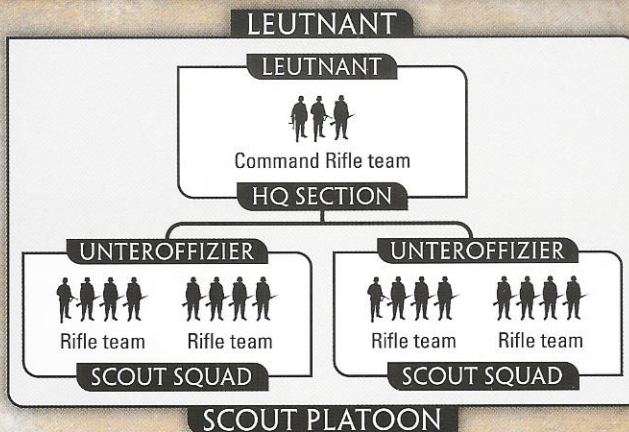
 2 Scout Squads	115 points
1 Scout Squad	70 points

OPTIONS

- Replace Command Rifle team with a Command Panzerknacker SMG team for +15 points.

Scout Platoons are Reconnaissance Platoons.

Although they serve a reconnaissance role in mobile operations, the scout platoon is the regimental counterattack reserve in defensive warfare. Their light equipment and lack of machine-guns might be a hindrance if dug in defending, but keeps them mobile in line with their mission.



Do not expect them to win a stand up fight against a well-prepared opponent. However, if you use their mobility to tackle the enemy weak spots, they can make a huge difference.

0 TO 1 LIGHT ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

 3 7.5cm PaK40	170 points
2 7.5cm PaK40	120 points

- Add trucks at no cost.

HQ Section with:

 3 3.7cm PaK36	75 points
2 3.7cm PaK36	55 points

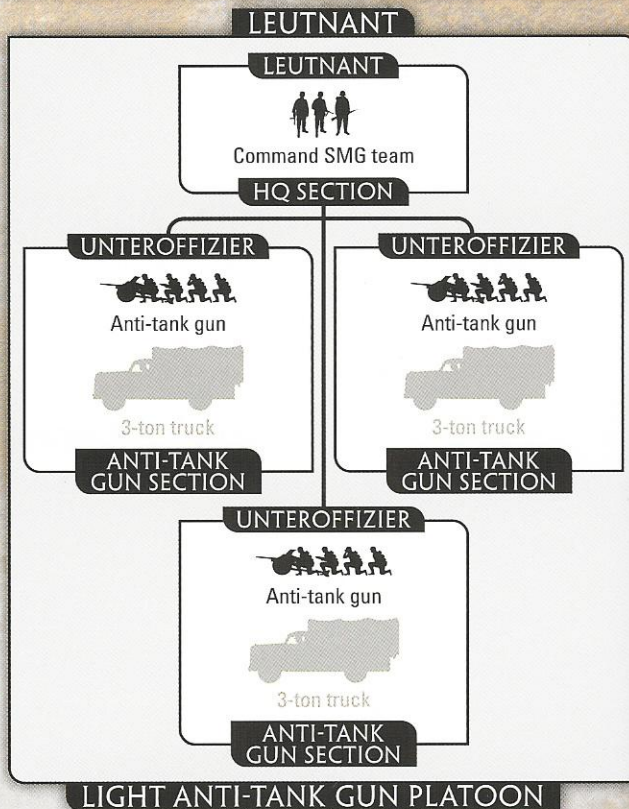
- All 3.7cm PaK36 guns are equipped with Stielgranate ammunition at no cost.

The only towed anti-tank guns in the division are the regimental anti-tank platoons. Each regiment from 352. *Infanteriedivision* has just three 7.5cm PaK40 heavy anti-tanks guns in one platoon. On the other hand, 726. *Grenadierregiment* has no 7.5cm PaK40 heavy guns, but has one anti-tank platoon with 5cm PaK38 medium anti-tank guns deployed in the beach defences and two platoons with 3.7cm PaK36 light anti-tank guns deployed in depth.

With so few guns available, the infantry must rely on their own close-combat weapons for self defence. The anti-tank guns defend in the depth of the position to annihilate enemy tank breakthroughs, allowing the Grenadiers to counter-attack and re-establish the front line.

Select the most dangerous enemy attack routes, then position your anti-tank guns in defilade to cover the route. If you put your anti-tank guns 'in the shop window', the enemy will knock them out from long range before the guns can fire.

Instead, place your guns in defilade, out of sight of the enemy until they reach the killing zone. That way they will destroy the enemy at point-blank range. Even if they do not



fire, they will still force the enemy into less advantageous attack routes.

If enemy tanks do not present a threat, the anti-tank guns become highly effective infantry guns using their high-explosive shells to knock out enemy machine-guns and other heavy weapons.

0 TO 1 ASSAULT GUN PLATOON

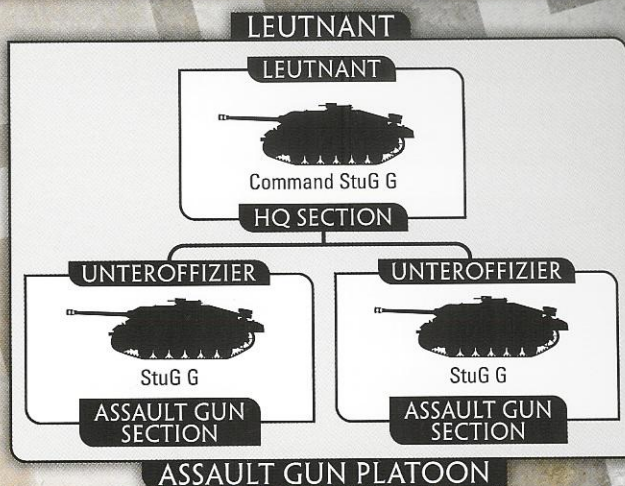
PLATOON

 3 StuG G	285 points
 2 StuG G	190 points

1352. *StuG Abteilung* was the armoured component of 352. *Infanteriedivision* with ten StuG III assault guns. As the most mobile component of the division, they form the core of *Kampfgruppe Meyer*, the mobile reserve of LXXXIV *Armeekorps*.

Your assault guns will normally be operating in a counter-attack role. This means that they will be arriving at a critical point in the battle and their effect has to be decisive.

Make sure that your StuG assault guns have an infantry escort. Without a turret and with just one machine-gun, they can be vulnerable to being stalked by bazookas if not properly protected.



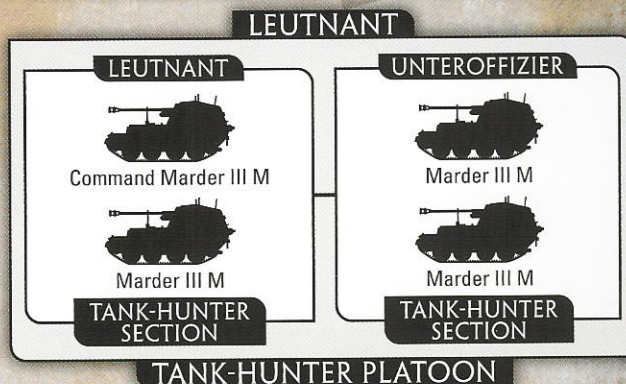
0 TO 1 TANK-HUNTER PLATOON

PLATOON

 4 Marder III M	280 points
 3 Marder III M	210 points
 2 Marder III M	140 points

The StuG assault guns form the first company of 352. *Panzerjägerabteilung* (352nd Anti-tank Battalion) while the Marder tank-hunters form the second company. The Marder tank-hunters protect the infantry of the Corps reserve.

Your tank-hunters are vulnerable to enemy fire, but deadly. Keep them in cover and use surprise to knock out enemy tanks before they can react.



0 TO 1 ARTILLERY BATTERY

PLATOON

HQ Section with 10.5cm leFH18:

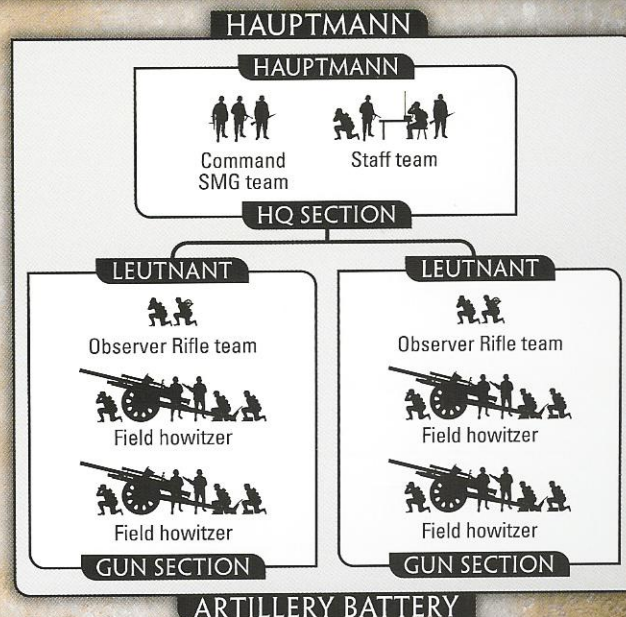
 2 Gun Sections	210 points
 1 Gun Section	120 points

HQ Section with 10cm leFH14/19(t) (100/17):

 2 Gun Sections	165 points
 1 Gun Section	95 points

Your divisional artillery is your heavy firepower. The key is to site your guns well back in gun pits where they cannot be harmed by the enemy, and use your fortifications to hold the enemy in their zone of destruction while the guns pound them to pieces.

The 10cm leFH14/19(t) howitzer supporting 726. *Grenadierregiment* is the gun used by the Italian Army earlier in the war, where it was known as the 100/17.



0 TO 1 ANTI-AIRCRAFT ASSAULT PLATOON

PLATOON

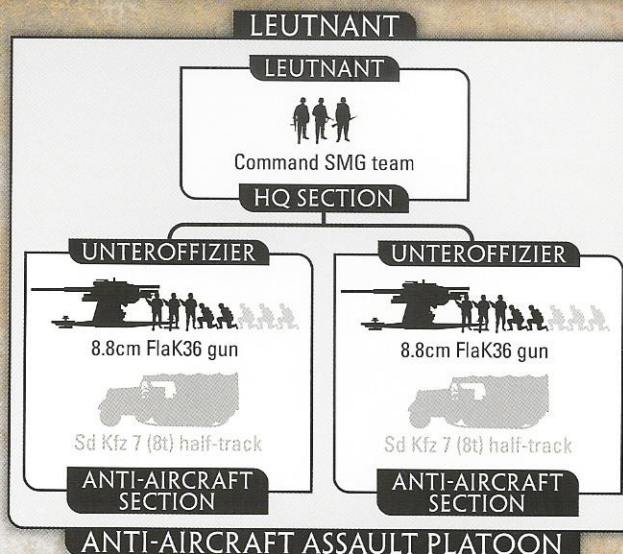
HQ Section with:

 2 Anti-aircraft Sections	125 points
1 Anti-aircraft Section	70 points

OPTIONS

- Model 8.8cm FlaK36 guns with eight or more crew and increase their ROF to 3 for +10 points per gun.
- Add Sd Kfz 7 half-tracks for +5 points.

1. *Flaksturmbatterie* is covering the eastern end of the coastline. Its role is both air defence of the troops defending the beaches, and as a backstop in case enemy tanks break through from the coast. When the artillery ran out of ammunition, the FlaK took on their role as well.



0 TO 1 ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:

 3 Anti-aircraft Sections	130 points
2 Anti-aircraft Sections	95 points

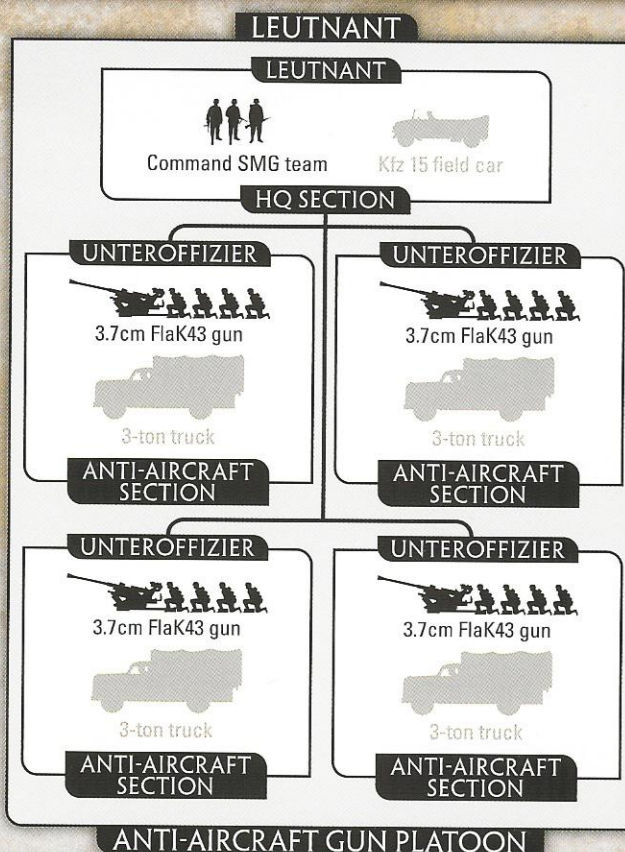
- Add Opel 3-ton trucks and Kfz 15 car at no cost.
- Mount 3.7cm FlaK43 guns on Opel 3-ton trucks as Portees as unarmoured Tank teams at no cost.

HQ Section with:

4 Anti-aircraft Sections	115 points
 3 Anti-aircraft Sections	90 points
2 Anti-aircraft Sections	65 points

- Replace all 3.7cm FlaK43 guns with 2cm FlaK38 guns for -10 points per gun.
- Add Opel 3-ton trucks and Kfz 15 car at no cost.

The third company of 352. *Panzerjägerabteilung* has nine towed 3.7cm anti-aircraft guns. These are responsible for protecting the division's mobile reserve, artillery positions, and supply network—a lot of work for just nine guns. Fortunately, the light anti-aircraft guns of 1. *Flaksturmbatterie*, are available to reinforce the division's own guns.



0 TO 1 GRENADIER PLATOON

PLATOON

 See page 14 for points cost and organisation.

 See page 14 for points cost and organisation.

HQ Section with:

 3 Grenadier Squads	100 points
2 Grenadier Squads	70 points

A Grenadier Platoon taken as a Support choice must be of a different rating from your Combat choices. If you take a Grenadier Platoon as a Support choice, it does not count against your maximum number of Support choices, and does not give an additional Support choice.

As well as their own reserve platoons, the troops in the beach defences can also expect help from *Kampfgruppe Meyer* or 439. *Ost Bataillon* when the enemy attacks.



KAMPFGRUPPE MEYER



352. FÜSILIERABTEILUNG

Hauptmann Jahn's 352. Füsilierabteilung (pronounced fyooz-ee-leerr ap-tile-oong), the 352nd Fusilier Detachment, is organised the same as a normal *Grenadier* battalion with three companies of riflemen and a heavy weapons company. As the division's mobile reserve, it is equipped with bicycles and trucks, unlike the rest of the division who marched everywhere on foot.

The *Füsilierabteilung* along with *Oberstleutnant Meyer's 915. Grenadierregiment* forms *Kampfgruppe Meyer* (Battle-group Meyer), the mobile reserve for *LXXXIV Armeekorps* (84th Army Corps) which is responsible for the Normandy coastline. Its assigned task is to counterattack any penetration of the beach defences before the invaders are properly established ashore.

The men are well trained and ready for combat—waiting for your leadership. Can you take this fast-moving force and push the Allies back into their English Channel?

FÜSILIERKOMPANIE (INFANTRY COMPANY)

If you wish to field a Füsilierkompanie from 352. Füsilierabteilung, you can do so by modifying a Festungskompanie as follows:

- You may not field fortifications (see pages 22 to 23).
- You may not field Goliath demolition carriers.
- You may not field Grenadier Platoons as a Support choice.
- You may field:
 - 0 to 1 Infantry Gun Platoon or Light Anti-tank Gun Platoon, and
 - 0 to 2 Assault Gun Platoons or Tank-hunter Platoons.

The trucks and bicycles of this force mean that the Everything Must Fire On the Beaches special rule no longer applies.

1352. STUG ABTEILUNG

1352. StuG Abteilung (pronounced shtoog ap-tile-oong), the 1352nd Assault Gun Detachment, was the first company of *352. Panzerjägerabteilung* until it was renamed as a separate battalion to fool Allied intelligence. The battalion formed the core of *Kampfgruppe Meyer* (Battlegroup Meyer), fighting as a unit rather than being parcelled out among the *Grenadier* battalions.

In the early morning hours of 6 June, *Kampfgruppe Meyer*, billeted just outside Bayeux, was sent to the western end of the divisional sector by *LXXXIV Armeekorps* (84th Army Corps) with orders to destroy the American paratroopers that had been landing all night on the Cotentin Peninsula.

The *Kampfgruppe* had barely arrived at the Cerisy Forest, their destination, when new orders diverted them back to Bayeux, to deal with the British troops advancing off Gold Beach. Along the way *Oberstleutnant Meyer* gave four Marder tank-hunters to the divisional engineer battalion for a counterattack against the US troops advancing from Vierville sur Mer. The counterattack vanished as the storm of naval gun fire that *Generalfeldmarschall Rommel* so feared materialized.

North-east of Bayeux, the rest of *Kampfgruppe Meyer* attacked the advancing British forces. In the ensuing battle several of the valuable StuG assault guns were lost. Yet the advancing British forces were brought to a halt, losing numerous Sherman tanks.

Take command of *1352. StuG Abteilung*. The outcome of the whole battle depends on your timely and successful counterattack. Are you up to the job?

STUG ABTEILUNG (TANK COMPANY)

If you wish to field the StuG Abteilung, it is organised as follows:

HEADQUARTERS

- 1 HQ of 1 StuG for 95 points.

COMBAT PLATOONS

- 3 Assault Gun Platoons (see page 17).

WEAPONS PLATOON

- 0 to 1 Anti-aircraft Gun Platoon from *352. Infanteriedivision*  (see page 18).

SUPPORT PLATOONS

- 0 to 1 Artillery Battery from *352. Infanterie division*  (see page 17).
- 0 to 1 Anti-aircraft Assault Platoon or Anti-aircraft Gun Platoon from *1. Flaksturmregiment*  (see page 18).
- 0 to 2 Grenadier Platoons from *352. Infanteriedivision*  (see page 18).

You may have up to three Support Platoons.

- You may not field fortifications (see pages 22 to 23).
- You may not field Goliath remote-controlled demolition carriers.

Due to the mobile nature of this force, the Everything Must Fire On the Beaches special rule does not apply.



WIEDERSTANDNEST 66

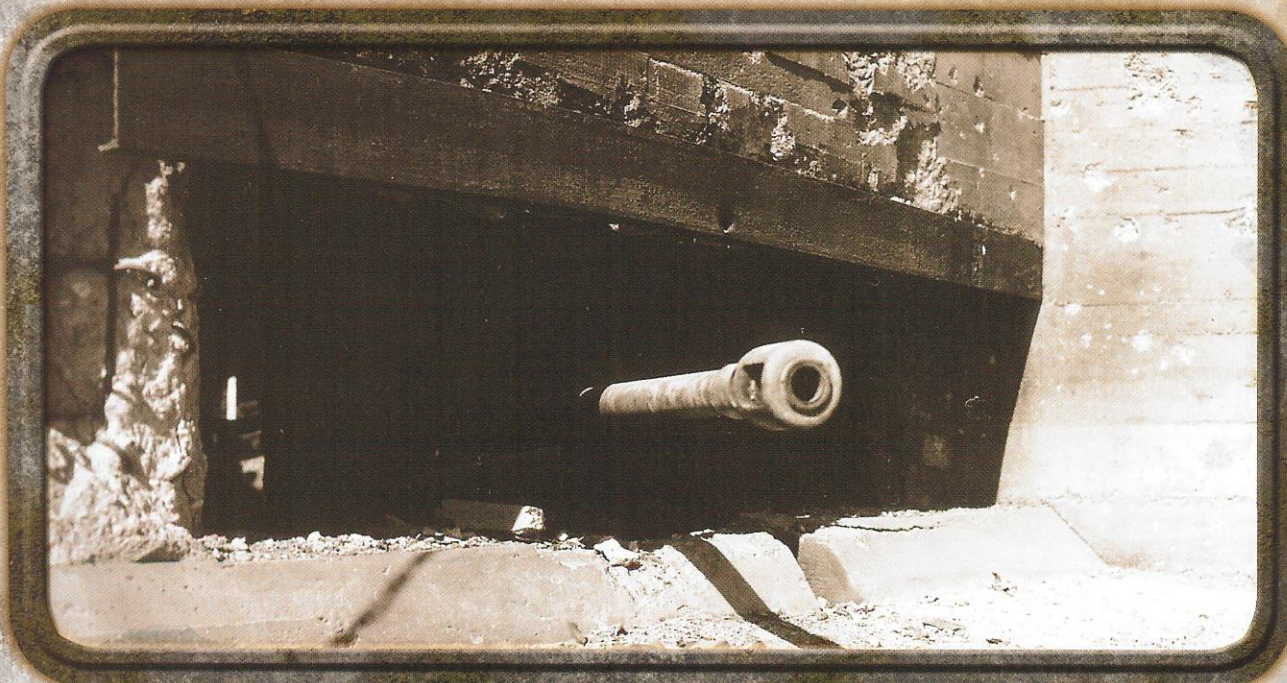


German divisions defending the Atlantic coast of France are responsible for 40 to 60 miles (60 to 100 kilometres) of coastline—ten times their usual defensive frontage. There is no way to defend this frontage completely, let alone to defend it in depth. The only answer is to place *Wiederstandneste* (pronounced vee-derr-shtahnt-nes-ter), or strongpoints, at each likely landing site, and cover the gaps between with fire from adjacent strongpoints. Hopefully this thin crust of fixed defences can delay the invaders long enough for the mobile Panzer divisions to mass and counterattack, driving the landing force back into the sea.

At Omaha Beach, any invasion force needs to capture the draws to get vehicles off the beach. To stop this the strongpoints cover the draws with one *Wiederstandnest* on each side of the draw. The pairs support each other and cover the gap to the next draw up to a mile (1600m) away.

Each *Wiederstandnest* has a couple of anti-tank guns, a few machine-guns and a couple of mortars in mutually supporting bunkers. With fewer than 30 soldiers manning the defences, they have to rely on firepower rather than manpower to hold the line.

In the case of *Wiederstandnest 66*, located on the bluff on the left side of the Les Moulins Draw, the weapons are a 5cm KwK tank gun mounted in an open-topped concrete bunker, an old French tank turret mounted on a concrete bunker or *Panzerstellung*, three machine-guns in Tobruk-style bunkers, and two medium mortars. A second anti-tank bunker is intended to mount a 5cm PaK38 anti-tank gun when it is finished. Opposite *Wiederstandnest 66* on the other side of the draw is *Wiederstandnest 68*. Any attempt to attack one of these mutually supporting positions up the draw will expose the attackers to flanking fire from the other.



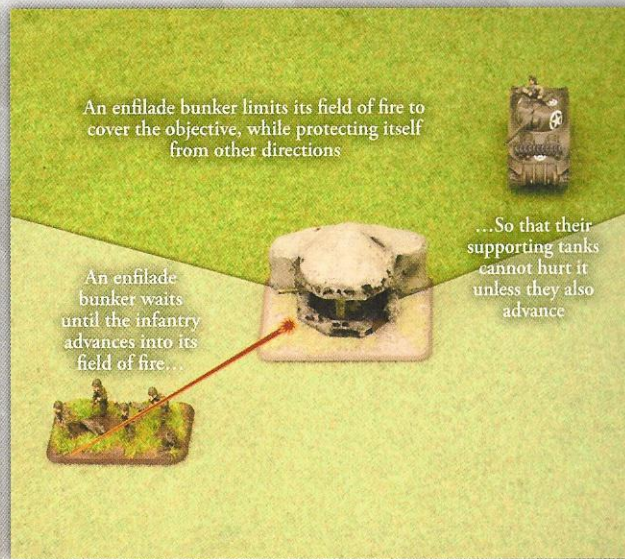
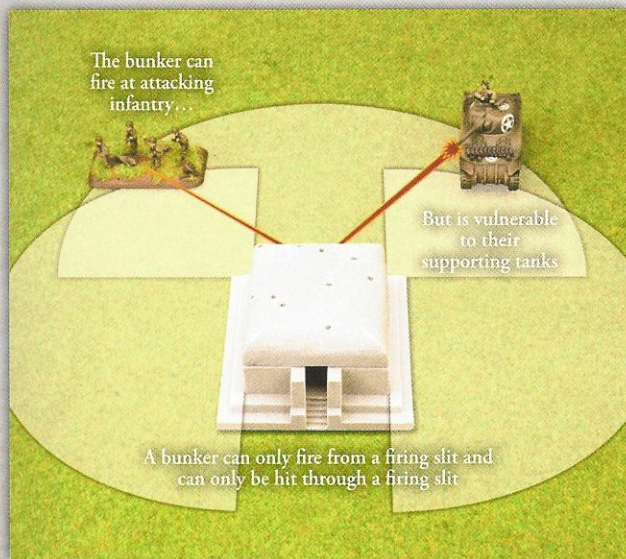
WIEDERSTANDNESTE (SEE MAP ON PAGES 4 AND 5)

- WN 60 7.5cm PaK97/38 in open bunker, 2cm FlaK38 in open bunker, Tank turret, 4 x 8cm mortars.
- WN 61 8.8cm PaK in bunker, 5cm KwK in open bunker, Tank turret, 4 x Machine-gun bunkers.
- WN 62 2 x 7.5cm FK in bunkers*, 2 x 5cm PaK38 anti-tank guns, 2 x 5cm mortars.
- WN 63 Command post.
- WN 64 7.62cm FK in bunker*, 2cm FlaK38 in open bunker, 2 x mortars.
- WN 65 5cm PaK in bunker, 5cm KwK in open bunker, 7.5cm PaK97/38 in open bunker, 2 x 5cm mortars.
- WN 66 5cm PaK in bunker *, 5 cm KwK in open bunker, Tank turret, 2 x 8cm mortars, 3 x Machine-gun bunkers.
- WN 67 9 x 28cm sWG41 rocket launchers.
- WN 68 5cm KwK in open bunker, 2 x Tank turret, 4.7cm PaK183(f)** anti-tank gun, Machine-gun bunker.
- WN 69 2cm FlaK38 in open bunker, 2 x 3.7cm PaK36 anti-tank guns.
- WN 70 7.5cm FK in bunker, 2cm FlaK38 in open bunker, 7.5cm PaK97/38 in open bunker, 2 x 5cm mortars, 4 x MG bunkers.
- WN 71 HMG in bunker, 2 x 8cm mortars, 3 x Machine-gun bunkers.
- WN 72 8.8cm PaK in bunker, 5cm KwK in open bunker, 3 x Machine-gun bunkers.
- WN 73 7.5cm FK in bunker, 3 x mortar.

* Unfinished, either not present or treat as open bunkers. ** Treat as 5cm PaK38 anti-tank gun.

DEPLOYMENT AND TACTICS

COMPARISON OF FIELDS OF FIRE FOR NORMAL AND ENFILADE BUNKERS



Within each *Widerstandnest* the individual weapons are also mutually supporting. Aside from positioning the bunkers where they can cover each other's position, the key element of this mutual support is the use of enfilade bunkers.

In *Flames Of War* a bunker has a field of fire of 180 degrees from any firing slit and can only be hit by a team shooting at a firing slit at short range. This means that firing slits are both essential to a bunker and its only weakness. While an all-round field of fire sounds like the ideal solution, limiting your vulnerability by limiting your field of fire to a chosen killing zone can make them both stronger and more deadly.

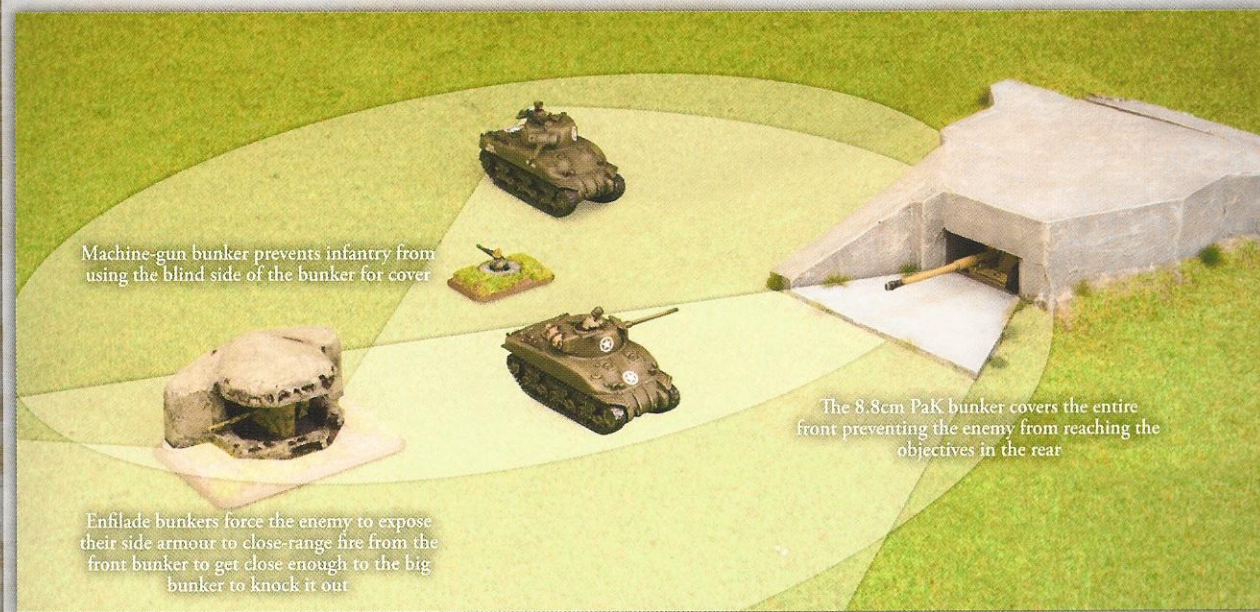
With its field of fire limited to one carefully-selected killing zone, an enfilade bunker can keep the enemy from taking a vital piece of terrain, while at the same time being impossible to pin down and assault without entering the killing zone.

Now place the killing zone of a machine-gun bunker to stop infantry from attacking an anti-tank bunker. Then place a smaller anti-tank bunker to get flank shots on any tank attempting to pin the machine-gun bunker so that the infantry can assault it. To complete the circle, make sure this bunker is in the killing zone of the original bunker.

Any attempt to attack one bunker will put the enemy in the killing zone of another. Any assault will wither in the defensive fire from a supporting bunker. Throw in a few well-placed obstacles and you have a truly formidable defence.

In Normandy only one type H667 enfilade bunker was destroyed by naval gunfire, and that was only due to poor placement of the bunker that allowed destroyers to fire directly into the bunker's firing slit.

MUTUALLY SUPPORTING ENFILADE BUNKERS





FORTIFICATIONS



A Festungskompanie can field fortifications from the following list as part of its normal force in any game that does not use the Fortifications special rules (page 217 of the rulebook). These fortifications are purchased using your normal points. All fortifications must be deployed in your deployment area immediately before you or your opponent places the first objective.

0 TO 1 ANTI-TANK BUNKER

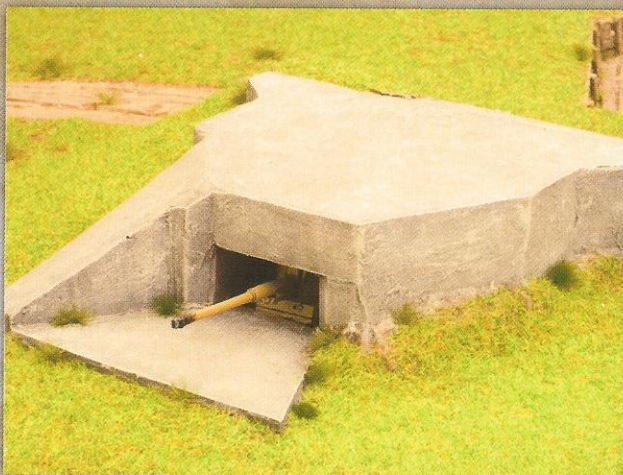
BUNKER

8.8cm PaK43 in Bunker 250 points

7.5cm (or 7.62 cm) FK in Bunker 100 points

5cm PaK38 in Bunker 100 points

This bunker is your main tank killer. The H677 casement was designed to provide enfilade fire against the flanks of the enemy forces. By itself it will be easily overrun by combined arms assault groups of infantry supported by tanks, but when combined with other bunkers in a mutually supporting network tied in with the terrain, it becomes next to impossible to overcome.



0 TO 1 LIGHT GUN

BUNKER

5cm KwK in Open Bunker 25 points

- Add defilade wall and overhead cover to convert to a fully-enclosed Bunker for +25 points.

2cm FlaK38 in Open Bunker 25 points

These light bunkers support their heavier and lighter cousins against light armoured vehicles and aircraft. Most of the 5cm KwK bunkers were simple pits lacking their front walls and roofs on D-Day leaving them as open bunkers (see page 12 for the rules for Open Bunkers), although some were completed and fully protected.



0 TO 4 HMG BUNKERS

BUNKER

HMG in Open Bunker 40 points

- Place HMG in a fully-enclosed Bunker for +40 points.

Most machine-gun positions overlooking Omaha Beach were open Tobruk Pits. These are simple underground concrete bunkers with a circular hole in the roof giving the machine-gunner an all-round field of fire. A few were conventional above-ground bunkers with firing slits in the sides.

HMG bunkers are critical in a mutually-supporting strong-point. They keep the infantry away from the anti-tank bunkers who in turn protect them from tanks.



0 TO 2 TANK-TURRET BUNKERS OR ANTI-TANK GUNS

BUNKER

Tank-turret Bunker 50 points

7.5cm PaK97/38 in Open Bunker 35 points

5cm PaK38 in Open Bunker 35 points

Given the limited resources available to the planners of Fortress *Europa*, they used whatever material was available. While the French tanks captured in 1940 might be old and no longer battleworthy, their turrets were still useful as beach defences for the *Widerstandsneste*. Mounted in concrete they are excellent multi-purpose machine-gun bunkers. These tank-turret bunkers count as bunkers with all-round vision slits reflecting the all-round traverse of the turret.

In some areas the defences emphasised anti-tank capability more than machine-gun firepower and replaced the tank turrets with light anti-tank guns in open bunkers.



0 TO 4 STATIC ROCKET LAUNCHERS

ROCKET LAUNCHER

28cm sWG41 rocket launcher in Open Bunker 40 points

The entire *Widerstandsnest 67* is dedicated to a rocket-launcher battery, set up to provide an immediate saturation bombardment of the landing beaches. These rocket launchers are not the mobile *Nebelwerfer* launchers of most rocket artillery units, but static *28cm schweres Wurfgerät 41* heavy rocket launchers like those fitted to the *Panzerpionier Sd Kfz 251 'Stuka zu Fuss'* half-tracks. Unlike their vehicle mounted cousins though, there are only four rockets on each launcher, potentially lessening the impact. These weapons use the Static Rocket Launcher rules on page 12.



0 TO 2 ANTI-TANK OBSTACLES

FORTIFICATION

Anti-tank Obstacle 200 points

Anti-tank walls, ditches and other obstacles like dragon's teeth force enemy tanks into your killing zones. Make sure they are covered with fire to keep the engineers from breaching them.

0 TO 8 BARBED WIRE OBSTACLES

FORTIFICATION

Barbed Wire Obstacle 10 points

Barbed wire obstacles are excellent for keeping infantry from assaulting your bunkers. While they are hung up on the wire, your machine-guns can shred them.

0 TO 4 MINEFIELDS

FORTIFICATION

Minefield 50 points

Use minefields to slow down the enemy advance and channel them into your kill zones. Since a determined enemy can cross them, they must be covered with fire to be effective.

0 TO 16 TRENCH LINES AND GUN PITS

FORTIFICATION

Trench Line 5 points

Gun Pit 5 points

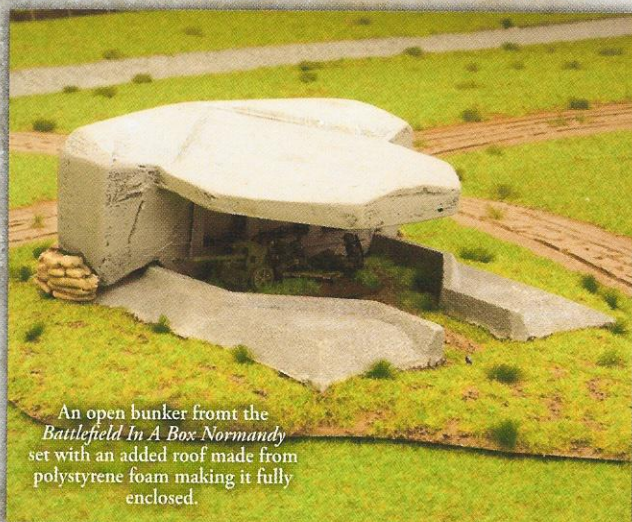
Gun pits and trench lines give your defending troops a little more cover and concealment in open terrain.

MODELLING FORTIFICATIONS

Battlefront's *Battlefield in a Box: Normandy* contains five ready-made bunkers and a variety of obstacles. The Festungskompanie box set also includes a few smaller bunkers. These are a quick and easy way to field fortifications with your Festungskompanie.

These bunkers are designed with a good field of fire covering the front and both sides. If you wish to deploy them as enfilade bunkers, you can agree with your opponent on a restricted field of fire.

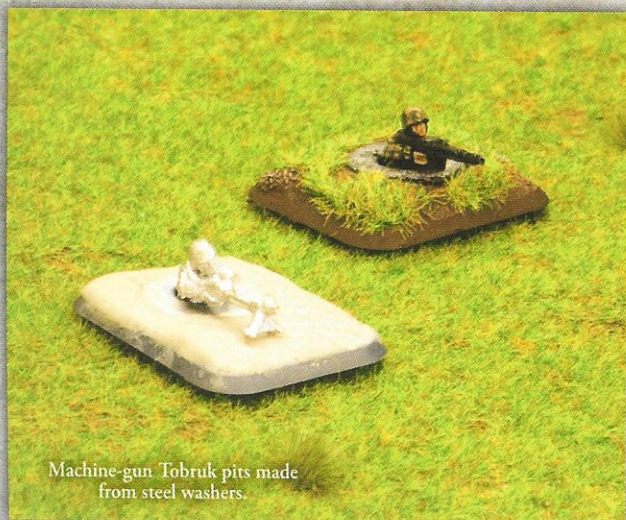
Placing a wall section adjacent to your bunker is a good way of representing the defilade walls on the bunkers in Normandy.



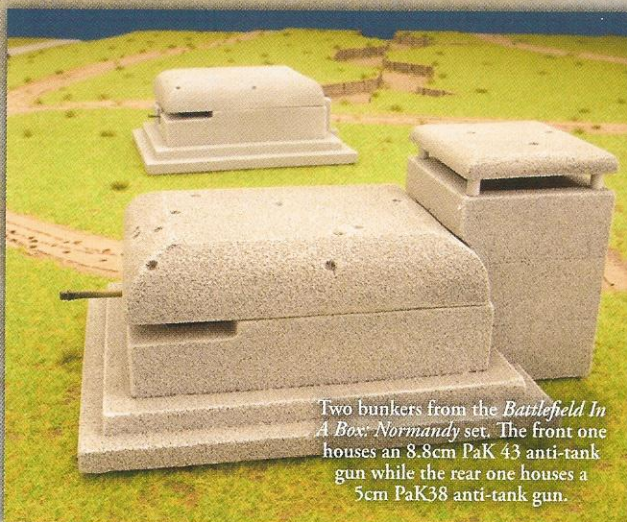
An open bunker from the *Battlefield In A Box Normandy* set with an added roof made from polystyrene foam making it fully enclosed.

If you are feeling more adventurous, it is quite easy to build your own bunkers out of polystyrene foam or sculpting putty. Find a photograph of the bunker that you will model and if possible a plan for the bunker as well.

Carve the bunker profile from the foam and mount it on a suitable base cut from thin plywood or MDF board. Add a gun and a roof, then build up the surrounding ground against the bunker walls with ready-mixed filler putty.



Machine-gun Tobruk pits made from steel washers.

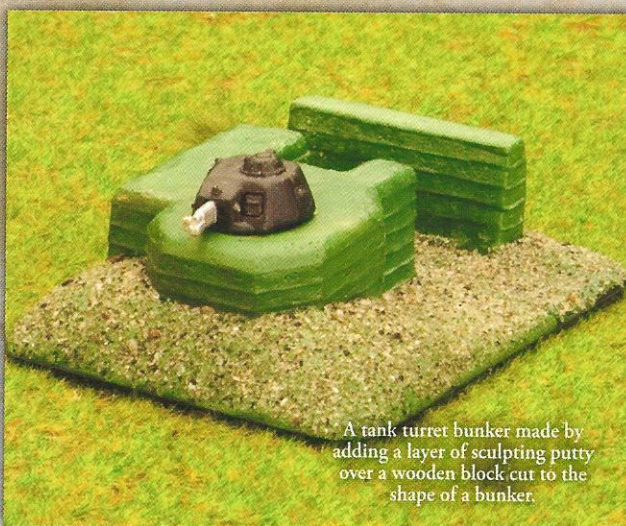


Two bunkers from the *Battlefield In A Box: Normandy* set. The front one houses an 8.8cm PaK 43 anti-tank gun while the rear one houses a 5cm PaK38 anti-tank gun.

You can easily convert these open bunkers on a more permanent basis with walls and a roof sculpted from polystyrene foam.

This approach can be used on the enclosed bunkers to add defilade walls to restrict the bunker's vulnerability.

The open pit bunkers can be made into defilade bunkers by putting a front wall on the bunker supporting an overhead roof.



A tank turret bunker made by adding a layer of sculpting putty over a wooden block cut to the shape of a bunker.

Some of the smaller bunkers can be made very simply. This Tobruk-style machine-gun bunker is just a washer embedded in filler putty with a half-track machine-gunner sticking out and firing.

Once painted and flocked to match your bases, the bunker is ready for action.

No matter which approach you take, you can field fortifications for your Festungskompanie with relatively little effort, giving you plenty of strategic options and the opportunity to craft carefully laid traps for unwary attackers.



GERMAN ARSENAL



INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.
Staff team	cannot shoot			Moves as a Heavy Gun team.	

ADDITIONAL TRAINING AND EQUIPMENT

Panzerknacker teams are rated as Tank Assault 5.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
8.8cm RW43 (Püppchen) launcher	Man-packed	16"/40cm	1	11	5+	
8cm GW42 (Stummelwerfer) mortar	Man-packed	32"/80cm	-	2	6	
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
7.5cm leIG18 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6	
15cm sIG33 gun	Heavy	16"/40cm	1	13	1+	Bunker buster, Gun shield.
Firing bombardments		56"/140cm	-	4	2+	
2cm Flak38 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Gun shield, Turntable.
3.7cm Flak43 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
Firing Stielgranate		8"/20cm	1	12	5+	
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
8.8cm Flak36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
Firing bombardments		88"/220cm	-	3	5+	
10cm leFH14/19(t) (100/17) howitzer	Immobile	24"/60cm	1	10	2+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
10.5cm leFH18 howitzer	Immobile	24"/60cm	1	10	2+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.

TANK TEAMS

Name	Mobility	Front	Armour	Top	Equipment and Notes
Weapon	Range	ROF	Side	Firepower	
			Anti-tank		
StuG G	Fully-tracked	7	3	1	Hull MG, Protected ammo, Schürzen.
7.5cm StuK40 gun	32"/80cm	2	11	3+	Hull mounted.
Marder III M	Fully-tracked	0	0	0	AA MG.
7.5cm PaK40 gun	32"/80cm	2	12	3+	Hull mounted.

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
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TRANSPORT TEAMS

Vehicle	Mobility	Front	Armour	Top	Equipment and Notes
			Side		
BMW motorcycle & sidecar, Kübelwagen jeep, or Horch Kfz 15 car	Jeep	-	-	-	
Opel Blitz or Captured 3-ton truck	Wheeled	-	-	-	
Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
Horse-drawn wagon or limber	Wagon	-	-	-	

FORTIFICATIONS (SEE PAGE 12)

THE BATTLE FOR EASY GREEN

In the early morning hours of 6 June German soldiers of 352. *Infanteriedivision* peer anxiously out to sea from *Widerstandnest* 66 (Strongpoint 66). A myriad of ships fills the horizon as far as their eyes can see. Frantic calls flood the telephone switchboards as the beach defences report the massive invasion fleet to a disbelieving headquarters. Bright flashes pick out the warships. Seconds later deafening explosions rock the ground. The invasion is happening, now!

Soldiers of the 116th Regiment, 29th Infantry Division clutch their weapons, shifting nervously, lost in their thoughts within their LCVP landing craft, the small steel boats pitching and bouncing in the rough surf. Their first combat of the war weighs heavily upon these uncertain men. With a final roar of engines, the hulls scrape on the sand as the landing craft drop their ramps into the foaming surf.

Seasick soldiers awkwardly clamber down the ramps, assault vests weighing 60lbs (30kg) strapped to their backs. They have come for battle, loaded with ammunition and explosives, flame-throwers and Bangalore Torpedoes. Trudging through the surf to the soft sand, the soldiers drop to a knee at the first obstacle belt, waiting for their leaders, surveying the bare beach. Fully a quarter of a mile (400m) away the shingle bank is the first available cover. Something doesn't look right, but given the lack of fire perhaps the Germans have fled as many have said they would.

Up on the bluffs the gunners finger the triggers of their MG42 machine-guns, waiting, watching, while the American soldiers below form their skirmish lines and the landing craft

begin to withdraw. First one fires, then all at once, filling the air with bullets, scything down the *Amis* at 1200 rounds per minute. Soldiers fall here and there upon the beach and still they fire.

Leaders go down in a hail of angry lead. Explosions fill the air with saltwater and sand. Everywhere at once men scream in pain as they fall. The beach becomes a killing ground. One by one the soldiers dash or crawl to the relative safety of the shingle bank. The remaining leaders of Fox and George Companies look around and realize they are on the wrong beach. The assault wavers in the face of destruction—the men disorganized, shocked by the death and destruction littering the beach behind them.

More LCVP landing craft are coming ashore. Fresh troops spill out, running, dying, struggling through the bullet-torn hell to the shingle bank. Even there soldiers are dying as machine-guns fire along the length of the beach ripping into the bodies huddled behind the meagre cover.

In the midst of the carnage some men rise to the occasion. Major Sidney Bingham, commanding officer of 2nd Battalion, finds himself a squad leader. With a small group of men he storms a machine-gun nest in the basement of a three-story house, opening the way forward. Four Sherman DD tanks of the 743rd Tank Battalion lend a hand. One by one, they silence the machine-gun bunkers. Slowly, the American infantry climb the steep bluffs, moving through the thin crust of defences and into the French countryside.

HIT THE BEACH MISSION

The Easy Green scenario uses the Hit the Beach mission from the *D-Day* book.

A copy of *D-Day* is necessary to play this scenario.



EASY GREEN, 6 JUNE 1944

BEACH DEFENCES

The defences of *Widerstandnest 66* (Strongpoint 66) are still under construction. Even so, much of the work is done, providing the soldiers with a very defensible position.

The completed defences consist of one pedestal mounted 5cm KwK in an open bunker just off the beach. Three heavy machine-guns in open Tobruk-style bunkers provide enfilade fire support for the 5cm KwK and the obstacle belt. In the actual strong point a *Panzerstellung* tank-turret provides further firepower. Communication trenches ring the entire strongpoint behind strong barbed wire obstacles.

At the top of the draw is another defensive network of trenches and wire. These defences protect the 28cm sWG41 rocket launchers aimed at the beach.

LES MOULINS OR D3 DRAW

The gully known to the Americans as the D3 Draw is the only way off the beach for motorized traffic. The steep bluff behind the beach stops all vehicle movement up its' face.

Realizing the importance of the draw and its road the Germans blocked the way up it with minefields and anti-tank obstacles effectively making it impassable without considerable engineering work.

The bluffs are Very Difficult Going and are Impassable to all vehicles.



GERMAN 352. INFANTERIEDIVISION

WIDERSTANDNEST 66

5. Kompanie, 916. Grenadierregiment

1. Zug, 5. Kompanie

BEFESTIGUNGEN

VF600 casement

Panzerstellung

Tobruk Stellungen

84. Nebelwerfer Abteilung

VERSTÄRKUNGEN

3. Zug, 5. Kompanie, 916. Grenadierregiment

FESTUNGSKOMPANIE (CONFIDENT VETERAN)

Company HQ (with two 8cm GW42 mortars, HQ trained as Panzerknacker SMG teams, at **A**)

Grenadier Platoon (at full Strength, with MG teams, HQ trained as Panzerknacker SMG teams, at **A**)

FORTIFICATIONS

5cm KwK in open bunker

Tank-turret bunker

Three HMG in open bunkers

Four Static rocket launchers

RESERVES

Grenadier Platoon (at full Strength, with MG teams, HQ trained as Panzerknacker SMG teams)

Much to the surprise of the 116th Infantry Regiment, the German defenders at *Widerstandnest 66* are men from 5. Kompanie, 916. Grenadier Regiment of 352. Infanteriedivision. This newly formed division is far better equipped and trained than the static coastal divisions they expected to find. Although the defences are only manned by a single platoon, of infantry, they are led by veterans of the Eastern Front with plenty of machine-guns and ammunition. Without a doubt, *Widerstandnest 66* will cause heavy losses to the troops landing in front of it.

US 29TH INFANTRY DIVISION

II/116TH RIFLE BATTALION

Battalion HQ

Fox Company, 2 Boats

George Company, 4 Boats

2nd Platoon, Able Company, 743rd Tank Battalion

2nd Platoon, Charlie Company,

112th Engineer Combat Battalion

Able Battery, 111th Field Artillery Battery

1st Platoon, Baker Battery,

467th Anti-aircraft (AW) SP Battalion

USS Carmick

ASSAULT COMPANY (CONFIDENT TRAINED)

Company HQ

2 Boat Sections (at Full Strength)

4 Boat Sections (at Full Strength)

DD Tank Platoon (with four M4 Sherman DD tanks)

Engineer Combat Platoon (at Full Strength with four Bazooka teams and M4 Sherman dozer)

Field Artillery battery (at full strength with DUKW trucks)

Anti-aircraft Artillery (Self-propelled) Platoon (with two M16 MGMC and two M15 CGMC half-tracks)

Naval Gun Fire Support

The first wave ashore is not Easy Company of the 116th Infantry Regiment as planned. Instead, due to the strong cross-current, the first troops ashore on Easy Green are elements of Fox and George Companies. As the DD tanks disembark from their landing craft directly on to the shore, having chosen not to attempt to swim ashore in the heavy seas, they bring the defences under fire. With their support, the infantry wade ashore and fight their way off the beach.

GERMAN FORCES AT EASY GREEN

BACKGROUND

In May 1944, the 5th Company, 916. *Grenadierregiment*, relieved a platoon of the second-rate 10th Company of 726. *Grenadierregiment* manning Strongpoint 66 east of Les Moulins draw (overlooking the beach known as Easy Green to the US Army.) When the battle started the quality of these troops would be the biggest surprise inflicted on the Americans.

Despite Rommel's orders, only one platoon actually occupies the beach defences, the rest of the company making up a reserve to the rear, ready to support both Strongpoint 66 and Strongpoint 68 (on the opposite side of the draw) as the situation dictates.

Further to the rear, in Strongpoint 67, a static rocket launcher battery provides heavy and immediate fire support.

FORCE TACTICS

While your defences look sparse at first glance, they provide a rock-hard defence. The bunkers and fortifications deny the enemy troops the easy way off the beach by going up the road. Instead the enemy will have to advance slowly through your defences, each turn fighting to gain a few metres of terrain.

Your advantage is that the enemy has to continually advance, and in so doing loses all cover and concealment. To win, all you need to do is keep your opponent pinned down on the beach, preventing him from moving forward. The static rocket launchers are excellent for this.

Once this is accomplished you will have time to get your reserves up and into position to deny him the objectives. Your men have prepared their positions, trained hard, and are now ready to fight.

US FORCES AT EASY GREEN

BACKGROUND

Major Bingham's 2nd Battalion 116th Infantry Regiment were supposed to land in the Dog Red sector of Omaha Beach just after dawn on D-Day, 6 June 1944. Plans have a way of not working out once the battle begins.

The trouble started early. A strong current was running up the Channel from the south, pushing the landing craft off course. Fox and George Companies landed in the Easy Green sector, a more heavily defended portion of the beach.

The trouble continued as heavy seas made it unsafe to launch the Sherman DD tanks to swim ashore ahead of the infantry. Instead they landed directly onto the beach from their landing craft—in hindsight the correct decision, but one that would leave the infantry unsupported for the first critical minutes ashore.

Wading ashore, the troops found themselves on an unfamiliar beach under heavy fire. Soon the tanks would join them, only to be stopped by the combination of the anti-tank obstacles and the high bluffs.

Forced to stay on the beach, the tanks provided what fire support they could as the infantry advanced up the bluffs, attacking the strongpoints from the rear.

FORCE TACTICS

Easy Green sector is well defended. You will have to use each of your units' capabilities to their best if you are going to win. But always remember, you are there to attack, and attack again. A timid nature will get you nowhere.

Each boat section contains a great deal of capability packed in a small force. They have weapons for every eventuality, along with specialised equipment like Bangalore Torpedoes to blow gaps in barbed wire and demolitions to destroy bunkers. These men are your assault troops. Get them in close as fast as possible and use their flame-throwers and demolitions to take apart the enemy defences. Don't forget to use your light mortars and machine-guns to pin the enemy first.

The Sherman DD tanks give you the capability to keep bunkers pinned down until the infantry can close with and destroy the bunkers. Then they climb off the beach and move up the road. If the bunkers are still fighting when your anti-aircraft artillery half-tracks land, they can be very effective in pinning down bunkers as well.

Finally, don't forget your naval fire support (see page 15 of *D-Day*). A well-placed barrage can turn the tide of battle.

WHAT IF BATTLES

Flames Of War gives you an excellent forum to test out not only what happened in the battle for Easy Green, but what might have happened as well.

An example of this is to take the German reserves and drop the reserve infantry platoon, replacing it with two StuG assault guns, to represent *Kampfgruppe Meyer* coming to the beach instead of wandering in the countryside for the whole battle.

You can play the scenario with other forces entirely as well. If you do so, the attacking force consists of 1750 points while the defending force should consist of 1000 points. Any motorised, self-propelled gun, or tank platoon should be the last to arrive for the defending force.

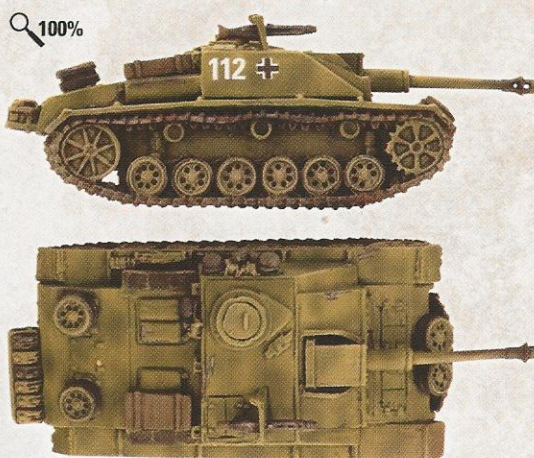
GERMAN PAINTING GUIDE



VEHICLE MARKINGS

The assault guns of 1352. *StuG Abteilung* and the tank-hunters of the *Panzerjägerabteilung* were painted in dark yellow (Middlestone) with roughly painted brown and green camouflage.

The only national identification markings are the black crosses on the superstructure sides along with the Company/Platoon/Tank vehicle identification number. The division's leaping horse emblem may have been painted on the front or rear of the vehicle.



COLOURS USED

Middlestone (882)
Vehicles, towed guns, equipment

Flat Brown (984)
Camo colour

Reflective Green (890)
Camo colour

Beige Brown (875)
Tool handles

Gunmetal (863)
Tracks, machine gun, tool heads, exposed metal



US PAINTING GUIDE



All colours listed are from the Vallejo Model Color range available from *Flames Of War* stockists.

VEHICLE MARKINGS

All US vehicles were painted in overall olive drab (Brown Violet). Many of the tanks landing on D-Day had additional camouflage of broad irregular tan earth stripes running across the vehicle. The Allied star was painted on the top and side of almost every vehicle. Tanks could have stars on the turret, the hull, or both. Many tanks also had a star painted on the front transmission housing as well. Names and registration numbers on the sides of the hull complete their markings.



COLOURS USED

Brown Violet (887)
Vehicles, towed guns, equipment

US Tan Earth (874)
Camo colour

Black (950)
Tyres, camo colour, half-track tracks

Beige Brown (875)
Tool handles

Gunmetal (863)
Tool heads, tank tracks, machine guns, exposed metal

OMAHA
GERMAN DEFENCE





1ST 'BIG RED ONE' INFANTRY DIVISION

By the time of Normandy the 'Fighting First' Infantry Division, also known as the 'Big Red One', already had a storied past of excellence in combat. Having made landings in Algeria and Sicily the division warranted a certain bravado for future operations.

Under Major General Terry Allen, the unit took part in Operation Torch, the invasion of North Africa. On 8 November 1942 the division landed near Oran as a part of the Central Task Force. After the landing the division was split up and parcelled out to British divisions in Tunisia. Finally in mid February the division was reunited. Shortly thereafter Rommel launched his attack at Kasserine and the division became involved in the desperate fighting. The men of the Big Red One would become hardened veterans by the time the North African fighting was over.

While the men thought of home, the Generals planned the next operation. General Patton specifically requested the 1st Infantry Division for Operation Husky, the invasion of Sicily. On 10 July 1943 the division embarked again on the LCPV landing craft that would take them once more onto the beaches of another land. Storming ashore at Gela the 1st Infantry Division brushed aside the token Italian resistance. The next day however would find them toe to toe with a far more formidable foe.

The Germans came out of the hills around Gela in force. Some thirty tanks and truckloads of grenadiers attempting to push between the landings. The 16th Infantry Regiment's Cannon Company with support from the naval ships offshore blasted the Axis troops and sent them fleeing.

Attacking at night towards the Ponte Oliva Airport north of Gela, the division caught the German garrison by surprise. For days afterwards the division weathered the continuous counterattacks and then advanced once more.

As the Allied troops moved forward so did the 1st Infantry Division. Its final Sicilian battle would be at a small town called Troina in the mountainous central region. After suffering heavy losses the division finally launched another of its famous night attacks on 3 August. Against four defending German divisions the attack very nearly succeeded. Having delayed the division for a week, the enemy slipped from the town to retreat across the straits and into the Italian mainland.

With the end of the battle so too came the end of a legacy, as Allen was relieved and a new commander appointed. Major General Clarence R Huebner commanded the division as it trained for and then executed its D-Day duties on that fateful day of 6 June, 1944.

1ST INFANTRY DIVISION (26,750 SOLDIERS)



29TH 'BLUE & GREY' INFANTRY DIVISION

The 29th Infantry Division started out as a National Guard division from the states of Maryland and Virginia, states that had fought against one another in the American Civil War. This is where it derived its distinctive name and patch, blue for the 'Yankees' of Maryland, grey for the 'Rebels' of Virginia.

The heritage of the division could be traced by its three infantry regiments as well. The 'Dandy 5th or 5th Infantry Regiment traced its roots to the Revolutionary War where it served in the Continental Army and was said to have saved Washington's Army at the battle of Long Island.

The 116th Infantry Regiment traced its lineage to the Revolutionary War as well. But the regiment's real claim to fame came from the Civil War while serving in 'Stonewall' Jackson's Brigade at the Battle of Manassas. This Civil War legacy had earned them the title of 'Stonewallers', a name they carried into the Second World War.

Finally, there was the 115th Infantry Regiment coming from the western part of Maryland. A lineage again going back to the Revolutionary War, but one fractured during the Civil War as both the Confederate and Union Armies raised their own 115th Regiment. Brother would fight against brother as both regiments came from the same area.

On October 11, 1942 the division arrived in Britain to begin preparations for entering the war. At the time no one was certain where they would head to next, but as each battle came and went, the morale of the division plummeted—the men asking when and where the division would finally get to fight.

Then in July of 1943 a new commander arrived, Major General Charles H Gerhardt. His style of leadership emphasized total knowledge of all your subordinate's warfighter skills. So, starting with his senior officers, he held a board of inquiry. There he grilled the regimental commanders on basic infantry tasks. When it was over the officers knew who was boss, and what the boss expected.

Training began in earnest on the Moors of England to prepare the Division for its critical role in the D-Day invasion. A tough and rough regime designed to make the men aggressive and ready for combat. As a part of this training the 116th Infantry Regiment was picked to lead the assault into Fortress *Europa*. Immediately the infantry of the regiment commenced training in explosives and demolition to prepare them for their new mission tasks.

This was a time of great pride for the division. Having been selected to lead the way, time would tell all too soon if it was up to the task on 6 June, 1944.

29TH INFANTRY DIVISION, TASK FORCE 'O'



Divisional Strength: 26,750 soldiers, 15 infantry battalions, 158 tanks, 47 armoured cars, 24 self-propelled guns, 90 artillery pieces, 126 anti-tank guns, 72 heavy machine-guns, 36 heavy mortars, 54 medium mortars.



COTA STORY



"Juz' keep your dang blum head down" I bellow as the walls around us exploded with ricochets. A sound like that of a buzzsaw comes from the half-destroyed building up ahead. Slivers of brick and dust cascaded to the ground as I hug the earth, the bullets whining and pinging overhead. Kapansky had been a few yards ahead of me when the Krauts opened up with an MG42 machine gun. A bullet had clipped his rifle butt, tearing the now broken weapon away from his grasp. I hope like hell that another bullet hasn't taken his life. Simmons hadn't been as quick as Kapansky and had dropped silently to the floor, his Thompson clattering to the debris strewn ground.

"Goddamn Sarge, I don't wanna die, I don't wanna die!" Kapansky screams as the panic begins to tear through him. That's OK in my book, at least he's alive and probably unhurt 'cause of all the fuss he was making. The firing finally subsides somewhat, so I could at least make myself heard. "Kap we ain't gonna die here. Just stay real low. Help is on the way."

I look at the ground ahead wondering how in the hell I'm going to get him out, but there's no sense adding to the panic that would infect all my men if he started getting frantic. "Let me tell you. Listen to me you lousy son of an Irishman!"—I have to get him thinking on something else—"Yesterday when we hit the beach, man that was downright rough, that was fire on the heavy side all right." I stop for a moment, listening to the men moving up, "Hell I was pinned down too, Kap, I was so scared I pissed my pants and forgot how to work my rifle. It's the truth. We had barrelled out of that craft lugging all that gear. Well, I didn't know what I was doing. I got myself behind some of them rocks and I wasn't moving, not for all the broads in Brooklyn. I wasn't moving, no sir, no way. My hands were shaking so bad, Kap, I couldn't unjam my rifle, no matter how hard I tried. Then someone

pulled it from me. I was about to the give the son of a bitch a mouthful when I heard a voice saying, 'Son, if you're gonna die today, it's always better to die with a gun you can fire back with'. I managed to look up and, I tell you, the bullets were flying past us, yet there stood this man, and he had stars on his shoulders, yah know the kind the brass have. Took me a minute 'til I recognized him... I mean it isn't often that a General is out running round under fire with the troops. There was General Cota standing an unjamming my rifle for me without flinching like it was a parade or something... telling me to get to my feet, that I could make it and get over the seawall an up the bluff. Man, if he was here now—"

I'm stopped suddenly in mid speech. "You there, yah you, suppressive fire, left flank, fifty yards, go!"

I turn to my left to see General Cota, loosing off shots from an M1 Carbine, yelling orders as loud and as fast as the Browning Automatic Rifle that had just opened up, loud, deafening but god-damn if it wasn't the sweetest sound I ever heard.

"You two", he calls, gesturing at the men, "double time right flank, give these boys covering fire now." Then he's at my side. "You boys", he orders, "get your wounded to the aid station, we're gonna push on from here" Then he's off, grenade already in his hand.

After the fire dies down, Kap slowly gets to his feet, taking off his helmet, and scratching the back of his head. "So Sarge... was that him?"

From over the ridge I can still hear a voice above the barking gun fire urging our guys on.

"Yes Kap" I reply with a smile "That was General Cota, now lets get Simmons back like we was ordered."



BRIGADIER GENERAL NORMAN 'DUTCH' COTA



Brigadier General Norman 'Dutch' Cota was Assistant Divisional Commander of the 29th Infantry Division during the Omaha landings.

A career soldier, with 27 years military experience, Cota could have opted for a desk job, but believed his job as a soldier was to die for his country. At 51 he was possibly the oldest man to set foot on the sands of Omaha Beach on D Day. Cota landed in Dog White sector in the midst of his men and under heavy fire during the second assault wave.

With a cool head and little regard for his own safety, Cota led his men from the front, galvanising the shell-shocked and pinned-down survivors into action. He opened one of the first vehicle exits from the beach, personally leading a steady stream of soldiers inland.

Cota never wavered, never hesitated and never thought twice in his resolve to get his troops off the bloody beaches, maintaining it was better to go inland and risk being killed than to stay on the beaches and die for certain.

Encountering a unit pinned by heavy fire near Vierville, 'Dutch' Cota enquired as to the unit's identity. '5th Rangers' came the reply, to which Cota famously replied 'Well god damn it Rangers, lead the way!', words forever immortalised as the Ranger motto.

'Dutch' Cota was awarded the Distinguished Service Cross for his heroism on Omaha Beach. He survived the war and lived to see his exploits recreated on the silver screen, being portrayed by Robert Mitchum in *The Longest Day*.

CHARACTERISTICS

Cota is a Warrior and a Higher Command Carbine team rated as Fearless Veteran.

Cota may join any Assault Company for +25 points.

SPECIAL RULES

Get Off this Beach: Cota starts the game off table. In the Starting Step of any turn that Cota is off table, when rolling for Reserves roll a die.

- On a roll of 5+, if Cota has not been Destroyed, he is placed adjacent to the Platoon Command team (if present, otherwise any team in the platoon) of any platoon in an Assault Company anywhere on the table.
- On any other roll, Cota remains off the table.

I Won't be Able to Do it for You Next Time: In the Starting Step of any turn in which Cota is on the table, when rolling for Reserves, roll a die.

- On a roll of 3+, Cota remains where he is.
- On any other roll, Cota has finished what he came to do and moves off to another part of the battlefield. Remove him from the table. Next turn roll for him to return again using the Get Off this Beach special rule.

Rangers Lead the Way: Any platoon led by Cota will pass Motivation tests on a roll of 3+.

That's How It's Done: Cota always hits on a roll of 2+ in an assault combat.



LCVP BOAT SECTION LOADING PLAN



Boat Team Leader (officer)

Rifle Team

- 1&2* M1 Garand, 1 coloured smoke grenade, 2 frag grenades, wire cutters.
- 3* M1 Garand, 1 smoke grenade, 2 frag grenades, M7 grenade launcher, 10 rifle smoke grenades.
- 4&5* M1 Garand, 1 coloured smoke grenade, 2 frag grenades, 2 Bangalore Torpedoes.

Wire Cutting Team

- 1-4* M1 Garand, 1 smoke grenade, 2 Bangalore Torpedoes, 2 wire cutters, 2 large searchnose wire cutters.

BAR Team

- 1&3* BAR gunner: BAR, BAR belt (13 magazines), BAR spare parts kit.
- 2&4* Assistant gunner: M1 Garand, BAR belt (13 magazines), Ammunition bag (32 M1 Garand clips).

60mm Mortar Team

- 1* Observer: sight, cleaning staff, binoculars, compass, flashlight, 12 mortar rounds, M1 carbine.
- 2* Gunner: M2 60mm mortar, .45 pistol, 5 mortar rounds.
- 3* Assistant gunner: 12 mortar rounds.
- 4* Ammo carrier: 12 mortar rounds, M1 carbine.

Bazooka Team

- 1&3* Rocketeer: M1A1 bazooka, M1 carbine, 8 round rocket bag.
- 2&4* Loader: M1 Garand, 12 round rocket bag.

Flame Thrower Team

- 1* Operator: Flame-thrower, .45 pistol.
- 2* Assistant: 5 gallon fuel refill, nitrogen tank, wrenches, M1 Garand, 4 smoke grenades, 6 frag grenades.

Demolition Team

- 1-5* M1 Garand, 50' primacord, at least 4 detonators, 6 blocks of 1/2lb TNT, 7 pack charges, 3 pole charges, demolition kit with crimpers, knife, tape and cord, 2 fuse lighters, 1 smoke grenade, 2 frag grenades.

Assistant Boat Team Leader (NCO)





ASSAULT COMPANY



The Dieppe raid in 1942 taught the Allies many lessons on invading beaches while under fire. Later, after the successes in North Africa, Sicily and Italy the Allies felt they were ready to take on Fortress *Europa*. Careful study of the defences along the coast showed them there were weaknesses inherent in its structure, and, if the men had the right equipment and training, exploiting those weaknesses was possible. Any invading force would have to overcome wire, minefields, and bunkers if it was to be successful. Thus the planners set about to create the perfect mix of men, equipment and training.

BIRTH OF THE BOAT SECTION

The US Army now embarked on a program of reorganising and training the infantry formations that would assault the beaches. After careful study, an organisation began to take shape in the minds of the planners. Starting with the basic infantry company of three combat platoons and one weapons platoon, the force designers sought to create multiple independent organisations.

This organisation had to be able to act on its own without further company level support. Furthermore, it had to be able to fight its way through wire obstacles, overcome enemy infantry and destroy enemy bunkers.

However, the most important restriction was the size of the landing craft, which could only hold 31 men in full 'battle rattle'. With a standard US infantry platoon being just over 40 individuals it was necessary to change the structure of the platoons to fit in the small boats that would take them to the beach. Thus, the first change was to go from the four large platoons in a normal infantry company to six smaller boat sections in an assault company.

In order to deal with all of the expected defences, the planners loaded the boat sections up with weapons and equipment. They gave them mortars from the weapons platoon to knock out machine-gun nests, bazookas from the company HQ to take on tanks, and flame-throwers from the Chemical Branch to silence bunkers. For barbed wire, they gave them Bangalore torpedoes, long pipes filled with explosives to blow gaps for the troops. To finish off bunkers, they had demolition charges, plenty of good old TNT to blow things up. There was no quick fix for minefields though—they simply had to take their chances there.

The men of the boat sections not only needed the weaponry to deal with the defences and defenders, but they also needed to carry enough supplies and combat gear for three days on his back. Since a soldier can only carry 70lbs/32kg (at most), working out what to take and what to leave behind

was tricky. The planners solved the problem with a 'belt and braces' approach and loaded the assault troops up to the limit. Part of their solution was the assault vest (shown on page 31) with pockets for much of the extra equipment.

TRAINING FOR COMBAT

Even with equipment, an organisation is incapable of acting without training on that equipment. For months before D-Day, the assault regiments practised their craft. Mastering the use of explosives, they became proficient at advancing under fire against a stubborn well-entrenched enemy.

Integrating the use of the weapon systems and the new skills they had learned, the infantry platoons become masters of combined arms manoeuvre at the lowest levels.

With integrated heavy weapons at the platoon level, they were able to suppress the enemy while parts of the unit manoeuvred to a position of advantage with which to launch an assault.

ASSAULT COMPANIES IN FLAMES OF WAR

The boat section gives company commanders a great deal of capability in a small package. It is a jack-of-all-trades, but master of none type organisation. With the platoon's ability to clear wire like an engineer unit, few enemy obstacles will slow the unit down. Combined with the explosives the platoon carries, it can take out bunkers or tanks much more effectively than regular infantry.

Launching a successful assault is far easier with your flame-thrower's ability to pin down the enemy. Taking a light machine-gun with its high rate of fire will provide the opportunity to pin down the enemy far more easily than with only rifles. Even using your mortar as a one-gun battery provides an opportunity to pin down enemy units and give you a chance to close with and destroy the enemy in the assault.

However, for experienced US players you must be aware that the platoons are slightly smaller and therefore easier to break. While you can take losses, do not throw away your troops without careful consideration of what you are trying to accomplish.

Assault Companies provide the US player with yet another interesting and historical force to play in *Flames Of War*. Additionally you can field them as a Confident Trained or a Confident Veteran force depending on the division you would like to play. When playing either of these forces all troops must be from the same division but share the corps support troops between them.

MAKING YOUR ASSAULT COMPANY

You must choose either a 1st 'Big Red One' Infantry Division company (marked ) , or a 29th 'Blue & Grey' Infantry Division company (marked ). The Intelligence Briefing for an Assault Company (see pages 41 to 50) uses symbols to indicate the points difference between platoons from these two divisions. The symbol also indicates a platoon's Motivation and Training ratings.

Whichever company you choose, you may only select platoon options marked with that symbol or the symbol of V Corps (marked ).



SPECIAL RULES



ASSAULT COMPANY

An assault company is task-organised for an assault and will always be attacking. Its sole mission is to carry the fight to the enemy, fortifications or not. Once it establishes itself on the objectives then it digs in and fights off any counterattacks.

An Assault Company will always attack against any other Infantry Company in a mission with the Defensive Battle special rule.

AIR COVER

On D-Day the situation was so confused and the front lines so close together that ground-attack air support missions were difficult to coordinate. In an effort to avoid killing their own troops the US Army Air Force left the beach defences alone.

However, the extensive fighter cover ensured that enemy air support could have little effect either. During the battle only two enemy aircraft managed to buzz the beaches, causing no damage.

An Assault Company will only receive a Ground-attack Aircraft Flight on a roll of 6 instead of the usual 5+. However, its Air Support will successfully intercept enemy Ground-Attack Aircraft Flights on a roll of 5+ instead of the usual 6.

PIONEER EQUIPMENT

The assault company is fully equipped for the assault with plenty of wire cutters, Bangalore Torpedoes and demolition charges. Not only does it have the equipment, but it also has the training to use it.

Rifle teams in Boat Sections count as Pioneer teams when attempting to cross or gap Barbed Wire Entanglements and when assaulting Bunkers.

NAVAL GUNFIRE SUPPORT

The troops landing on Omaha Beach were closely supported by dozens of warships. This support continued well inland as shore-based naval gunfire control parties took over control of the big ships' guns.

When using this force to conduct an amphibious landing use the rules in the D-Day book (see page 15) for Naval Gunfire Support.

For all other mission use the following rules:

If you have Naval Gunfire Support, your force will field a NGFS Observer Carbine team. It is an Observer team for an artillery battery of four Confident Trained 8" naval guns sitting off table using the Across the Volga Rules (see page 225 in the rulebook).

Weapon	Range	ROF	Anti-tank	Firepower
8" naval gun	112"/200cm	-	6	1+



ASSAULT COMPANY



(INFANTRY COMPANY)

A force based around an Assault Company must contain:

- 1 Company HQ, and
- 4 to 6 Boat Sections.

Weapons Platoons available to an Assault Company are:

- 0 to 1 Machine-gun Platoon,
- 0 to 1 Mortar Platoon,
- 0 to 2 Anti-tank Platoons, and
- 0 to 1 Ammunition & Pioneer Platoon.

Support Platoons for an Assault Company can be:

- 0 to 1 Intelligence & Recon Platoon,
- 0 to 1 Cannon Platoon,
- 0 to 1 DD Tank Platoon or Tank Platoon,
- 0 to 1 Towed Tank Destroyer Platoon,
- 0 to 1 Anti-aircraft Artillery (Self-propelled) Platoon,
- 0 to 1 Field Artillery Battery or Armoured Field Artillery Battery,
- 0 to 1 Chemical Mortar Platoon,
- 0 to 1 Engineer Combat Platoon,

- 0 to 1 Cavalry Recon Platoon, and
- 0 to 1 Ranger Platoon (p. 60),

You may attach up to **one** Support Platoon to your company for each Boat Section you field.

MOTIVATION AND SKILL



'Big Red One' has made more assault landings than almost any other US division. They know what they are doing and are rated as **Confident Veteran**.



The soldiers of 29th Infantry Division are well trained, but have not yet fought. Nonetheless, they will fight hard, being rated as **Confident Trained**.



V Corps provides the supporting troops for its infantry divisions. Fresh from training and keen to fight, they are rated as **Confident Trained**.

AIR SUPPORT

Aircraft	Priority Air Support	Limited Air Support
P38 Lightning	130 points	100 points
P47 Thunderbolt	130 points	100 points

NAVAL GUN FIRE SUPPORT

Naval Gunfire Support
250 points

HEADQUARTERS

1 COMPANY HQ

HEADQUARTERS

	Company HQ	20 points
	Company HQ	15 points

The men of the 16th Infantry Regiment, 1st Infantry Division and the 116th Infantry Regiment, 29th Division are specially trained and organised for the Normandy invasion. Due to the limited load capacity of the landing craft, every man is critical. The new HQ reflects this by being austere and lacking any combat attachments.

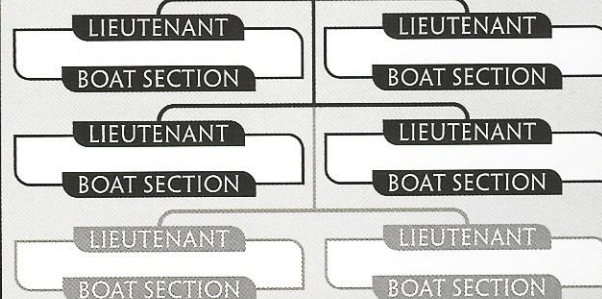
With every platoon split in half to fit in the landing craft, the company has more smaller platoons, although the number of men in the company remains constant.

CAPTAIN

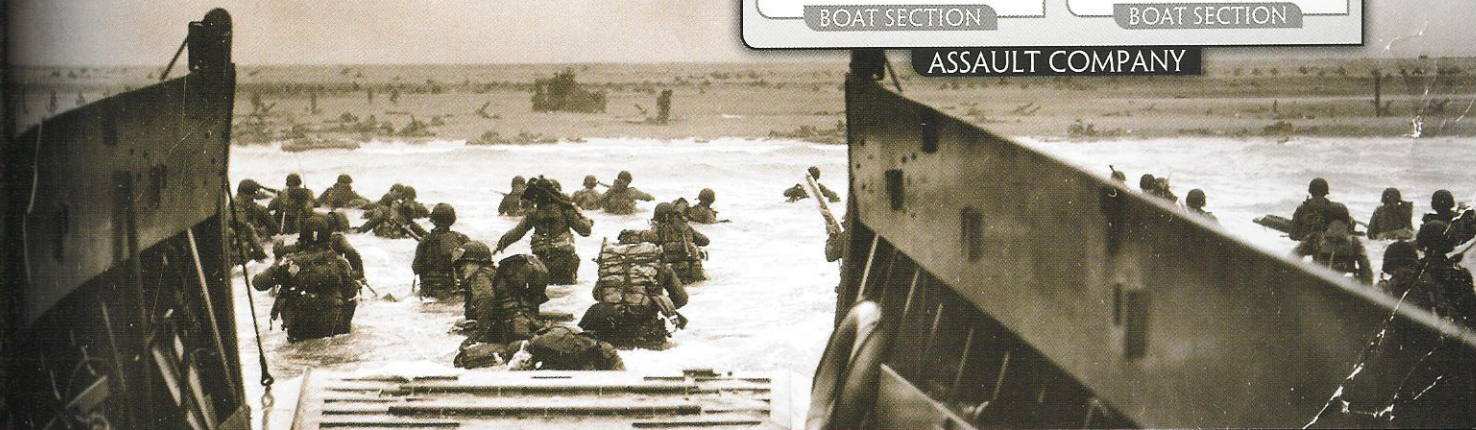
CAPTAIN



COMPANY HQ



ASSAULT COMPANY



COMBAT PLATOONS

4 TO 6 BOAT SECTIONS

PLATOON

 Boat Section	190 points
 Boat Section	145 points

OPTION

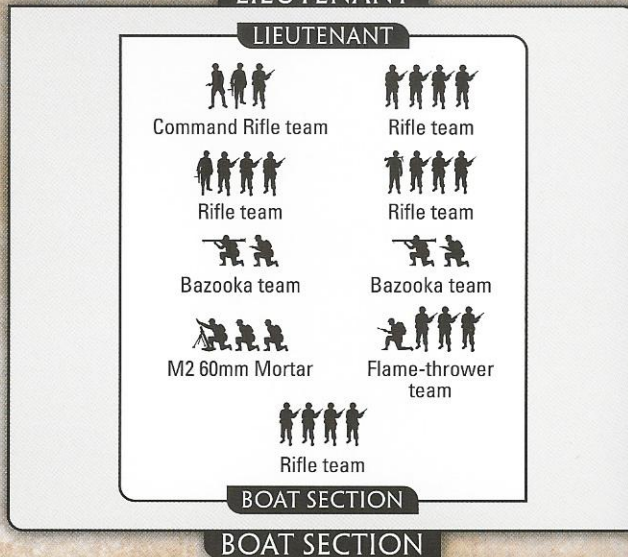
- Replace one Bazooka team with an LMG team at no cost.
- You may only field two LMG teams in a Assault Company.*

The boat sections are filled with specialists, ready to storm ashore and take the fight to the enemy. They are smaller than a normal US rifle platoon but don't let that fool you. Specially trained to operate independently and given a wide variety of weapons they are ready and able to tackle any threat the Krauts can put in front of them.

With mortars, bazookas, flame-throwers, and explosives these men are ready to take on the most stubborn defences. Two platoons from each company were given an M1919 light machine gun instead of the second bazooka.

Demolitions training and explosives allow your teams to cross wire and blow bunkers like engineers. Don't waste your time clearing obstacles. Instead use your pioneer equipment to get through quickly and assault the enemy position. Your engineers can clear the obstacles later.

LIEUTENANT



When it comes to enemy tanks you have the bazookas and explosives to effectively deal with them in close combat, putting the tanks in a world of hurt.

Never forget that mortar of yours. The M2 60mm mortar can fire both directly at the enemy, pinning his bunkers and knocking out dug in machine-guns, or fire a bombardment and pin the enemy infantry and guns so you can successfully assault with the rest of the platoon.

WEAPONS PLATOONS

0 TO 1 MACHINE-GUN PLATOON

PLATOON

HQ Section with:

 2 Machine-gun Sections	130 points
 1 Machine-gun Section	70 points

- Add Bazooka teams for +20 points per team.

HQ Section with:

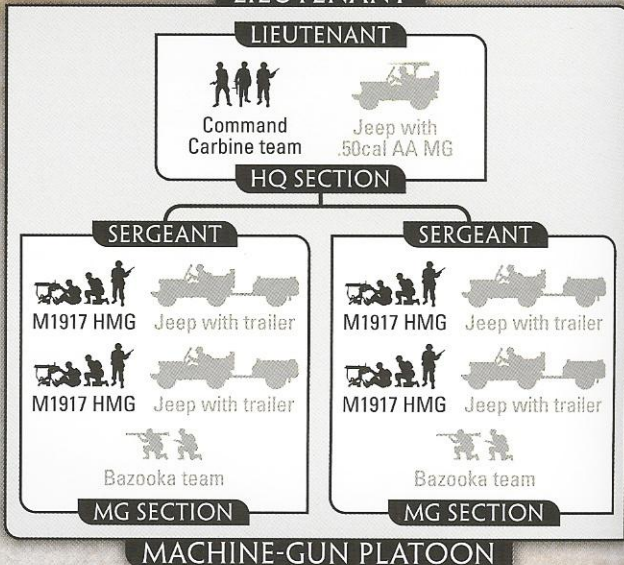
 2 Machine-gun Sections	100 points
 1 Machine-gun Section	55 points

- Add Bazooka teams for +15 points per team.

OPTIONS

- Add Jeep with .50 cal AA MG for +5 points.
- Add Jeeps with trailers at no cost.

LIEUTENANT



For every army the machine gun represents the pinnacle of infantry killing firepower. Of course this means that guns, mortars, and artillery are going to be shooting at them. So careful employment of your heavy machine-guns is important if they are going to last. When defending put them just behind the forward line of your own troops where they

can sweep the ground in front of your position and stop the enemy formations. In the attack use them on a flank, advancing into cover within range of enemy infantry and opening up to keep the enemy's heads down while your own infantry assaults to clear the objective.

0 TO 1 MORTAR PLATOON

PLATOON

HQ Section with

3 Mortar Sections 185 points

2 Mortar Sections 125 points

1 Mortar Section 65 points

- Add Bazooka teams for +20 points per team.

HQ Section with

3 Mortar Sections 140 points

2 Mortar Sections 95 points

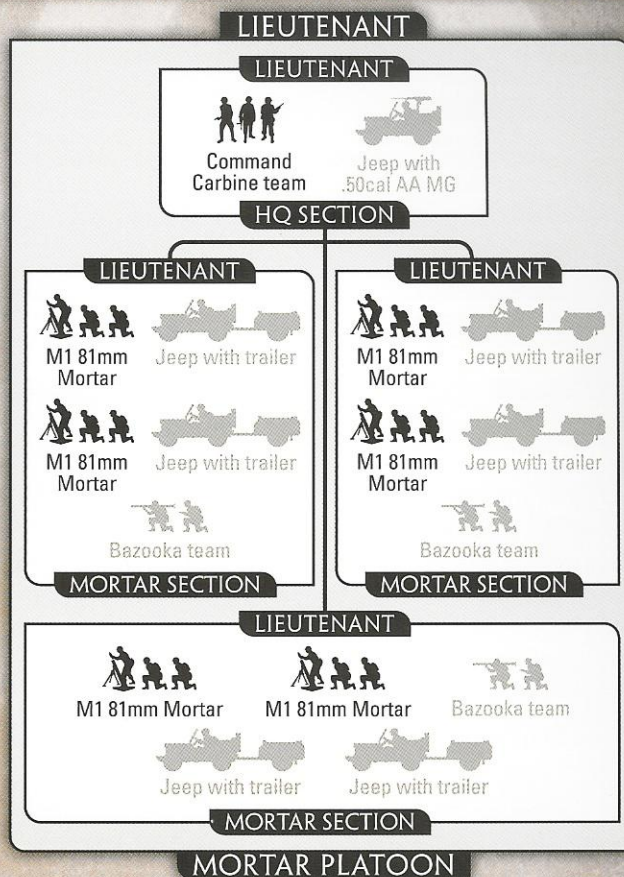
1 Mortar Section 50 points

- Add Bazooka teams for +15 points per team.

OPTIONS

- Add Jeep with .50 cal AA MG for +5 points.
- Add Jeeps with trailers at no cost.

American mortars provide quick accurate fire for your infantry teams. While they don't have their own observer, each platoon leader and the company commander has been trained to call for fire and has some of the finest communications gear available to do it with. This gives you greater flexibility when calling for fire than any other nation's army.



0 TO 2 ANTI-TANK PLATOONS

PLATOON

HQ Section with

3 Gun Sections 105 points

2 Gun Sections 80 points

- Add Bazooka teams for +20 points per team.

HQ Section with

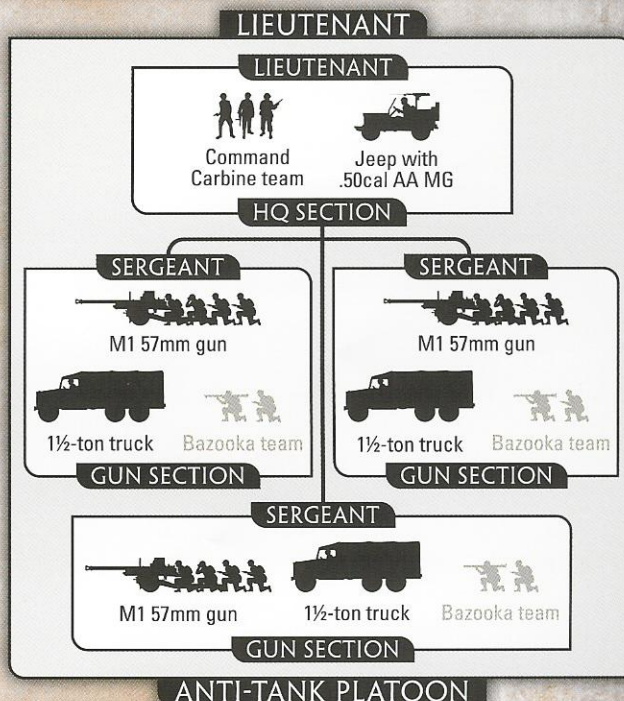
3 Gun Sections 80 points

2 Gun Sections 60 points

- Add Bazooka teams for +15 points per team.

Anti-tank guns provide the infantry with a way to stop those pesky tanks from assaulting your infantry. The US Army is lavishly equipped. You can field both the battalion anti-tank platoon and one of the regimental platoons in support of your company.

Unlike the tank destroyers with their longer range, your 57mm guns are for point defence of vulnerable areas. Dig them in behind terrain so the enemy can't shoot them. Wait for the enemy to drive into your kill zone where you can get point blank range flank shots into the advancing armour. With their high rate of fire your 57mm guns will kill anything at short range, keeping enemy tanks away from your infantry.



In the attack, push your anti-tank guns forward to guard against armoured thrusts by the enemy. It is essential to keep them concealed from direct observation while moving them into position to fire on the flanks of the enemy.

0 TO 1 AMMUNITION & PIONEER PLATOON

PLATOON

HQ Section with

 3 A&P Squads	175 points
 2 A&P Squads	125 points

- Add Bazooka teams for +20 points per team.

HQ Section with

 3 A&P Squads	135 points
 2 A&P Squads	95 points

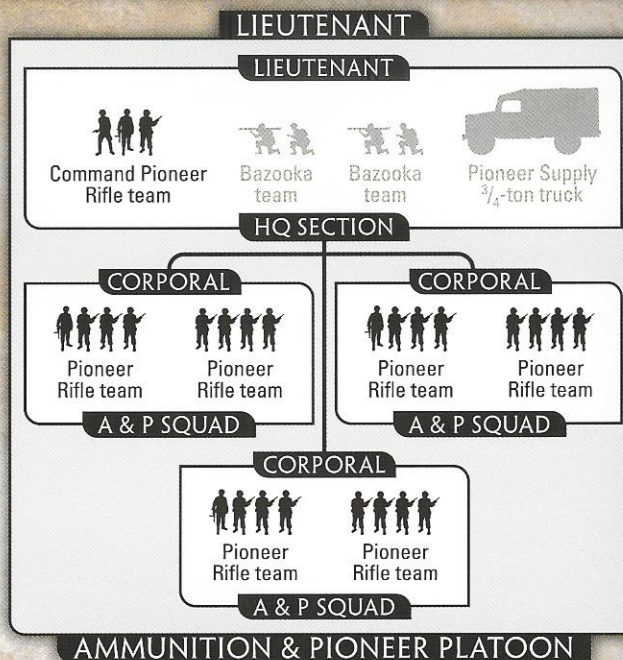
- Add Bazooka teams for +15 points per team.

OPTION

- Add Pioneer Supply truck for +25 points.

Pioneers are never without their uses. By clearing barbed wire and minefields they pave a path so that your supporting weapons can come forward. This allows your assault infantry to keep moving through the obstacle belt without delay, and get on with their job of attacking the enemy.

If you find yourself on the defence due to an enemy counter-attack, your pioneers can lay barbed wire or minefields



AMMUNITION & PIONEER PLATOON

themselves. Even a single minefield can deny a road to the enemy or tie into existing terrain to provide a bottleneck to force the enemy into a kill zone.

SUPPORT PLATOONS

0 TO 1 INTELLIGENCE & RECON PLATOON

PLATOON

HQ Section with

 3 I&R Squads	110 points
 2 I&R Squads	85 points

HQ Section with

 3 I&R Squads	85 points
 2 I&R Squads	65 points

OPTION

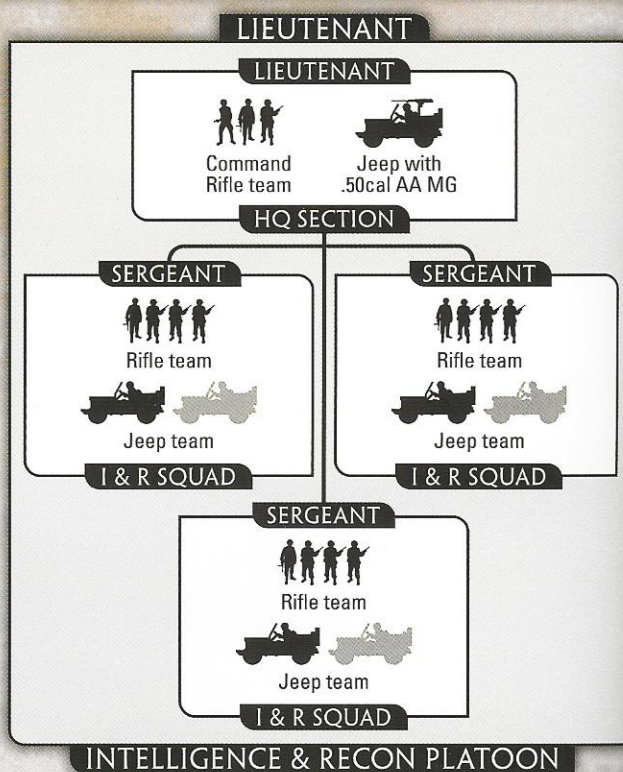
- Arm any or all unarmed Jeep teams with an AA MG for +5 points per Jeep team.

Intelligence & Recon Platoons are Reconnaissance Platoons.

The regimental Intelligence and Reconnaissance Platoon is not a combat platoon. Its purpose is to find the enemy or help you avoid them.

In their intelligence role they sneak up on the enemy and snatch a few for later interrogation.

When the regiment advances, the I&R platoon scouts out possible enemy ambush locations to clear the way forward for the main body. At other times the platoon moves out on its own looking for gaps in the enemy line to sneak through and create havoc in the enemy rear. This forces the enemy to



INTELLIGENCE & RECON PLATOON

tie up valuable troops hunting these ghosts who appear and vanish at will.

If mobility is not an option, the platoon hunkers down and uses its recce skills to locate targets for the artillery.

0 TO 1 CANNON PLATOON

PLATOON

HQ Section with:

3 Gun Sections 210 points

1 2 Gun Sections 145 points

1 Gun Section 80 points

HQ Section with:

3 Gun Sections 160 points

2 Gun Sections 110 points

1 Gun Section 60 points

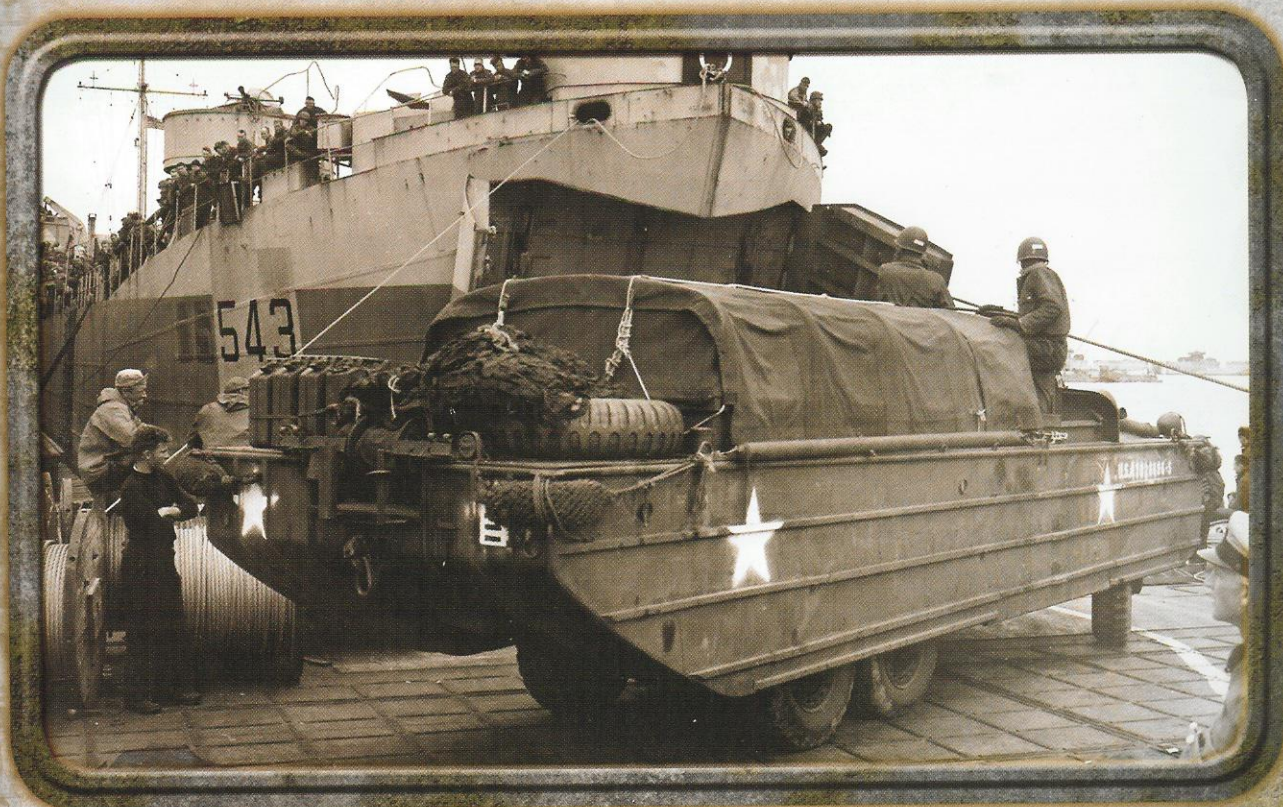
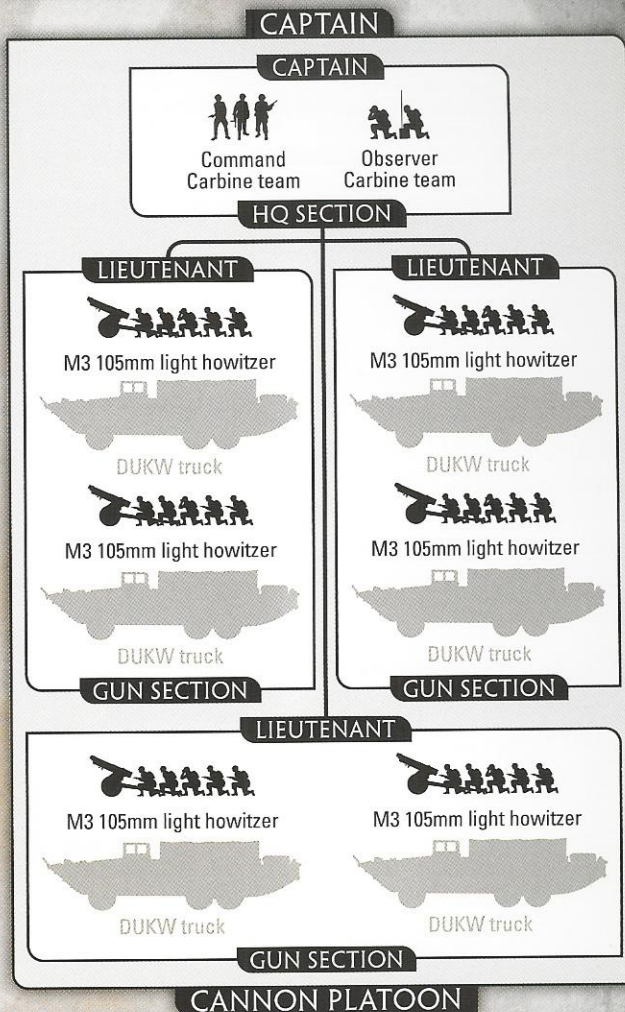
OPTION

- Add DUKW trucks at no cost.

The US Army loves its artillery. The regimental cannon company is heavy artillery support under direct command of the regiment. Every officer from the lowest Lieutenant to the Colonel can call up immediate fire from their cannon company, their own personal artillery.

While not quite as quick to respond as the mortars, the platoon's M3 105mm howitzers fire the same heavy shell as the divisional field artillery. They lack the fire control systems and access to ammunition of the field artillery, limiting their ability to sustain long bombardments. They make up for this with a bigger battery that can bring a short and pulverising fire to bear when and where needed most.

Just be careful when emplacing them. Lacking a gun shield to protect the crew, enemy fire can quickly destroy them.



0 TO 1 DD TANK PLATOON

PLATOON

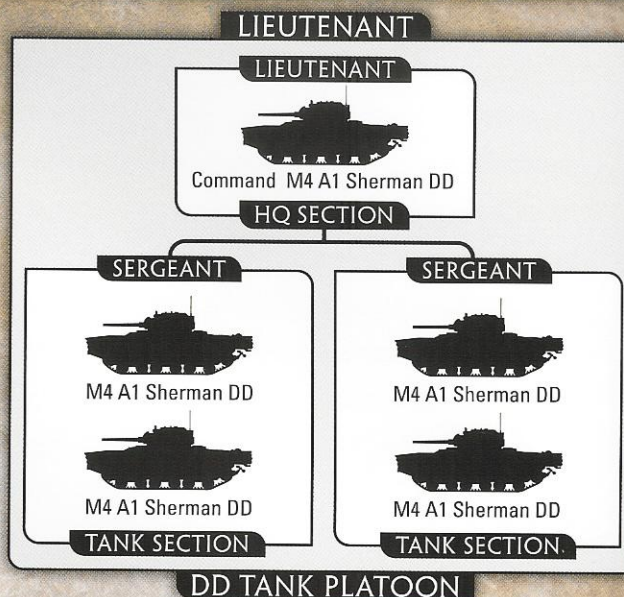
5 M4 Sherman DD 345 points

4 M4 Sherman DD 275 points

3 M4 Sherman DD 205 points

American tanks are there to take out the enemy machine guns, mortars, and artillery that stop your infantry from advancing. While many commanders want to send their tanks against enemy armour, remember that's what the tank destroyers are for. Your Sherman tanks don't really have the gun or armour to go toe to toe with the latest German panzers.

A DD tank's uniqueness comes from its ability to swim. Its canvas screen and propellers allow it to swim ashore ahead of the infantry without a landing craft. As the infantry are landing the DD tanks are already supporting the infantry by pounding the enemy machine-guns with high explosives.



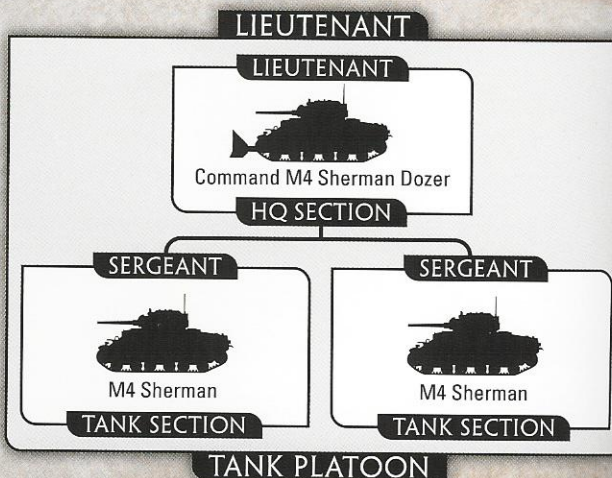
0 TO 1 TANK PLATOON

PLATOON

3 M4 Sherman 210 points

With a lack of DD kits for all the tanks of the tank battalions, a few would have to be landed directly from landing craft. Since only two normal Sherman tanks and one Sherman dozer with extra ammunition in armoured trailers can fit in a landing craft, the platoon is only three tanks strong.

Use the Sherman dozer to fill in antitank ditches and clear natural obstacles. This allows your tanks to advance unhindered through terrain the enemy presumed to be impassible to tanks, outflanking their defences.



0 TO 1 TOWED TANK DESTROYER PLATOON

PLATOON

 2 Tank Destroyer Sections	210 points
 1 Tank Destroyer Section	115 points

OPTION

- Add up to one Bazooka team per gun for +15 points per team.

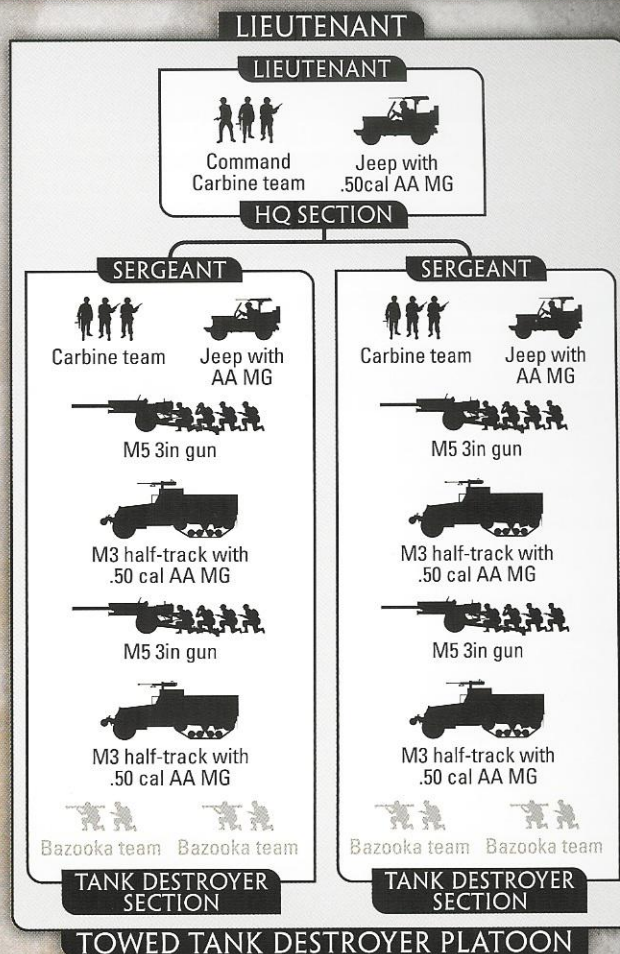
Towed Tank Destroyer Platoons use the US Tank Destroyer special rules (see page 157 of the rule book).

Tank destroyer platoons are your primary means of tackling enemy armour. With their large-calibre shells and high muzzle velocity there are very few tanks these guns will not kill with their first shot. Keep your guns mobile so that they can switch axes to match the enemy attack plan. Use the platoon's scouts to track enemy tanks and then ambush them from cover with the 3" guns.

Use the guns' range and firepower to engage the enemy in the time and place of your choosing to score quick kills and drive the Panzers off, then, limber up the half-tracks and withdraw the guns before the enemy can bring effective fire to bear.

Select a new concealed position out of sight of the enemy ready to engage again on your terms if the enemy continues their advance.

Seek, Strike, and Destroy!



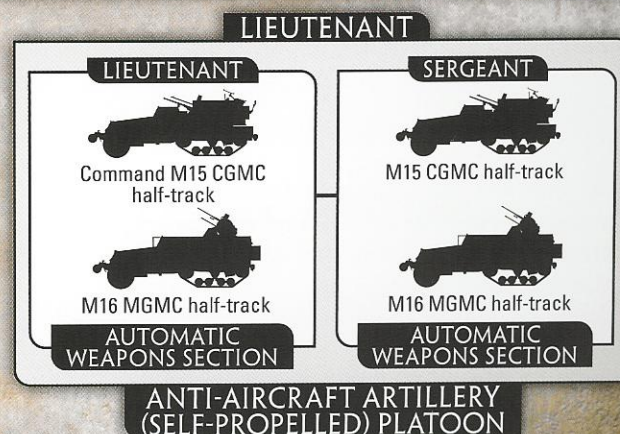
0 TO 1 ANTI-AIRCRAFT ARTILLERY (SELF-PROPELLED) PLATOON

PLATOON

HQ Section with

 2 Auto Weapons Sections	160 points
 1 Auto Weapons Section	80 points

When enemy air is available use the platoon to guard your valuable guns and positions. Even when air is not a threat, the anti-aircraft artillery still have a valuable service to provide by saturating enemy strongpoints and pinning down the enemy with fire. This allows your infantry to close with and destroy the enemy in an assault.



0 TO 1 FIELD ARTILLERY BATTERY

PLATOON

HQ Section with:

 2 Gun Sections	190 points
 1 Gun Section	105 points

HQ Section with:

 2 Gun Sections	145 points
 1 Gun Section	80 points

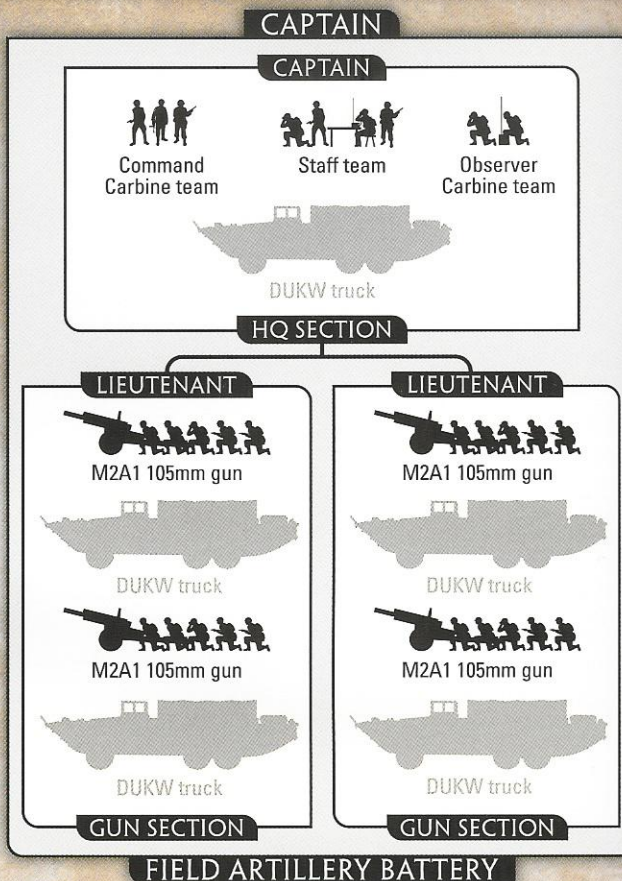
OPTION

- Add DUKW trucks at no cost.

The field artillery supports the infantry with fire on enemy formations and strongpoints giving your tanks and infantry teams a chance to move forward.

With its large ammunition supply and fire direction centre a field artillery battery can continue firing on an area indefinitely. Going through a fire direction net does reduce the responsiveness of the artillery, but is a small price to pay for devastating firepower that destroys the will of the enemy to fight, or forces them to flee the area under fire.

The DUKW amphibious trucks deliver the M2A1 105mm howitzers directly to their firing positions after swimming ashore. Unsurprisingly these ungainly amphibians quickly gained the nickname 'Duck'.



0 TO 1 CHEMICAL MORTAR PLATOON

PLATOON

HQ Section with:

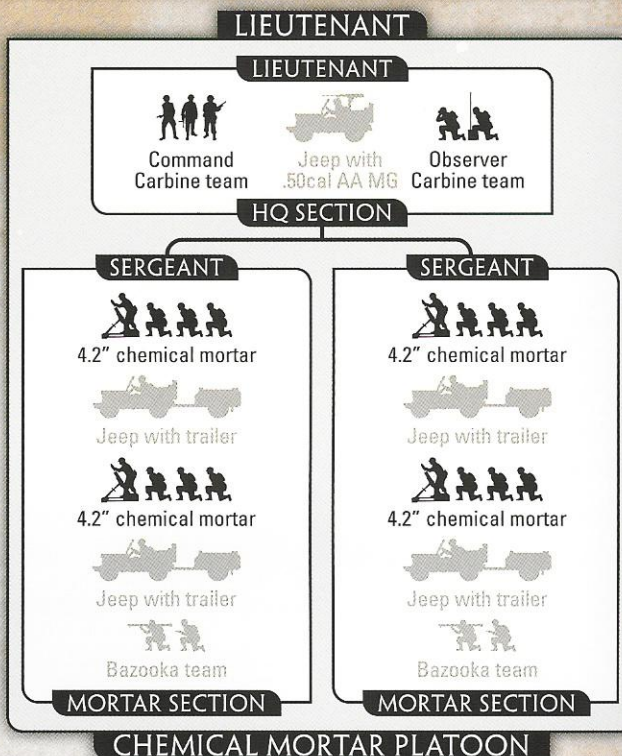
 2 Mortar Sections	135 points
 1 Mortar Section	75 points

OPTIONS

- Add Bazooka teams for +15 points per team.
- Add Jeep with .50 cal AA MG for +5 points.
- Add Jeeps with trailers at no cost.

The chemical mortar platoon provides US forces with the quick and accurate fire support of a mortar combined with the explosive payload of large-calibre artillery. Able to blast dug in troops and guns from the cover of trenches, the large mortars add tremendously to the volume of fire supporting your troops.

With their short range, the mortars must be placed close to the enemy, so position them behind cover to keep them safe from direct fire. Their only real disadvantage over normal artillery is their lack of a fire control centre and plentiful ammunition supply. This limits them to short, sharp bombardments.



0 TO 1 ARMoured FIELD ARTILLERY BATTERY

PLATOON

HQ Section with:

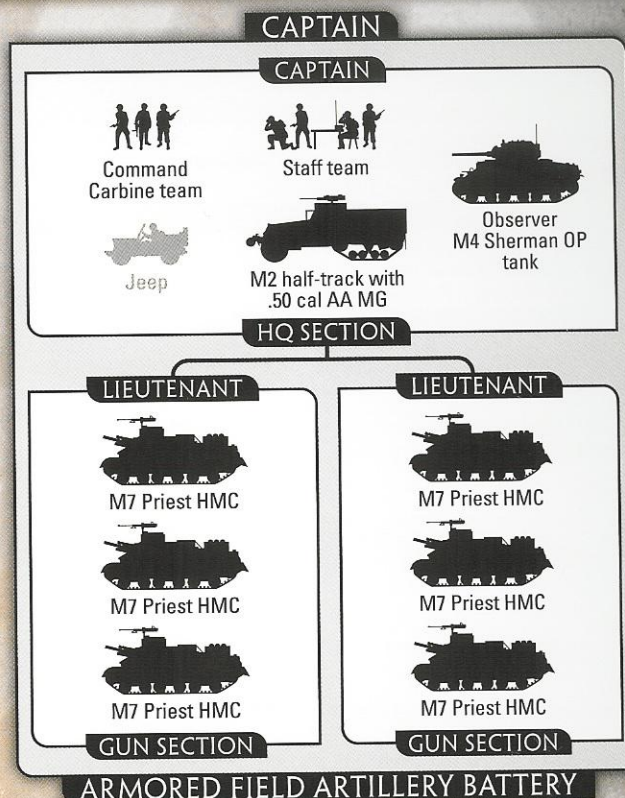
 2 Gun Sections	325 points
 1 Gun Section	185 points

OPTIONS

- Add Jeep for Command team at no cost.
- Replace Jeep with an unarmed M2 half-track for +5 points.
- Arm unarmed Jeep or M2 half-track with an AA MG for +5 points.

D-Day planners felt the invading infantry needed immediate fire support while coming ashore and artillery that could move forward across the shingle bank at the top of the beach without engineering support. To meet this need the planners gave armoured field artillery batteries to the infantry for the landings.

The planners also foresaw that in a pinch they could be used as assault guns by firing directly at bunkers blocking the beach exits. Remember though, these are not tanks. If they are facing real tanks then you are in deep trouble.



0 TO 1 ENGINEER COMBAT PLATOON

PLATOON

HQ Section with Weapons Squad and

 2 Operating Squads	200 points
 1 Operating Squad	150 points
No Operating Squads	100 points

- Add Bazooka teams for +20 points per team.
- Add an M4 Sherman tank fitted with a dozer blade for +100 points.

HQ Section with Weapons Squad and

 2 Operating Squads	155 points
 1 Operating Squad	115 points
No Operating Squads	75 points

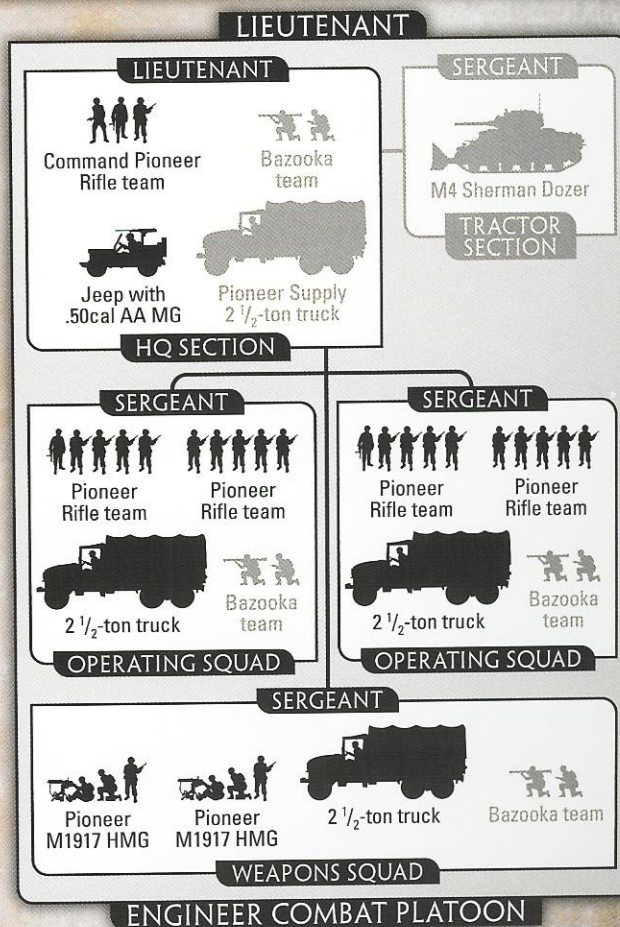
- Add Bazooka teams for +15 points per team.
- Add an M4 Sherman tank fitted with a dozer blade for +75 points.

OPTION

- Add Pioneer Supply 2½-ton truck for +25 points.

You may replace all Pioneer HMG teams with Pioneer Rifle teams at the start of the game before deployment.

The combat engineers provide heavy engineering support when the infantry's own ammunition and pioneer platoon is not enough.



0 TO 1 CAVALRY RECON PLATOON

PLATOON

3 Cavalry Recon Patrols 295 points

2 Cavalry Recon Patrols 195 points

1 Cavalry Recon Patrol 95 points

3 Cavalry Recon Patrols 225 points

2 Cavalry Recon Patrols 150 points

1 Cavalry Recon Patrol 75 points

Cavalry Recon Patrols operate as separate platoons, each with their own Command team. Although its sections count as separate platoons for all other purposes, a Cavalry Recon Platoon deploys all at the same time as a single platoon. For example, the entire Cavalry Recon Platoon is treated as a single platoon when calculating the number of platoons held in Ambush or Reserve.

Cavalry Recon Patrols are Reconnaissance Platoons.

Lightly armed and armoured, the cavalry recon patrol uses stealth and cunning to fulfil their mission rather than fire-power. Move this fast unit around the enemy's flank where it can surprise and destroy rear area troops.

With their reconnaissance training and binoculars they are excellent at locating hidden enemy and reporting their position to waiting artillery.

LIEUTENANT

LIEUTENANT



Command M8 armored car



Mortar Jeep



Recon Jeep

CAVALRY RECON PATROL

SERGEANT



Command M8 armored car



Mortar Jeep



Recon Jeep

CAVALRY RECON PATROL

SERGEANT



Command M8 armored car



Mortar Jeep



Recon Jeep

CAVALRY RECON PATROL

CAVALRY RECON PLATOON

Before deployment you may replace all of the vehicles in the Cavalry Recon Patrols with any two of the following teams for each patrol: .50 cal MG team, LMG team, M2 60mm mortar team, or Carbine team. Each Cavalry Recon Patrol may only contain one team of each type.

If you do this, all of the Cavalry Recon Patrols operate as a single infantry platoon. Designate any one of the teams as the Platoon Command team.





US ARSENAL



INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Carbine team	8"/20cm	1	1	6	Automatic rifles.
Rifle team	16"/40cm	1	2	6	Automatic rifles.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Bazooka team	8"/20cm	1	10	5+	Tank assault 4.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team			cannot shoot		Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M2 .50 cal MG	Man-packed	16"/40cm	3	4	5+	
M1919 LMG team	Man-packed	16"/40cm	5	2	6	ROF 2 when pinned down.
M1917 HMG team	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
M2 60mm mortar	Man-packed	24"/60cm	2	1	3+	Can fire over friendly troops.
Firing bombardments		32"/80cm	-	1	6	
M1 81mm mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
4.2in Chemical mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
M1 57mm gun	Medium	24"/60cm	3	10	4+	Gun shield, No HE.
M5 3in gun	Immobile	32"/80cm	2	12	3+	Gun shield.
M3 105mm light howitzer	Heavy	16"/40cm	1	7	2+	Smoke.
Firing bombardments		56"/140cm	-	4	4+	Smoke bombardment.
M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.

ADDITIONAL SPECIAL RULES

M1919 LMG teams and M2 60mm mortar teams may use the US special rule Truscott Trot as if they were Infantry teams.

TRANSPORT TEAMS

Vehicle <i>Weapon</i>	Mobility <i>Range</i>	Armour			Equipment and Notes
		Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	

TRUCKS

Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
Dodge ¾-ton or 1½-ton truck	Wheeled	-	-	-	
GMC 2½-ton truck	Wheeled	-	-	-	
DUKW truck	Wheeled	-	-	-	Amphibious.

ARMoured PERSONNEL CARRIERS

M2 or M3 half-track	Half-tracked	1	0	0	Optional Passenger-fired AA MG or .50 cal AA MG.
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VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>ROF 1 if other weapons fire.</i>
<i>.50 cal Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>ROF 1 if other weapons fire.</i>

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour		Equipment and Notes
			Side Anti-tank	Top Firepower	
TANKS					
M4A1 Sherman DD M3 75mm gun	Fully-tracked 32"/80cm	6 2	4 10	1 3+	Co-ax MG, .50 cal AA MG, DD tank. Smoke, Stabiliser.
M4 or M4A1 Sherman M3 75mm gun	Fully-tracked 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG. Smoke, Stabiliser.
M4 or M4A1 Sherman dozer M3 75mm gun	Fully-tracked 32"/80cm	6 2	4 10	1 3+	Co-ax MG, .50 cal AA MG, Bulldozer. Smoke, Stabiliser.

ARTILLERY

M7 Priest HMC M2A1 105mm howitzer Firing bombardments	Fully-tracked 24"/60cm 72"/180cm	1 1 -	0 9 4	0 2+ 4+	.50 cal AA MG. Hull mounted, Smoke. Smoke bombardment.
M4 or M4A1 Sherman OP M3 75mm gun	Fully-tracked 32"/80cm	6 1	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG. Smoke.

ANTI-AIRCRAFT

M16 MGMC (quad .50 cal) M45 quad .50 cal MG	Half-tracked 16"/40cm	1 6	0 4	0 5+	Awkward layout. Anti-aircraft.
M15 CGMC (37mm) M15 37mm combination mount	Wheeled 24"/60cm	1 4	0 5	0 4+	Awkward layout. Anti-aircraft.

RECONNAISSANCE VEHICLES

M8 armored car M6 37mm gun	Wheeled 24"/60cm	1 2	0 7	0 4+	Co-ax MG, .50 cal AA MG.
Recon Jeep	Jeep	-	-	-	AA MG.
Mortar Jeep M2 60mm mortar Firing bombardments	Jeep 24"/60cm 32"/80cm	- 2 -	- 1 1	- 3+ 6	Hull-mounted, Portee, Can fire over friendly troops.

VEHICLE MACHINE-GUNS

Vehicle MG .50 cal Vehicle MG	16"/40cm 16"/40cm	3 3	2 4	6 5+	ROF 1 if other weapons fire. ROF 1 if other weapons fire.
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AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
P38 Lightning	Cannon	3+	7	5+	
	Bombs	4+	5	1+	
P47 Thunderbolt	MG	2+	6	5+	
	Bombs	4+	5	1+	



M1 Garand, automatic rifle.

When the Allies planned the Normandy landings, they knew they would have to destroy the German gun batteries at Merville in the British sector and Pointe du Hoc in the US sector. Both were capable of wreaking serious damage on the invasion fleet.

Thus an epic tale of luck and tenacity was written. For Pointe du Hoc, the story was one of bravery, courage, and a great deal of luck. Without any one of these the mission of 2nd Ranger Battalion to destroy the cliff-top guns might have turned out very differently.

The 2nd Rangers planned to send their Dog, Easy, and Fox Companies in as the first wave. Charlie Company would go in with 29th Infantry Division to destroy another battery. This left Able and Baker Companies in reserve. These companies would reinforce the rangers if signalled to do so, otherwise they would reinforce the landings at Omaha. Disregarding the direct orders of his superior officer, Lieutenant Colonel Rudder accompanied his men in their assault.

Prior to the landing, the *USS Texas* brought its 14-inch guns to bear on the defences, its huge shells carving out a moonscape of giant craters. Promptly at 0630hrs the 'Old Battleship' shifted its fire to new targets to allow the rangers to land. Unfortunately though, the rangers' landing craft had run off course and were struggling against the current to make their way back along the coast.

The German defenders were not idle. With the bombardment over long before the rangers arrived, they reoccupied their positions. The rangers finally arrived at the beaches below the cliffs half an hour late. The reserve was already on its way to Omaha Beach. Firing machine-guns and lobbing grenades down the cliff, the defenders struck at the rangers as they landed. Despite the heavy fire, the rangers began firing rockets trailing ropes up the cliffs and began climbing.

After reaching the cliff-top, small groups of rangers set about carrying out their mission without waiting for the soldiers struggling up the ladders behind them. Hopping from crater to crater, they advanced under heavy German fire. Reaching their objectives, they found that the guns were no longer there! Weeks before, the Germans had repositioned the guns to save them from the Allies' incessant aerial bombardments.

Colonel Rudder then sent his men out to find the guns. Following wheel tracks in the soft mud, a pair of rangers came upon the guns in positions further inland, ready to fire. Working frantically and with the explosives they had with them, they disabled a single gun. Running back to their unit they grabbed all the thermite grenades available and returned to the guns. From the other edge of the clearing German voices drifted over to the two men. Quickly they placed the charges destroying the remaining guns.

At almost the same time a large explosion rocked the ground and a tremendous fireball filled the sky—another team of rangers had discovered the ammunition dump and finished it off. With the mission complete the rangers awaited the inevitable counterattacks and their relief.

German reinforcements from *II Bataillon 914. Grenadier-regiment* descended on the ranger's positions. Over and over the ever thinning ranks of rangers beat them off. Soon the poorly-motivated *439. Ost Bataillon* joined the fray. The rangers withdrew behind the fortifications of the base perimeter, prepared to make a final stand. After two days of relentless assaults, the relieving force finally arrived.

Despite bad luck leading them astray and landing late only to find the guns moved, the rangers had succeeded through desperate bravery and courage. The cost was high. By the time relief arrived two days later, of the more than 200 rangers that landed, only 50 were still capable of combat.



POINTE DU HOC MAP



Pointe du Hoc provided the German gunners with an easily defended vantage point with which to engage any Allied fleet, making it a prime target on D-Day.

LCA (Landing Craft, Assault) Roster

LCA668 D Company LCA861 E Company LCA883 F Company
 LCA858 D Company LCA862 E Company LCA884 F Company
 LCA722 E Company LCA888 E Company LCA887 F Company
 LCA860 D Company, became swamped and sunk before landing.

LEGEND

- 155mm gun emplacement
- Shelter
- Barbed wire
- Minefields
- Trench
- MG bunker
- 2cm FlaK bunker
- Ranger movement
- German movement



POINTE DU HOC, 6 JUNE 1944

The defences of the Pointe Du Hoc battery use the terrain well. Situated on a point jutting into the English Channel atop sheer cliffs, the battery appeared impervious to attack from the sea. A series of barbed wire obstacles protect against attack from its landward side.

The defences are held by a platoon of infantry with two heavy machine-guns covering the sea approach and two more facing landward. Three 2cm anti-aircraft guns in concrete pits have recently been added to deal with the constant Allied air attacks.

CLIFFS

The cliff is sheer and tall making communication up and down impossible.

Teams on the beach may not assault or be assaulted, nor shoot or be shot at. Teams at the top of the cliff are never within Command Distance of those at the bottom.

SHELL CRATERS

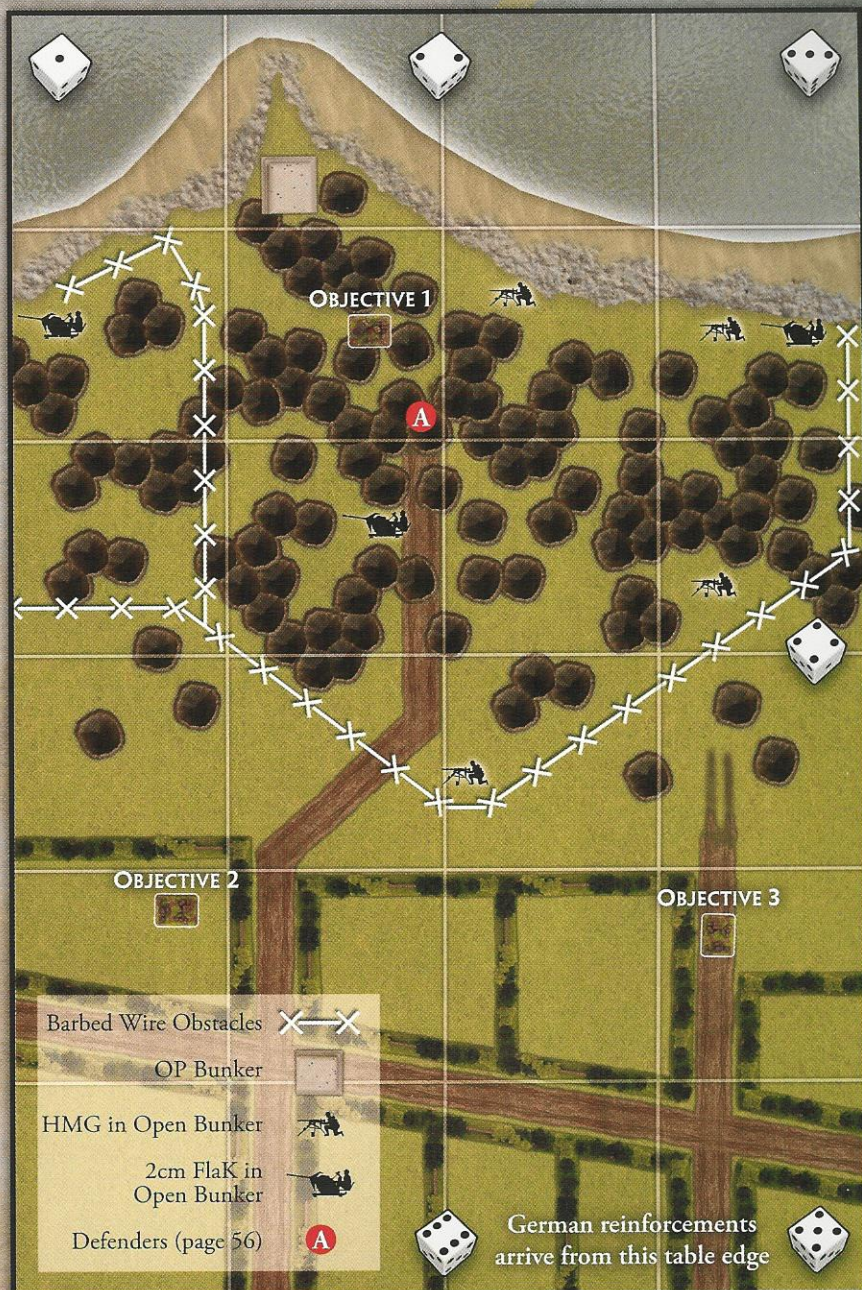
Previously trenches linked the bunkers and shelters. Now the entire area looks like a moonscape.

The entire area between the cliffs and the hedgerows is covered in shell craters. These give teams Concealment. Teams in shell craters also gain Bulletproof Cover except from Defensive Fire.

OP BUNKER

The OP bunker on the point would have controlled the guns had they fired, but played no part in the battle.

The OP Bunker is Impassable and cannot be occupied.



THE BATTLE FOR POINTE DU HOC

The Pointe du Hoc scenario recreates this battle. With so many things that could have and did go wrong for the rangers, and no few that went right too, this scenario has a large element of chance in it, much like the real thing. Luck will play a large part setting the scene for the battle, but it is your skill as a commander that will determine the outcome.

The Pointe du Hoc scenario uses the **Colonel Rudder**, **Delayed Reserves**, **Don't Wait for Me**, **Preliminary Bombardment**, **Prepared Positions**, **Protect the Guns**, **Random Objective**, **Ranger Reserves** special rules.

YOUR ORDERS

US

You must climb the cliffs of Pointe du Hoc to find and destroy the guns before they can bombard the invasion fleet. Living to tell the tale would be a nice bonus!

GERMAN

You must stop the rangers from destroying the guns and then wipe them out to the man for daring to invade Fortress Europe.

PREPARING FOR BATTLE

1. Set up the table as shown on page 55, including placing the Random Objective.
2. The German player deploys their garrison platoon (see below) inside the barbed wire perimeter. The remaining forces are held off table in Delayed Reserve.
3. The US player now places Colonel Rudder and the landing force on the beach against the cliff. The Reserve Force will arrive during the game using the Ranger Reserves special rule.

The Rangers will climb the cliff using their Mountaineers special rule (see page 46 of the rulebook).

BEGINNING THE BATTLE

1. The German player starts the game in prepared positions, so their troops are Entrenched in foxholes, trenches and craters, and are Gone to Ground.
2. The US player conducts a Preliminary Bombardment on the defending German forces.
3. The US player takes the first turn.

ENDING THE BATTLE

The battle ends when either:

- The US force has been destroyed or
- On the beginning of the US player's 13th turn.

DECIDING WHO WON

Due to the chaotic nature of the fight and the variable objectives and reinforcements, it is impossible to clearly define victory or defeat for either side.

The US rangers' goal is to destroy the guns and limit their losses so they may fight another day. If things go well, destroying the guns should be easy, and keeping the whole force alive until relieved will be the main goal. If the guns turn out to be hard to find, simply destroying them with the last surviving rangers will be a major achievement.

The German defenders must protect the guns at all costs, or failing that, destroy the invaders, or at least inflict significant casualties on them. Depending on where the guns are, the first may prove impossible, making revenge and killing as many rangers as possible the order of the day.

BOCAGE HEDGEROWS

The hedgerows at the south end of the table are bocage hedgerows. These are taller than a tank, Very Difficult Going, and provide Bulletproof Cover to troops sheltering behind them. Teams must start their movement adjacent to a bocage hedgerow to cross it. The full Bocage rules are provided in more detail in the D-Day book.

GERMAN 352. INFANTERIEDIVISION

SICHERHEITSZUG

2. Zug, 1. Kompanie,
726. Grenadierregiment

VERSTÄRKUNGEN

1. & 3. Zug, 3. Kompanie,
914. Grenadierregiment

1. Zug, 4. Kompanie,
914. Grenadierregiment

2. Zug, 1. Kompanie, 439. Ost Bataillon

FESTUNGSKOMPANIE

Grenadier Platoon (at full strength, rated as Confident Trained, at **A**)

RESERVES

2 Grenadier Platoons (at full strength, with MG teams, HQ trained as Panzerknacker teams, rated as Confident Veteran)

Machine-gun Platoon (with 2 Machine-gun Sections, rated as Confident Veteran)

Grenadier Platoon (at full strength, rated as Reluctant Trained)

SCENARIO SPECIAL RULES

COLONEL RUDDER

Lieutenant Colonel Rudder led his men ashore on D-Day where he discovered that all of the radios operating on navy frequencies were dead. However, one of his men had brought along an old signalling lamp. Through him, Rudder controlled the fire of the *USS Satterlee* by Morse Code.

Colonel Rudder is a Higher Command Carbine team and the Observer team for the Naval Gunfire Support.

DON'T WAIT FOR ME

The Pointe du Hoc raid was carefully planned. Every ranger knew what needed to be done and had memorised the photographs and sand tables showing their objectives. The first troops up the cliff lead the way, regardless of rank.

When a platoon climbs the cliff using the Mountaineers special rule, the first team up the cliff will always be the Platoon Command team. If the Platoon Command team does not pass its Skill Test to climb the cliff, swap the Platoon Command team with a team that did climb the cliff. In addition, Ranger Platoon Command teams do not need to keep half of their platoon in Command when they move. They can move off with whatever force they have available.

RANDOM OBJECTIVE

The rangers were surprised to find the gun positions empty and had to search for the guns. Likewise the German reserves had no idea that they had been moved.

At the start of the game neither player knows which of the Objectives on the table is actually the guns. Before the game take two pieces of paper. Mark one of them and then randomly place a piece of paper under each of Objectives 2 and 3. The marked Objective represents the guns. Neither player should know which is the marked Objective.

The rangers must take Objective 1 before they can take Objectives 2 or 3. When the rangers take Objective 2 or 3, they reveal the piece of paper under it. If it is the marked paper, they have found the guns and destroyed them. The German player is not allowed to look at the piece of paper until the Ranger player reveals it by taking the Objective (having already taken Objective 1).

RANGER RESERVES

Rangers from everywhere tried to get to the battle. Some arrived by boat, others by land after a difficult journey.

Rangers follow the normal Delayed Reserves and Scattered Reserves special rules with the following changes:

The Ranger player only rolls one die to receive Reserves each turn, rather than increasing the number of dice each turn, and requires a roll of 6 to receive Reserves, instead of the usual 5+.

When reserves arrive roll another die, consult the map and place the reserves on that appropriate table edge or corner based on the die roll. If reserves arrive from a corner, they must enter the table within 16"/40cm of the corner.

The Tank Platoon must be the last to arrive from Reserve. In addition, if the Scattered Reserve roll to find out where it arrives is a 1, 2, or 3, they do not arrive this turn. Instead, they roll again for their arrival point next turn.

PROTECT THE GUNS

The German defenders have lost all communications and are fighting in a moonscape out of touch with friendly troops. Unaware of what is happening elsewhere on the battlefield, they will fight until they themselves are defeated.

There is no German Company Command team in this scenario. However, the German force will always pass any Company Morale Check it is required to take.

US 2ND RANGER BATTALION

2ND RANGER BATTALION

Colonel Rudder
Mortar Platoon
Dog Company
Easy Company
Fox Company
USS Satterlee

RESERVE FORCE

Able Company
Baker Company
Charlie Company
3rd Platoon, Able Co., 743rd Tank Battalion

RANGER COMPANIES (FEARLESS TRAINED)

Higher Command Carbine and NGFS Observer team
Ranger Mortar Platoon (at full strength)
Ranger Company (with two platoons and two bazookas)
Ranger Company (with two platoons and two bazookas)
Ranger Company (with two platoons and two bazookas)
Naval Gun Fire Support (Colonel Rudder is the Observer team)

RESERVES

Ranger Company (with two platoons and two bazookas)
Ranger Company (with two platoons and two bazookas)
Ranger Company (with two platoons and two bazookas)
Tank Platoon (with 3 M4 Sherman tanks)

The need for specially-trained troops to conduct dangerous missions in difficult terrain was not lost upon the US Army. Learning from their allies and enemies alike the Army began to create new elite ranger battalions in Scotland in early 1942. As the fighting was anticipated to shift from the Mediterranean to northern France, the need for more ranger units also grew. Thus the 2nd and 5th Ranger Battalions were formed in April and September 1943 at Camp Forrest, Tennessee. These two battalions embarked on the now legendary ranger training program to get them ready for combat.

With their training complete, they headed for England. Their arrival in September of 1943 was just in time to begin immediate preparation for Operation Overlord, the invasion of France. The higher command had the perfect target for the rangers. They would destroy the coastal gun battery at Pointe du Hoc.

Come D-Day it would be 2nd Ranger Battalion that became famous for their exploits against this gun battery. There in the early morning hours Dog, Easy, and Fox Companies scaled the cliffs, and against overwhelming odds fought their way through the defences to destroy the guns, despite them having been moved from their positions to a location away from the strongpoint. By doing so they become the first United States unit to fulfil its D-Day mission. Individual courage, guts and determination allowed the rangers to accomplish the task at hand, a testament to their training.

Elsewhere, Able, Baker and Charlie Companies of 2nd Ranger Battalion and the 5th Ranger Battalion landed with the 29th Infantry Division at Omaha beach. Pinned down by the horrendous fire coming from the bluffs above the seawall the Rangers waited with the rest of the survivors of the 116th Infantry Regiment. Their wait would not be long.

Walking up the beach with a purpose, General Cota surveyed the soldiers huddled against the sea wall and still standing addressed them as hot lead flew all around. Lieutenant Colonel Max Schneider of the 5th Rangers stood up to receive his orders. Only later would he explain why he did so, saying 'You can't very well take orders sitting down.' General Cota asked which unit this was. On being told 5th Rangers, he said, 'Well then rangers, lead the way'.

With General Cota's words still in their heads the rangers scrambled over the seawall and through the wire obstacles to scale the bluffs. They led the way into the French countryside and all the way to the town of Vierville, helping to take the draw that would allow vehicular traffic to begin to flow into France from the beaches. This effort would save Omaha Beach, and allow the Allies to begin the buildup that would make Operation Overlord successful.

To this day the motto of the Rangers remains the famous words of General Cota, 'Rangers, lead the way.'

RANGER BATTALION



Battalion Strength: 538 soldiers in 6 companies, 18 mortars, 12 bazookas.

(INFANTRY COMPANY)

A force based around a Ranger Company must contain:

- 1 Company HQ, and
- 1 or 2 Ranger Platoons.

Weapons Platoons available to a Ranger Company are:

- 0 to 1 Ranger Mortar Platoon.

Support Platoons for a Ranger Company can be:

- 0 to 1 Boat Section (p. 42),
- 0 to 1 DD Tank Platoon (p. 46) or Tank Platoon (p. 46),
- 0 to 1 Anti-aircraft Artillery (Self-propelled) Platoon (p. 47),
- 0 to 1 Chemical Mortar Platoon (p. 48),
- 0 to 1 Armoured Field Artillery Battery (p. 49), and
- 0 to 1 Engineer Combat Platoon (p. 49).

You may attach up to **one** Support Platoon to your company for each Ranger Platoon you field. You may not field more than one Support Platoon of each type, even if you field more than one Ranger Company.

MOTIVATION AND SKILL

Rangers are well motivated, tough volunteers. After a rigorous training program they are fit and ready for battle, afraid of nothing.

A Ranger Company is **Fearless Trained**.

AIR AND NAVAL GUNFIRE SUPPORT

Air and naval support for the rangers and the infantry landing at Omaha Beach came from the same sources and are therefore the same for both organisations.

See page 40 for the special rules that govern this support.

See page 41 for types of air and naval support that are available for your force and the costs associated with that support.

HEADQUARTERS

1 COMPANY HQ

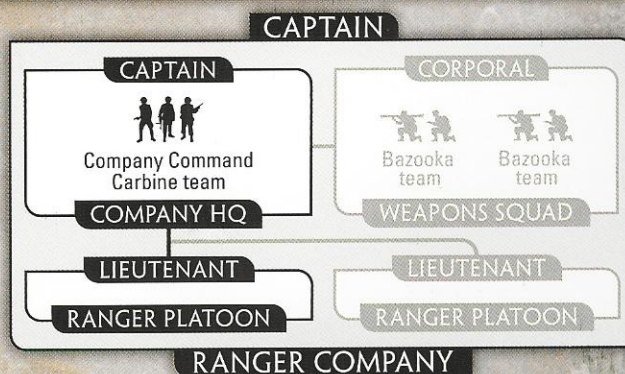
HEADQUARTERS

Company HQ 10 points

OPTIONS

- Upgrade Command Carbine team to a Command SMG team for +10 points.
- Add Bazooka teams for +15 points per team.
- Add up to three Sniper teams for +50 points per team.

Only one of your Ranger Companies may have a single Ranger Platoon. All others must have two Ranger Platoons.



In *Flames Of War* you can field multiple companies in the same force. This is particularly useful with the rangers as a ranger company is quite small and they usually operate in groups of up to five ranger companies. You should be thinking in terms of fielding multiple ranger companies in your force. Two or three ranger companies of two platoons each with some mortars and a little divisional support make for a very tough force.

I SHALL NEVER FAIL MY COMRADES

Ranger units are close-knit organisations. In order to fit into landing craft for raiding operations, each company has only two small platoons. These companies are too weak for independent operations, but the rangers' comradeship allows them to work closely together.

A Ranger Company never has to take a Company Morale Check for being below half strength. They still take Platoon Morale Checks as normal though.

However, if the total number of destroyed Ranger Platoons (the Combat platoons) exceeds the number still on the table, the Ranger player must roll a die at the start of each turn. On a roll of 3+ the force fights on, heedless of its losses. On any other roll the remaining rangers withdraw to conserve their remaining strength and the game ends. If there are no remaining Ranger Company Command teams then this roll is automatically failed.

COMBAT PLATOONS

1 OR 2 RANGER PLATOONS

PLATOON

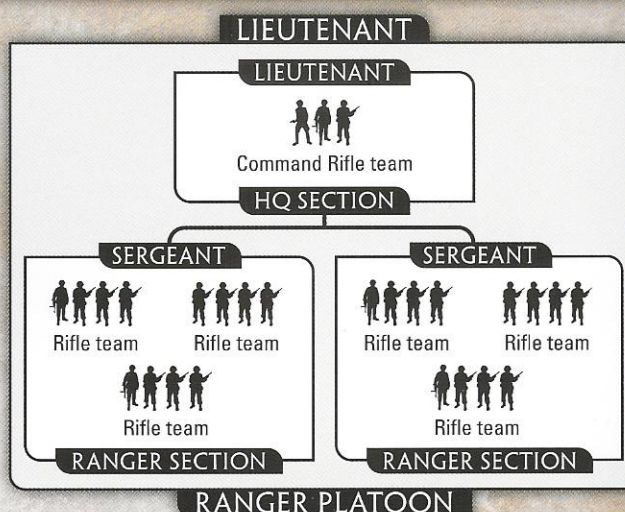
HQ Section with:

2 Ranger Sections **115 points**

OPTION

- Upgrade the Command Rifle team to a Command SMG team at no cost.

The rangers training in Europe for the D-Day landings traded their tripod-mounted M1919 light machine-guns for Browning Automatic Rifles. In assault operations the reduction in firepower was minimal, but the light-weight equipment made them lighter and faster, more in line with their raider mission.



WEAPONS PLATOONS

0 TO 1 RANGER MORTAR PLATOON

PLATOON

HQ Section with:

3 Mortar Sections **80 points**

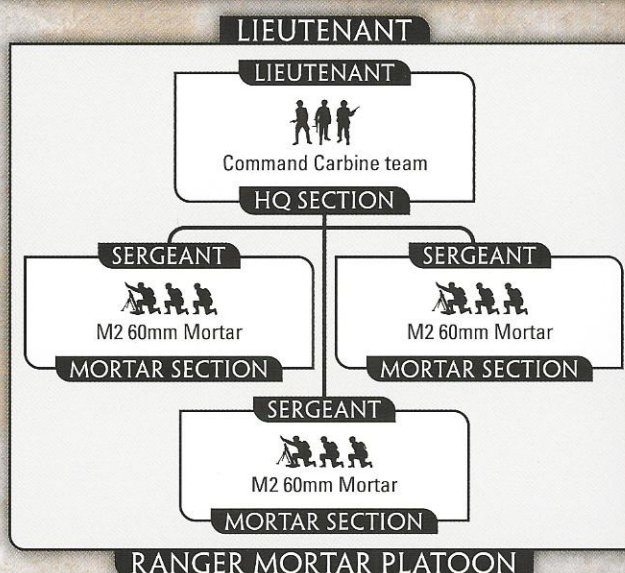
2 Mortar Sections **55 points**

OPTION

- Upgrade Command Carbine team to Command SMG team for +10 points.

Ranger mortar platoons have a great deal of versatility in their ability to pick the type of mortar that best fits the mission they will be executing.

You may replace all Ranger M2 60mm mortars with M1 81mm mortars at the start of any game before deployment.



RANGERS

RANGER SPECIAL RULES

RANGERS

RANGERS LEAD THE WAY

While the infantry practised speed marching, the rangers took it a step further. They speed marched through the toughest terrain they could find!

Ranger Infantry teams may move At the Double (using the Truscott Trot) through Difficult Going.

NO OBSTACLE TOO TOUGH

Rangers are trained in climbing cliffs and other seemingly impassable obstacles allowing them to go anywhere.

Ranger Infantry and Man-packed Gun teams are Mountaineers.

"All the News
That's Fit to Print"

The New York Times.

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6 A. M. EXTRA

Partly cloudy and warmer today.
moderate to fresh winds.
Temperature Tuesday: Max. 67°, Min. 51°

THREE CENTS IN NEW YORK CITY

VOL. XCII.No. 31,545.

NEW YORK, TUESDAY, JUNE 6, 1944.

ALLIED ARMIES LAND IN FRANCE IN THE HAVRE-CHERBOURG AREA; GREAT INVASION IS UNDER WAY

EISENHOWER ACTS

U.S., British, Canadian
Troops Backed by
Sea, Air Forces

MONTGOMERY LEADS

Nazis Say Their Shock
Units Are Battling Our
Parachutists

Communique No. 1 On Allied Invasion

By the beginning of June 1944 the beaches of the tranquil French coast of Normandy had been transformed by the occupying German Army to something not nearly so picturesque. A dozen bunker complexes looked down from the high bluffs overlooking the five kilometre-long crescent of sand between Vierville-sur-Mer and Colleville-sur-Mer, littered with obstacles designed to punch holes in any landing craft willing to brave them. At each end, forbidding cliffs lined the water's edge, making an assault there impossible. Four gullies, draws to the Americans landing there, sliced through the forbidding bluffs. These were the only way off the beach for vehicles, and the most heavily fortified points. The most important of the draws were the two to the east called D1 and D3 by the Allies, as both had roads winding up from the beach and inland. The beach the Allies codenamed Omaha had become the outer wall of Hitler's Festung Europa, Fortress Europe, and the English Channel its moat. Across this countryside winds and rains came in a dark grey mass that blotted out the sun. Weather reports from the German meteorologists predicted much the same

for the rest of the week. With the stormy weather and the lack of Allied activity many of the Axis commanders were away from their posts, confident that the expected invasion was still far off. The defenders were shocked then to see the Allied fleet off the coast in the early morning hours.

For the Allies the day would begin with an equally nasty surprise. Allied intelligence services expected the defenders to be a single, second-rate battalion. Their maps put the well-trained and equipped 352. Infantrydivision

Continued on page 2

PARADE OF PLANES CARRIES INVADERS

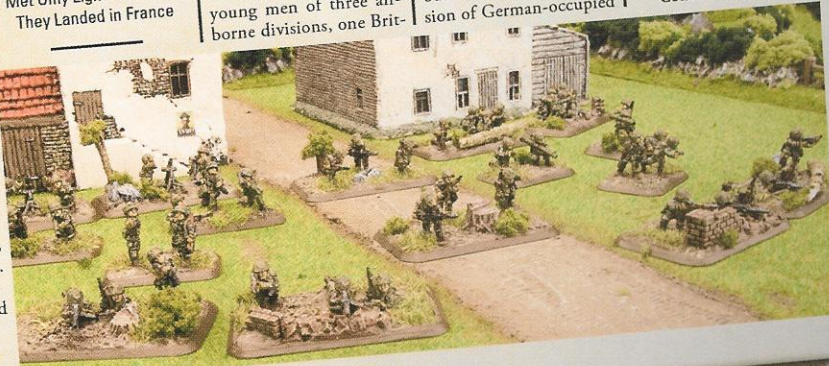
Witness Says First 'Chutists
Met Only Light Fire When
They Landed in France

5 June 1944, D-1, 2300 hours: At airfields all across Southern England plane engines roar to life. The first, heavily laden aircraft lumber down the runway and into the air. On board are the brave young men of three airborne divisions, one Brit-

ish and two American. These highly skilled soldiers are trained to drop by parachute and glider deep behind enemy lines. On this night they will spearhead Operation Neptune, the amphibious and airborne invasion of German-occupied

France. As the huge aerial armada crosses the storm-tossed English Channel, below them stretches the largest naval armada in history. In a few hours these ships will throw thousands of Allied soldiers ashore.

Continued in D-1



This is a supplement for Flames Of War the World War II Miniatures Game.
A copy of the rule book for *Flames Of War* is necessary to use the contents of this book.



By the beginning of June 1944, the beaches of the tranquil French coast of Normandy had been transformed by the occupying German Army to something not nearly so picturesque. A dozen bunker complexes dotted the high bluffs overlooking the five kilometre-long crescent of sand between Vierville-sur-Mer and Colleville-sur-Mer, littered with obstacles designed to punch holes in any landing craft willing to brave them. At each end, forbidding cliffs lined the water's edge, making an assault there impossible.

Four draws sliced through the forbidding bluffs. These were the only way off the beach for vehicles, and the most heavily fortified points. The most important of the draws were the two to the east called D1 and D3 by the Allies, as both had roads winding up from the beach and heading inland. The beach the Allies codenamed Omaha had become the outer wall of Hitler's *Festung Europa*, Fortress Europe, and the English Channel its moat.

INSIDE YOU WILL FIND:

- History of the battle for Omaha beach.
- History and complete organisation of the German 352. *Infanteriedivision*.
- Options to field a *Festungskompanie* from 726. *Grenadierregiment*, *Kampfgruppe Meyer* and 1352. *StuG Abteilung*.
- Rules for fielding beach defences as part of your *Festungskompanie*.
- History and complete organisation of the US 1st 'Big Red One' and US 29th 'Blue & Grey' Infantry Divisions.
- History and complete organisation of the US Rangers at Pointe du Hoc.
- Exploits of General Norman 'Dutch' Cota, Assistant Divisional Commander of the US 29th infantry division.
- Two new scenarios: The battle for Easy Green and Pointe du Hoc.
- Extensive uniform painting guides.
- Inspirational colour photos.



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