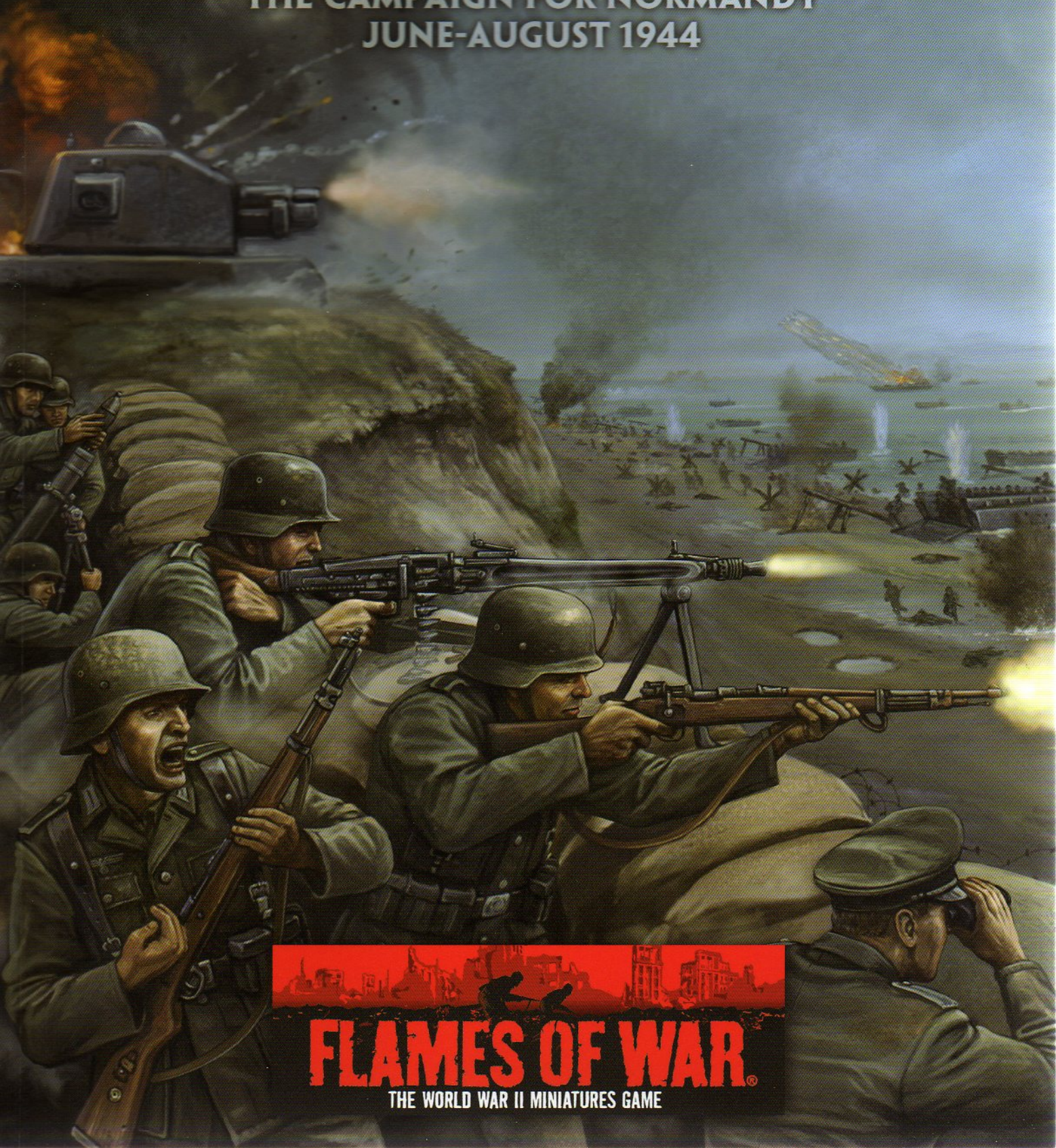


D-DAY

THE CAMPAIGN FOR NORMANDY
JUNE-AUGUST 1944



FLAMES OF WAR®

THE WORLD WAR II MINIATURES GAME

OPERATION OVERLORD



GERMAN DEFENDERS

German defences located in the Allies' planned landing areas consisted of four infantry divisions (7,500 to 12,500 soldiers), with another infantry brigade (3,500 soldiers) and two armoured divisions (112 to 180 tanks and 17,000 soldiers) in reserve behind these areas. The two infantry divisions (7,200 to 11,500 soldiers) adjacent to the landing areas counterattacked as well.

DIVISIONAL AREAS

709. Infanteriedivision (709th Infantry Division): 729 GR, 739 GR, 919 GR, 1709 AR. Eastern, and northern coast of the Cotentin Peninsula and Cherbourg, including Utah Beach.

352. Infanteriedivision (352nd Infantry Division): 914 GR, 915 GR, 916 GR, 726 GR, 352 Bn, 439 Ost Bn, 1352 AR. Between Bayeux and Carentan, including Omaha Beach. Was well-trained and contained many combat veterans, unlike the other divisions.

716. Infanteriedivision (716th Infantry Division): 736 GR, 441 Ost Bn, 1716 AR. Eastern end of landing zones, including most of the British and Canadian beaches.

91. Luftlandedivision (91st Airlanding Division): 1057 GR, 1058 GR, 191 AR. Interior of the Cotentin Peninsula. A regular infantry division, trained, and equipped to be transported by air.

6. Fallschirmjägerregiment (6th Parachute Regiment): Three parachute battalions. Attached to 91. Luftlandedivision. Carentan.

GR = Grenadier Regiment, Ost Bn = Eastern Conscript Battalion, AR = Artillery Regiment, PGR = Panzergrenadier Regiment, PR = Panzer Regiment, PAR = Panzer Artillery Regiment

MOBILE RESERVES

21. Panzerdivision (21st Armoured Division): 22 PR, 125 PGR, 192 PGR, 155 PAR. Near Caen as a mobile striking force.

12. 'Hitlerjugend' SS-Panzerdivision (12th SS Armoured Division): 12 SS-PR, 25 SS-PGR, 26 SS-PGR, 12 SS-PAR. Liseaux to the southeast of Caen. Its officers and NCO's were long-serving veterans, but the junior soldiers had all been recruited directly from the Hitler Youth movement at the age of seventeen.

30. Schnellebrigade (30th Mobile Brigade): Three bicycle battalions. Seventh Army reserve. Coutances.

ADJACENT AREAS

Other divisions occupied the areas around the landing zones.

243. Infanteriedivision (243rd Infantry Division): 920 GR, 921 GR, 922 GR, 243 AR. Western coast of the Cotentin Peninsula.

711. Infanteriedivision (711th Infantry Division): 731 GR, 744 GR. Western Pays de Caux north east of Sword Beach.

D-DAY

THE CAMPAIGN FOR NORMANDY, JUNE-AUGUST 1944

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CONTENTS

D-Day	2	British 3 rd Division	33
Weapons of D-Day: Landing Craft	8	German 716. Infanteriedivision.....	33
Normandy Gaming	9	The Normandy Campaign	34
Amphibious Assaults	11	Bocage	40
Setting up.....	11	Bocage Rules	41
Coming Ashore	12	Crossing Bocage	41
Disembarking	12	Seeing Through Bocage	41
Returning for More	13	Taking Cover.....	42
DD Tanks	14	Shooting Over Bocage.....	42
Floating Artillery	15	Artillery.....	42
DUKW Amphibious Trucks	15	Assaulting in Bocage.....	42
Naval Gunfire Support	15	Narrow Lanes	43
Mission: Hit the Beach	16	Gapping Hedgerows.....	43
Modelling Beaches	18	Modelling Bocage	44
The Battle for Utah Beach	22	Fighting in the Bocage	45
Utah Beach Map	23	Close-in Fighting.....	45
US 4 th Infantry Division	24	Artillery.....	45
German 709. Infanteriedivision.....	24	Deployment	45
Weapons of D-Day: Obstacles	25	Reserves.....	45
Hobart's Funnies	28	Weapons of D-Day: German Tanks	46
AVRE Special Rules.....	28	Axis of Attack: The Bréville Gap	48
Mine Flail Special Rules.....	30	Weapons of D-Day: Allied Tanks	53
The Battle for Sword Beach	31	Axis of Attack: Cutting The Cotentin	54
Queen Red Beach Map.....	32	Weapons of D-Day: Allied Tanks	59

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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D-DAY

In the early morning darkness of 6 June 1944, the largest armada of ships the world has ever seen heaves to off the Normandy coastline. Aboard, thousands of Allied soldiers wait in readiness for their date with destiny. Months of planning, training and preparation are now behind them. On this day they will undertake the greatest amphibious assault in history, and on their success or failure hangs the very fate of the liberation of Europe from the jackboot of Nazi domination. D-Day is finally here!

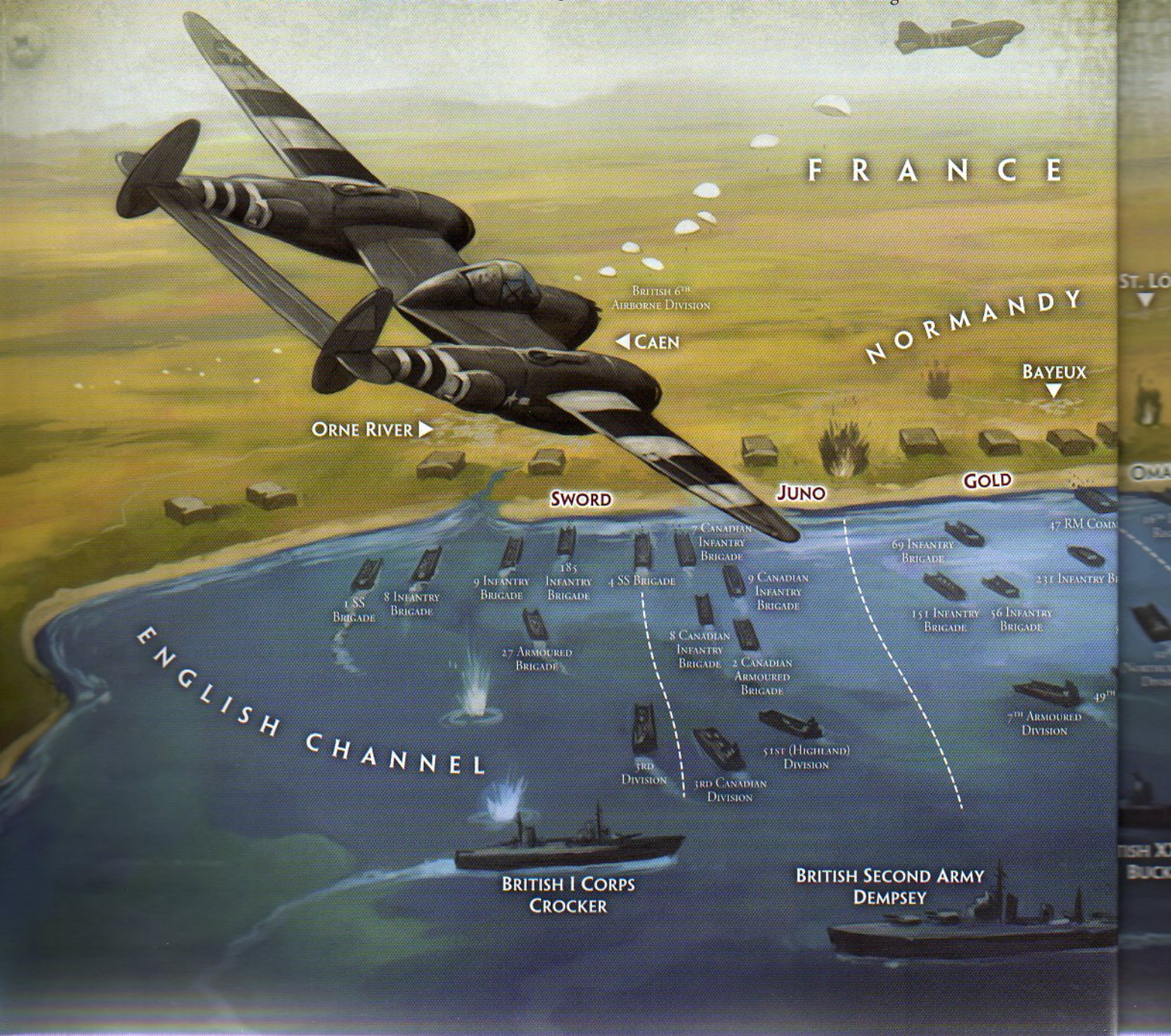
OPERATION OVERLORD

In November 1943, following months of negotiations, the British and American Governments finally agreed to a full-scale invasion of German-occupied France—Operation Overlord—provisionally scheduled for May 1944. In December, US General Dwight D Eisenhower was appointed Supreme Commander of Supreme Headquarters Allied Expeditionary Force (SHAEF) charged with planning the invasion. Under his command General Sir Bernard

Montgomery's 21 Army Group consisted of the US First Army under General Omar Bradley and the British Second Army under Lieutenant-General Sir Miles Dempsey. The vast forces involved meant that not all could be landed at once, so spearheads would have to land on the invasion beaches and push inland clearing the way for others to follow.

TARGET NORMANDY

The Allies chose Normandy for the landings, rather than the shortest route across the English Channel from Dover to the Pas de Calais. Hitler himself suspected that Normandy would be the site of any invasion but, unusually, allowed himself to be persuaded otherwise by his generals. To reinforce this conviction, the Allies launched a major deception plan, Operation Fortitude, using double agents, fake signals transmissions, news stories, broadcasts and dummy encampments. The deception centred on creating the illusion of a First US Army Group, FUSAG, supposedly comprising 30 divisions stationed in south-east England under the



THE DEFENSIVE PLAN

The German defensive plan involved infantry formations holding the defensive line along the coast, with an armoured reserve held further inland. The bulk of the infantry forces manning the fixed defences were static divisions, comprising two infantry regiments of variable quality supported by two attached *Ost* battalions made up of former Soviet soldiers. The all-important armoured divisions, critical to the success of any counterattack in the event of an invasion, were nominally part of *Panzergruppe West*, directly controlled by *OB West*. However, Rommel did manage to get three armoured divisions placed under his direct control.

This confusing German command structure, and the need to obtain the authority of Hitler himself to move key formations, was to significantly hamper the German ability to react swiftly when the time came. On the day of the invasion, von Runstedt's efforts to move *I SS-Panzerkorps* (I SS Panzer Corps) closer to the invasion beaches had to await Hitler's approval. This was not given until 1600 hours. Even then, Allied air attacks significantly delayed the movement of most reserve formations. In the months preceding D-Day, the Allied air forces had smashed the French railway system, reducing its capacity to move troops to the front. The Germans were forced to commit the few remaining *Luftwaffe* aircraft to its defence against overwhelming odds. The *Luftwaffe* was crushed in the process. On the day of the invasion the Allied air forces would have the skies to themselves.

In November 1943, command of Army Group B was given to *Generalfeldmarschall* Rommel, the famed 'Desert Fox', with orders to ready the neglected coastal defences for the long expected invasion. Rommel added strong points and took steps to deny fields to airborne invaders. Well sited anti-tank obstacles and extensive minefields were constructed to hinder the invaders. However, weaknesses remained. The defences along this part of the coast mostly had to rely on obsolescent ex-French, Russian and Czech weapons, and there was a notable lack of defence in depth once the initial coastal 'crust' was broken.





D-DAY

As D-Day approached, the weather in the English Channel worsened forcing General Eisenhower to postpone the landings by 24 hours. Finally, after consulting the meteorologists Eisenhower made the fateful decision. The weather was not perfect, but it would have to do—the invasion was on.

The poor weather had lulled the defenders into a false sense of security. As the invasion got under way many of the senior German commanders were absent from their posts, attending wargames in Rennes or on leave in Brussels and elsewhere.

AIRBORNE INVASION

In the early hours of D-Day, paratroopers of three airborne divisions—the US 82nd 'All American' and 101st 'Screaming Eagles' Airborne Divisions, and the 'Red Devils' of the British 6th Airborne Division—dropped into Normandy to secure the flanks of the seaborne landings. The more fortunate landed near their drop zones, but many were dispersed as a result of low cloud and anti-aircraft fire.

In the Cotentin Peninsula, on the western flank of the invasion beaches, the US airborne divisions secured key areas inland of Utah Beach. On the eastern flank, the British paratroopers struck at targets between the Orne and Dives rivers. Vital bridges over the Orne and Caen Canal were seized by an audacious glider assault at the outset of the operation.

Although not always successful, the parachute and glider landings proved crucial in confusing and delaying the German defenders, securing inland routes from the invasion beaches and capturing key bridges and crossroads.

At 0300 hours, nearly two thousand Allied medium and heavy bombers hammered the German coastal defences. This airborne onslaught was followed by a massive naval bombardment from seven battleships, 18 cruisers, 43 destroyers, plus gunboats and monitors. A follow-up raid by another thousand American bombers wrought yet more destruction.

SEABORNE LANDINGS

Under cover of darkness thousands of landing craft approached the Normandy coastline. The Allied amphibious force would come ashore at five beaches, running from

west to east they were codenamed: Utah and Omaha—the landing beaches of the US First Army—and Gold, Juno and Sword—the landing beaches for the British and Canadian troops of the British Second Army.

UTAH

Utah Beach, at the base of the Cotentin Peninsula, was wide and flat, and behind the beach was a marshy plain that had been deliberately flooded by the defenders. The Americans elected to land an hour earlier than the British, using the lower tide to overcome the problems of submerged beach obstacles designed to destroy landing craft. At 0630 hours, under cover of a bombardment from rocket-firing landing craft, 8th Regimental Combat Team (RCT) of 4th 'Ivy' Infantry Division led the beach assault. A navigation error put the troops ashore two thousand yards south of the projected landing site. Fortunately, however, the German defences were even weaker in this sector of the beach.

Supported by amphibious Sherman DD tanks (28 of the 32 launched made it ashore) the infantry quickly overwhelmed 919. *Grenadierregiment* of 709. *Infanteriedivision*. The 4th Infantry Division secured its objectives at a cost of 200 casualties—far fewer than anticipated. As the rest of the US VII Corps poured ashore, the Division linked up with paratroopers of the 101st Airborne Division who had seized the exits from the flooded plain further inland.

OMAHA

In contrast with Utah, the going at Omaha Beach was much tougher for the assaulting American troops. Bad weather meant that tides were running higher, swamping landing craft and pushing them onto submerged obstacles. Preparatory fire had missed most of the beach defences, sited on a high bluff overlooking the beach and losses to enemy fire were heavy, with most of the combat engineers and supporting Sherman DD tanks lost before they reached the shoreline.

To further complicate matters, the assaulting troops of 16th RCT, from the veteran 1st 'Big Red One' Infantry Division, and 116th RCT, from the inexperienced 29th 'Blue and Grey' Infantry Division, found themselves facing not only the anticipated 726. *Grenadierregiment* of 716.

Infanteriedivision, but also the veteran 914. and 916. *Grenadierregiment* of 352. *Infanteriedivision*, who had occupied the beach defences undetected by Allied intelligence. The assault forces were pinned down on the beach until mid-afternoon, suffering heavy casualties. By nightfall they had advanced no more than 2,000 yards inland.

A few miles to the west, near the Vire River estuary dividing Omaha and Utah, the 2nd Ranger Battalion carried out a daring assault from the sea directly up the cliffs at Pointe du Hoc. The mission was intended to knock out a German coastal battery that threatened the invasion beaches. However, after a successful but costly assault, the rangers discovered that the coastal guns had already been removed by the Germans.

GOLD

At 0725 hours the first troops from the British Second Army began landing. At Gold Beach, 69 and 231 Brigade Groups of 50th (Northumberland) Division lead the assault with support from commandos, artillery and specialist armour—the mine-clearing, flame-throwing and engineering ‘funnies’ allocated to the British beaches. The invaders made good progress against the defenders from 736. *Grenadierregiment* of 716. *Infanteriedivision*. By early afternoon, all of 50th Division was ashore, with elements of 7th Armoured Division landing behind them later in the day.

JUNO

Immediately to the east of 50th Division, it was the task of the 7 and 8 Brigade Groups of 3rd Canadian Division to storm ashore at Juno Beach. The Canadians were supported by the commandos of 4 Special Service Brigade. Mindful of the debacle at Dieppe in 1942 which had cost so many Canadian lives, the Canadians anticipated heavy casualties. In the event, their objectives were taken with comparatively light casualties after hard fighting against elements of 736. *Grenadierregiment* of 716. *Infanteriedivision*.

By mid afternoon the entire 3rd Canadian Division was ashore, quickly linking up with 50th Division.

SWORD

At the easternmost beach of the invasion, Sword Beach, 8 Brigade Group of British 3rd Division led the assault, supported by the commandos of 1 Special Service Brigade. The landings suffered from high tides caused by the bad weather and also tough resistance from German troops of the 736. *Grenadierregiment* of 716. *Infanteriedivision*. The British troops fought their way through the beach defences and began to exploit inland. On the German side, 716. *Infanteriedivision* was practically obliterated, reduced to an effective strength of only two battalions.

3rd Division had been allocated very ambitious objectives, including the capture of the city of Caen, a crucial road and rail junction some ten miles inland. The Division duly cleared the invasion beach and linked up with the paratroopers of the 6th Airborne Division, having advanced some 6 miles inland—one of the furthest advances on D-Day.

The unexpected arrival of 21. *Panzerdivision* stopped 3rd Division's advance and threw them on the defensive. A strong defence by the British and Canadian divisions prevented 21. *Panzerdivision* from exploiting its success, despite reaching the sea between Juno and Sword Beaches. However, its attack had frustrated the initial drive on Caen. Their failure to capture Caen was to have far reaching consequences for the Allies.

NIGHTFALL, 6 JUNE

By nightfall on 6 June the Allies were ashore, but in some places their beachhead was no deeper than 2000 yards. Certain vital D-Day objectives—most notably Caen—had not been captured. Yet enough men and material had been brought ashore that the local German forces could not hope to push them back into the sea. Still, the task that lay before the Allied forces was considerable. They must link up their beachheads, capture Cherbourg (the only major port in the region) to guarantee resupply, and push inland to Caen and St. Lô, before breaking through the difficult *bocage* countryside of Normandy and into the more open terrain beyond.





US forces burst ashore on Utah and Omaha beaches.



Elite British paratroopers silence guns firing on the invasion beaches.





US rangers clear the exits of Omaha beach with Sherman tanks in support.



British commandos clear the flanks of the British beachhead.



WEAPONS OF D-DAY: LANDING CRAFT

LANDING CRAFT, ASSAULT (LCA)

The British Landing Craft, Assault is a small, 40' x 12.5m long, wooden vessel designed to transport a 37-man rifle platoon from troop transports off shore to the invasion beaches.

The low profile of the LCA makes it a small target for defending guns. Unfortunately, the low flat bow tends to throw great sheets of water over the landing craft, soaking the shivering men packed inside.

Upon reaching the beach the craft is grounded, two bullet-proof steel doors are thrown open and the troops storm ashore covered by a Bren light-machine-gun firing from an armoured position beside the ramp. The narrowness of the ramp (only 4½ feet/1.37m wide) between the coxswain and Bren gun is perhaps the vessel's greatest weakness.

The LCA, produced by the thousands, provided the majority of infantry assault boats on D-Day. Crewed by the Royal Navy, they provided invaluable service during the invasion of Normandy carrying British, Canadian, and American troops ashore. The Rangers making the famous assault on Point du Hoc were landed by Royal Navy LCA's.

LANDING CRAFT, TANK (LCT)

The Landing Craft, Tank was initially designed in 1940. It was intended for transporting tanks on combined operations raids on Fortress Europe. Eventually eight different models of LCT would be built, the most common being the American-built Mark IV. Depending upon the mark, the LCT can carry up to nine tanks, although those transporting the larger of Hobart's 'Funnies' only carry four vehicles. When loading, the vehicles were backed onto the deck of the LCT in the reverse order in which they will disembark upon the beach.

Although purpose-built to transport tanks, vehicles and supplies LCT's can perform a number of roles. For example, in Normandy, the LCT's carrying M7 Priest self-propelled guns fired a 'run-in shoot'. This carefully rehearsed artillery barrage is fired from a moving LCT onto the beaches to support the first landing waves.

A number of specialized variants have been made including the Landing Craft, Flak (LCF) with eight 20mm Oerlikon guns and four 2 pounder 'pom-pom' guns, and the Landing Craft, Gun (LCG) with two 4.7 inch destroyer guns to fire directly in support of the assault troops. Perhaps the most dramatic version of the LCT, is the Landing Craft, Rocket (LCR) which fires over 1000 60-pound rockets in a single devastating salvo.

LANDING CRAFT, VEHICLE, PERSONNEL (LCVP)

The American Landing Craft, Vehicle, Personnel (LCVP) is also known as the 'Higgins Boat' after its designer, Andrew Higgins. He used his experience of local boats designed to operate in the swamps and shallow waters of Louisiana to develop and produce landing craft. These were used to transport troops during amphibious assaults in North Africa, Sicily, Italy and are now giving good service in Normandy.

Similar in design to the LCA, the LCVP has a higher profile and better handling making it more seaworthy (and drier for its cargo of soldiers). A wide armoured bow ramp allows the assault platoon carried in a Higgins Boat to exit the landing craft quickly under fire, presenting less of a massed target for the waiting enemy. It also means that the same craft can be used in the follow-on waves to bring Jeeps and other supplies to shore.

The men are typically carried across the channel in larger ships and then climb down nets to drop into the heaving boats. The assault troops are arranged in the LCVP in a pre-determined order to make the most of the platoon's weapons and skills when they hit the beach.

The Supreme Allied Commander, General Eisenhower, himself stated, 'Andrew Higgins ... is the man who won the war for us. If Higgins had not designed and built those LCVP's, we never could have landed over an open beach. The whole strategy of the war would have been different.'



NORMANDY GAMING

'Your task will not be an easy one. Your enemy is well trained, well equipped, and battle-hardened. He will fight savagely. ... The free men of the world are marching together to victory. I have full confidence in your courage, devotion to duty, and skill in battle. We will accept nothing less than full victory.'

—General Dwight D Eisenhower, SHAEF



For what seems an eternity the landing craft had struggled through the heavy surf. Sergeant Harmon looks at his troops as they huddle against the cold iron sides of the craft, waiting pensively. A wave crashes against the tiny boat, drenching the men with salty brine. 'Good thing it's summer', thinks Harmon. 'This'd be hell in cold weather.'

Overhead, planes drone on in ceaseless waves. Once more, Harmon risks a look over the side at the beach. Closer this time... much closer. Columns of smoke are billowing from the bluffs, evidence of the pummelling the flyboys and sailors were giving the Krauts. 'Hell, if this continues there ain't gonna be anything left to fight', he muses.

His thoughts are shattered by the zip of bullets overhead, several clanging off the thin iron sides of the landing craft. 'Keep your heads down boys, and get ready,' rumbles Harmon above the rising sound of explosions. 'Remember, we're here to do a job. Do it well and we'll crack Hitler's Atlantic Wall wide open. Wide enough for the whole damn US Army to pour through!'

Abruptly, the noise of the landing craft's engine cuts out. 'All clear!' The ramp falls away, smacking into the foaming surf.

'GO! GO! GO! Get those legs moving!' bellows Harmon, bullets ricocheting all around him as he lunges forward onto the yellow sands of Normandy.



An almighty boom shook the bunker, and the lights went out. Oberfeldwebel Moltke peered out of the firing slit. Through the clouds of dust and smoke swirling outside, the incredible scene began to materialize: a storm-tossed grey sea filled with the dark shapes of ships of every size, battleships, destroyers, transports. Ploughing slowly but inexorably toward the beach were hundreds of landing craft. The Allies had launched their long-awaited invasion!

'Scheiße!' snapped Grenadier Polk as, in the half-light, he dropped the spare barrel for the machine-gun. The clang echoed eerily through their tomblike surroundings.

The young Oberfeldwebel called out to his men in their firing positions, 'Steady fellows, steady. We are ready for them. Let them come!'

But *were* they ready he wondered. All spring he and his men had toiled with those girders and stakes upon the beach below, but now the tide was low and the defences were sitting high and dry! And this infernal bombardment—the thought was punctuated by another explosion nearby—he'd never experienced anything like it before. But he knew they *must* hold, and keep the Allies pinned to these beaches until the counterattack came and pushed them back into the sea.

The first landing craft were hitting the beach now. 'Landing craft 400 metres. Free fire!'

HOW TO USE THIS BOOK

The information contained within this book will enable you to lead your Flames Of War force in the battles for Normandy. To make the information more accessible we've divided the book into two sections.

AMPHIBIOUS ASSAULTS

PAGE 11

This section contains the rules for conducting an amphibious assault and the new Hit the Beach mission, along with two battles for you to fight—the Battle of Utah Beach and the Battle of Sword Beach. You'll also find a guide to modelling beaches and historical information on the weapons and equipment of D-Day.

NORMANDY CAMPAIGN

PAGE 34

Here you'll find a history of the Normandy Campaign, rules for fighting in the bocage and two Axis of Attack campaigns for you to fight – the Bréville Gap and Cutting the Cotentin. There's also a modelling guide for bocage hedgerows and more historical information on the weapons used by both sides in Normandy.

BEACH TABLES

Understandably, an amphibious landing requires some rather specific terrain—a beach to land on. You can either create a fully-modelled beach (see pages 18 and 19 for ideas) or simply use a strip of blue cloth for the sea and a strip of sand-coloured cloth for the beach.

The table needs a small area of sea at the edge of the table giving way to surf crashing on the beach. Between the beach and the hinterland, there are usually sand dunes, a bank or sea wall, cliffs, or marshes. You will need a side table to hold the troops still in their ships off the table as well.

SEA ZONE

The sea zone is where landing craft load up and line up for their run in to the beach. It should be about 4-6"/10-15cm deep, just big enough for the landing craft to fit comfortably.

SURF ZONE

The surf zone covers the last few metres of sea up to the point where the landing craft beach. It should also be 4-6"/10-15cm deep, again just enough space for the landing craft as they beach to discharge their cargo.

Like the sea zone, the surf zone is Impassable to all teams except amphibious vehicles.

BEACH ZONE

The beach zone starts from the shallow water at the landing-craft ramp and goes up to the spring high-tide mark where the dunes or sea wall begins. The beach

will usually be 8"/20cm deep and is Difficult Going. The landing-craft obstacles that litter the beach zone do not hinder the movement of teams once ashore and do not provide any cover or concealment for troops on the beach.

SEA WALL

Above the high water mark there is usually some form of bank or sea wall with shingle washed up against it.

A bank is Very Difficult Going. A sea wall is an Anti-tank Obstacle (see page 214 of the *Flames Of War* rulebook) that provides Bulletproof Cover to Infantry and Man-packed Gun teams sheltering on the seaward side.

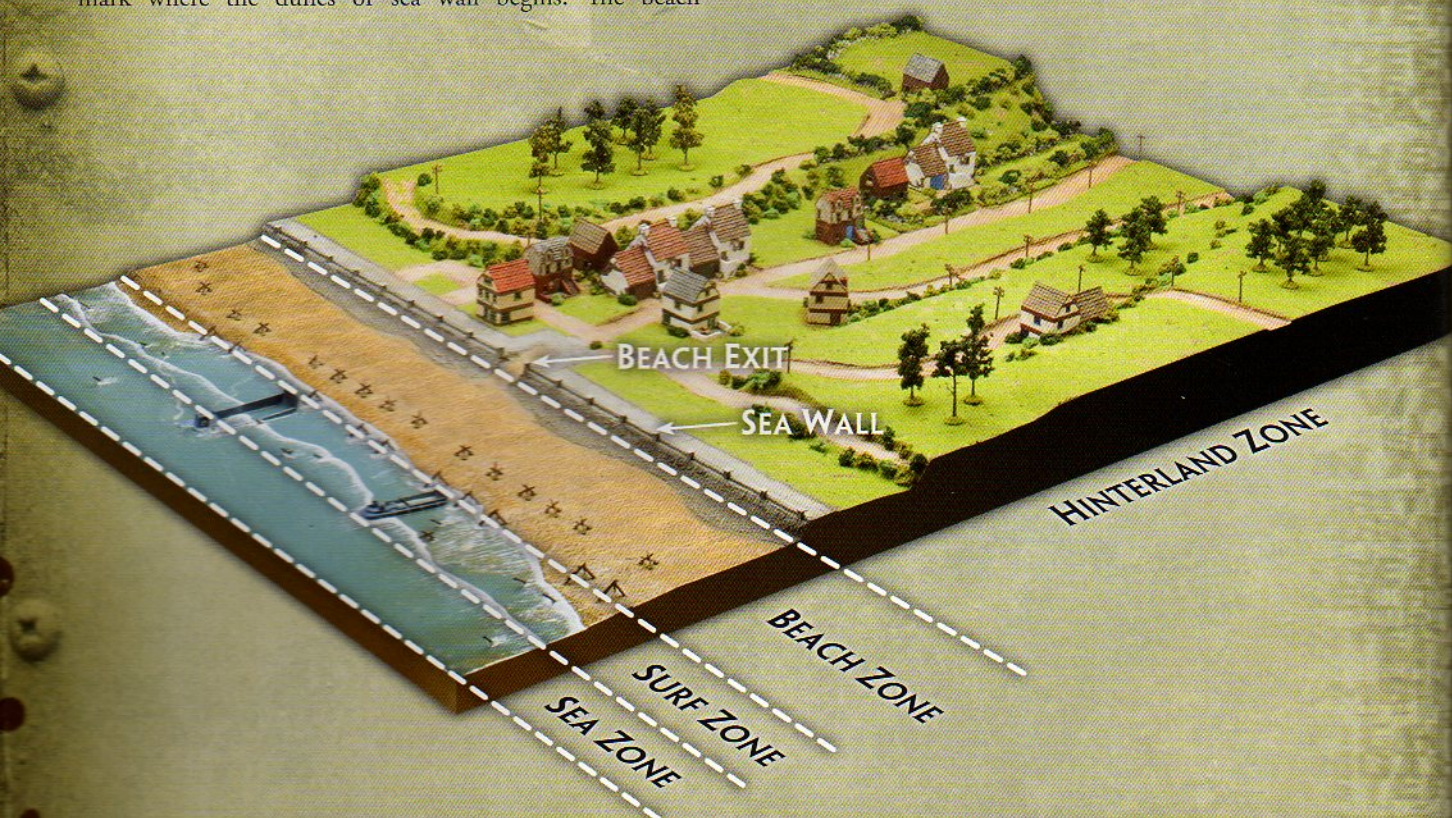
BEACH EXITS

The landing zones were, naturally enough, chosen for their accessible exits. There is little point in landing somewhere where you need to be a commando to get off the beach!

The beach should have at least one exit through the Sea Wall Zone that is Difficult Going.

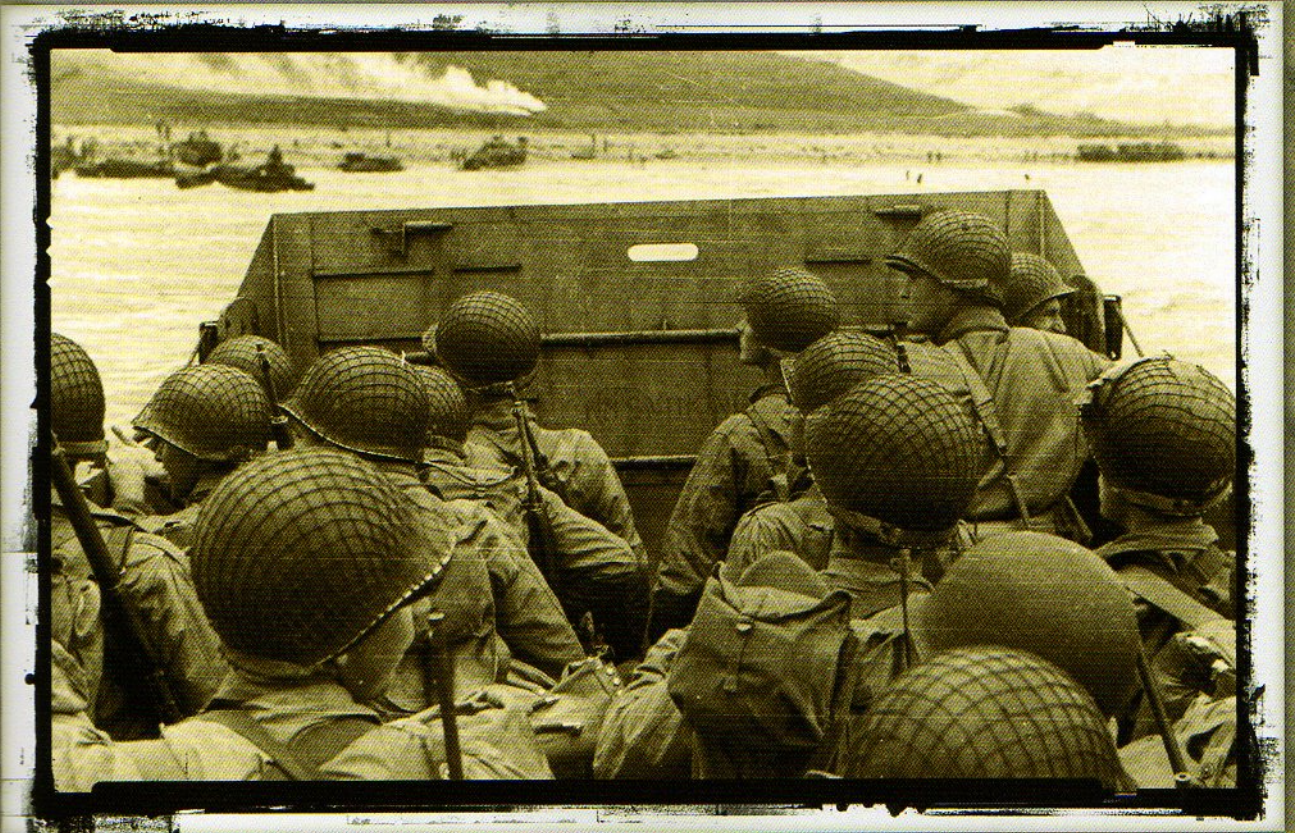
HINTERLAND ZONE

Once off the beach, the countryside quickly assumes the normal rural Normandy character. Generally the coastal areas are more open than the inland areas with larger fields and fewer houses and woods.



AMPHIBIOUS ASSAULTS

D-Day was the biggest amphibious assault in history. Elements of six divisions landed in the first wave and more followed as the day progressed. This section allows you to recreate the drama of a small part of this gigantic landing operation.



SETTING UP

Amphibious landings require a little more work than most scenarios. One of the trickiest parts of managing an amphibious assault is making sure that the right troops land at the right place at the right time. Don't worry if you don't succeed with this—the real Generals didn't always manage to coordinate their landings either!

The first steps in making your landing are to select the platoons that will land in the first wave and determine the direction the current is flowing across the beach.

SELECT THE FIRST WAVE

There are never enough landing craft to put all of the troops available ashore at once. You need to decide which units you want to land in the first wave and which will be left in their ships for the follow-up waves.

Troops left at sea will land as soon as the landing craft carrying the first wave have beached, unloaded, and returned to the ships at sea to reload.

Before the game begins you need to select up to half of your platoons as your first wave. Each of these platoons is loaded in a landing craft. Place the platoon's landing craft in the sea zone opposite the place they are to come ashore (bear in mind that they will drift with the current).

All other platoons remain in their ships at sea and are known as the floating reserve.

Independent teams do not have their own landing craft. They are attached to platoons in the first wave and travel ashore in their landing craft.

Many platoons include trucks and other unarmoured transport that will have difficulty crossing the beach. If these land with the troops they simply present the enemy with easy targets. Platoons may leave their transport behind and not deploy it at all when making an amphibious landing.

CURRENT DIRECTION

Before the game begins you will need to know which way the current is running. This is important since your landing craft will drift off course in a heavy current.

Roll one die and consult the Current Table to determine the direction the current is running.

CURRENT

Die Roll	Fate
1 to 3	Current runs leftward when facing the beach
4 to 6	Current runs rightward when facing the beach

COMING ASHORE

The current is running strongly and the beach obstacles limit their choices, so coxswains have difficulties landing exactly where they want to. Most end up somewhere down current of where they intended to land. Some fall victim to beach obstacles or defending artillery. Others go completely astray in the confusion, only locating the right beach much later.

Once the landing craft are in place, roll a die for each landing craft to see how far it drifted off course during the run in, or if it even made it to the beach. The Landing Craft Table gives the distance down current the landing craft drifts before beaching in the surf zone, or their fate if they do not make it safely ashore.

If another landing craft already occupies the place a landing craft drifts to, it drifts further down current to the first available space in the surf zone. If the landing craft drifts off the table it returns to sea and attempts to land again next turn as if it had been delayed.

LANDING CRAFT

Die Roll Result

- 1 Drift 4"/10cm down current.
- 2 Drift 8"/20cm down current.
- 3 Drift 12"/30cm down current.
- 4 Drift 16"/40cm down current.
- 5 or 6 Delayed.

The landing craft was unable to find a gap through the beach obstacles and does not beach. Place the loaded landing craft back in the sea zone.

DELAYED LANDING CRAFT

In the pre-dawn darkness and the confusion of hundreds of craft milling around and making for the beach, it is easy for a coxswain to get separated from their flotilla. At the same time beach obstacles and artillery take their toll of landing craft, requiring replacements from following waves to be hastened into action to replace them.

Delayed landing craft return to the sea zone carrying their load and attempt to land again next turn.

This may represent either landing craft being unable to beach or the delay as landing craft destroyed by the enemy defences are replaced with follow-on troops.

DISEMBARKING

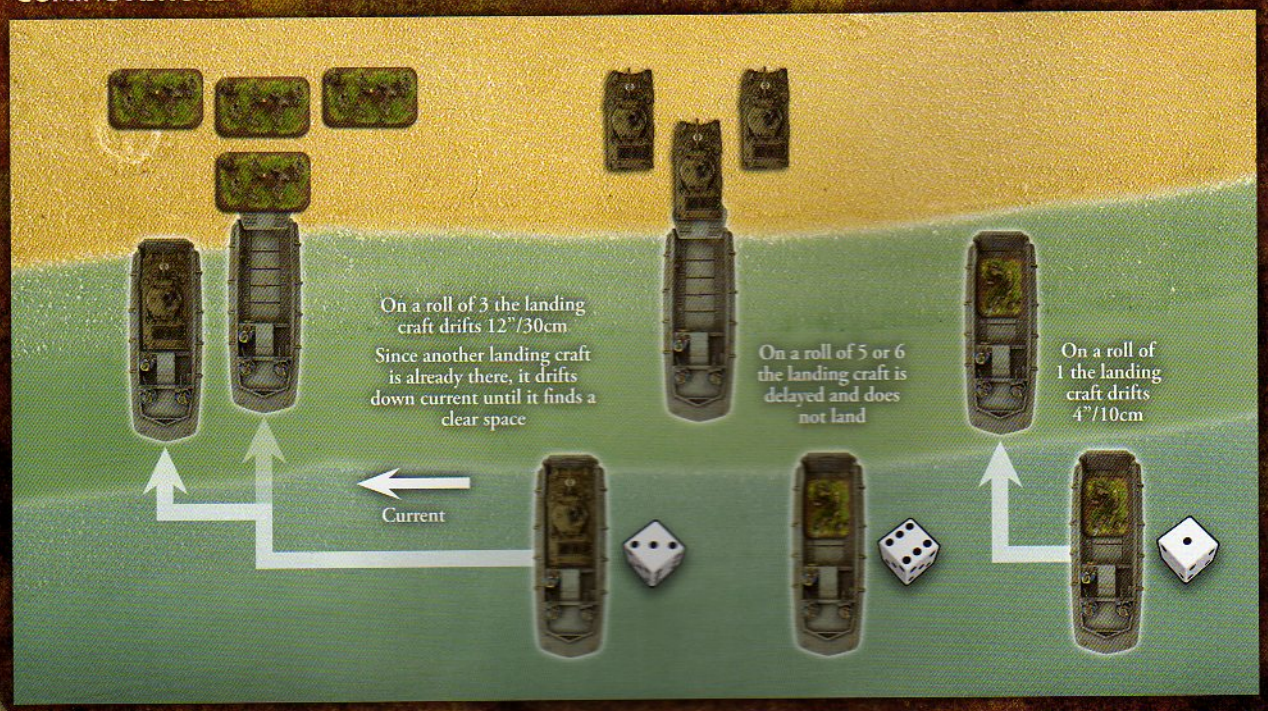
As soon as the landing craft ramp goes down, the troops aboard rush ashore, eager to get across the killing zone as fast as possible.

Passengers and vehicles disembark from a landing craft during the Movement Step. They begin their movement from the landing craft's ramp as if they had occupied the same position as the landing craft.

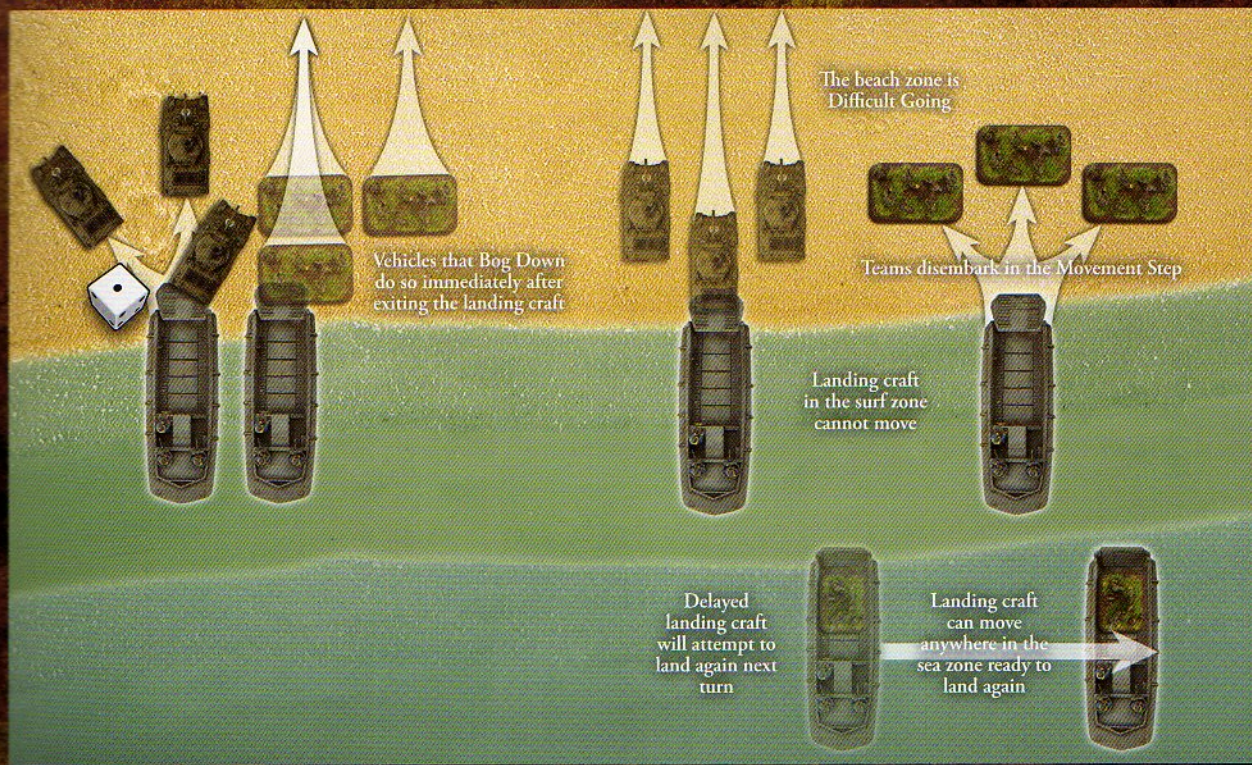
Remember, the Beach Zone is Difficult Going. If a vehicle Bogs Down when disembarking, place it on the beach adjacent to the landing craft's ramp (leaving room for following vehicles to disembark) and mark it as Bugged Down.

Landing craft cannot shoot or be shot at, and take no part in assaults.

COMING ASHORE



DISEMBARKING



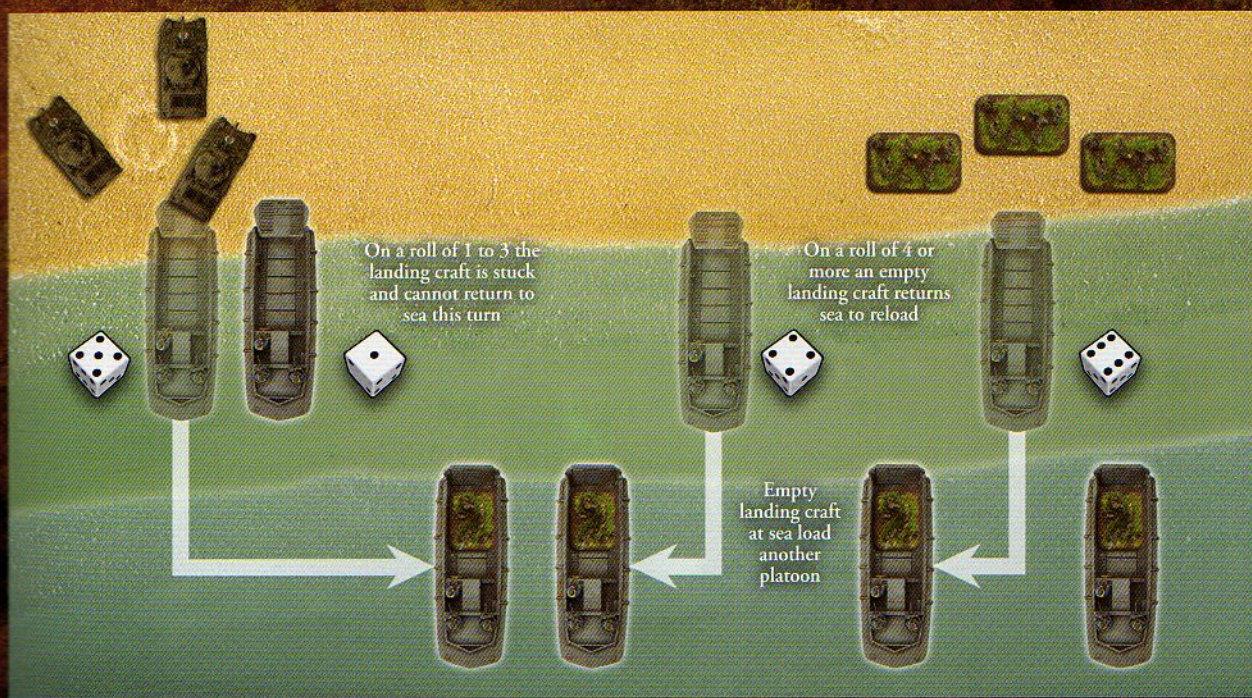
RETURNING FOR MORE

Once unloaded, the landing craft quickly head back to their ships to reload with follow-up troops and return with the next wave to land.

In the same Movement Step after unloading, empty landing craft may attempt to return to sea and reload. Roll a die for each empty landing craft in the sea zone.

- On a roll of 4+, the landing craft refloats and returns to the Floating Reserve for reloading. Select a platoon from the Floating Reserve to load and place the landing craft in the sea zone to land again next turn.
- On any lesser roll, the craft is stuck fast and must try to return to sea again next turn.

RETURNING FOR MORE



DD TANKS

One of the more unusual weapons landing on D-Day is the Duplex Drive or DD tank (unsurprisingly nicknamed the 'Donald Duck' tank in the US Army!). This is a Sherman tank fitted with a collapsible canvas screen around the top hull and propellers to allow it to swim. Unfortunately, its low freeboard means that it is vulnerable to being swamped by large waves, making its use risky in stormy seas.

A British Armoured Platoon or US Tank Platoon equipped solely with Sherman tanks armed with 75mm guns may fit them out as DD tanks at no extra cost. The platoon retains all of its previous ratings. However, Sherman DD tanks cannot use their hull MG due to the collapsed screen covering its position.



COMING ASHORE

The DD tanks are scheduled to land ten minutes before the first wave of landing craft. Sitting at the water's edge, they will give covering fire as the infantry disembark and then help them deal with bunkers and defences as they force their way inland.

DD tanks do not require landing craft as they can swim ashore on their own ahead of the first wave of landing craft. Because of this, you would not normally select a DD tank platoon to be in the half of your force initially loaded into landing craft.

However, you can bring your DD tanks ashore in landing craft as normal tanks, landing 'dry shod' as the expression goes. If you want to do this, have them occupy one of your landing craft instead of swimming them ashore.

Before the game begins place DD tanks in their swimming form in the sea zone opposite the place they wish to land (bear in mind that they will drift with the current). Roll a die for each DD tank and consult the DD Tanks Table to see how far it drifted off course beaching in the Surf Zone, or if it even made it ashore.

DD TANKS

Die Roll Fate

1	Drift 6"/15cm down current.
2	Drift 12"/30cm down current.
3	Drift 18"/45cm down current.
4	Swamped. The DD tank was swamped by heavy waves on the run in. It is Destroyed and removed from the game.
5 or 6	Delayed. DD tanks are not fast swimmers. This tank has not yet reached the beach. Place the tank back in the sea zone to attempt to land again next turn.

FIGHTING ASHORE

Since DD tanks can land before the first landing craft, they are ready and able to provide fire support for the first wave as it comes ashore. This extra fire support can be vital in the crucial first few minutes of the landing. Some DD tanks left the rear of their screen erected on landing and remained in the surf giving fire support. Others moved up the beach to engage targets they could not reach from the water's edge.

Once ashore DD tanks may either remain in the Surf Zone providing fire support for the attacking infantry, or move on to the beach as normal.

DD tanks that remain in the Surf Zone do not count as moving and may shoot at their full rate of fire, but must roll a die in each Movement Step.

- On a roll of 1, the rising tide washes over the tank, which is Destroyed.
- Otherwise the tank is fine and can keep shooting.

COMMAND AND CONTROL

DD tank platoons are very likely to come ashore scattered and piecemeal making it difficult for the platoon commander to coordinate their actions. As a result they are trained to and expect to operate independently.

DD tank platoons that swim ashore (as opposed to arriving by landing craft) operate as Independent teams.



FLOATING ARTILLERY

Both the British and US armies provided the assault divisions with self-propelled guns mounted in landing craft to give fire support as the division assaulted the beaches.

You may load a landing craft with a British Field Battery, Royal Artillery or a US Armored Field Artillery Battery and hold it out to sea firing as artillery rather than bringing it ashore. US players staging an amphibious assault may field one Armoured Field Artillery Battery in place of a normal Field Artillery Battery if they wish for an amphibious landing.

If you do so, the landing craft remains in the sea zone rather than attempting to beach, but the artillery on board may fire Artillery Bombardments while still in the landing craft. While

at sea the battery cannot be shot at. You may elect to beach the landing craft and bring the battery ashore in a later turn when the beach is secure enough.

The artillery may either spot targets for themselves from the landing craft, or have their normal spotters and observer teams locate targets for them. Measure the range to the target from the landing craft.

Batteries firing from landing craft cannot fire Smoke Bombardments. Due to the constant motion of the landing craft Staff teams cannot operate effectively, so the artillery cannot use the All Guns Repeat! rule to repeat bombardments, nor may they fire a Time On Target bombardment.

DUKW AMPHIBIOUS TRUCKS

As well as landing craft and DD tanks, the Allied forces landing at Normandy had numbers of DUKW amphibious trucks available. Most of these were used to unload supplies and carry them directly inland, but a small number were used to bring ashore artillery pieces getting them into action more quickly than landing craft would have.

Any US Cannon Platoon or Field Artillery Battery may replace its 1½ or 2½-ton trucks with DUKW amphibious trucks at no extra cost. The command and staff teams ride in one of the DUKW trucks, leaving their vehicles behind. A DUKW amphibious truck counts as a 2½-ton truck with the addition that it is amphibious.

A platoon mounted in amphibious DUKW trucks does not require a landing craft to come ashore. It can swim ashore from

the Floating Reserve on its own as if each DUKW truck were a landing craft, except that they use the DD Tanks Table rather than the Landing Craft Table to determine their fate during the run ashore.

Once landed, DUKW trucks simply drive up the beach to wherever they are intended to unload and set the guns down.

DUKW trucks carry their gun in their cargo compartment, but are not strong enough to allow the gun to fire while aboard. The Gun team must dismount beside the truck as if it were unlimbering before it can fire. Since the DUKW cannot tow the gun, nor reload it in the cargo compartment, the DUKW truck is immediately sent to the rear and removed when the gun dismounts.

NAVAL GUNFIRE SUPPORT

The D-Day landings were supported by dozens of warships from mighty battleships like the *USS Texas* and *HMS Rodney*, down to lowly destroyers. Many of these warships were tasked with providing fire support to the troops on the beaches.

A force making an amphibious landing may have naval gunfire support (NGFS) from warships off shore at a cost of 250 points (reduced to 195 points for forces that are Italy Veterans).

AIR OBSERVATION POST

Specially-trained observers fly over the battlefield in an Air Observation Post Mustang. Their radio contact with the ships gives them the ability to intervene wherever necessary, while flying high enough to avoid enemy anti-aircraft fire.

While the actual firepower is provided by the warships off shore, it is the air observation post aircraft that locate the targets and control the fire. Each turn in the Starting Step when rolling for Air Support, roll one die to see if naval gunfire support is available. This roll is separate from any rolls for Air Support.

- On a score of 4+, naval gunfire support is available.
- Otherwise, no naval gunfire support is available this turn.

If naval gunfire support is available, treat it as a ground-attack air strike by a flight of two Air Observation Post (AOP) Mustang aircraft. Because the AOP flies so high, light anti-aircraft weapons are largely ineffective, and the aircraft count as Flying Tanks.

Unlike most artillery fire, the fire from the battleships is so heavy and sustained that it can even have an effect on bunkers. A bunker can be used as the Aiming Point, but requires a roll of 5+ to range in on. Any hit will Pin Down the bunker. Bunkers are so tough that a Firepower roll of 6 is required to destroy it.

Aircraft	Weapon	To hit	Anti-tank	Firepower	Notes
AOP	NGFS	4+	6	1+	Flying Tank.

MISSION: HIT THE BEACH

'You can almost always force an invasion, but you can't always make it stick.'

—General Omar Bradley, US First Army

The day has arrived. The time has come to liberate Europe from the Nazi menace. Your force is landing in the first wave. Can you break through Hitler's Atlantic Wall and make the invasion stick?

The Hit the Beach mission uses the Amphibious Assault, D-Day Fortifications, Delayed Reserves, Interdiction, Overwhelming Force, No Retreat, No Surrender, Preliminary Bombardment, Prepared Positions, and Total Air Superiority special rules.

YOUR ORDERS

ATTACKER

Your troops are the first wave ashore. You must push inland and secure the beachhead at any cost. It is essential to capture both objectives as soon as possible.

DEFENDER

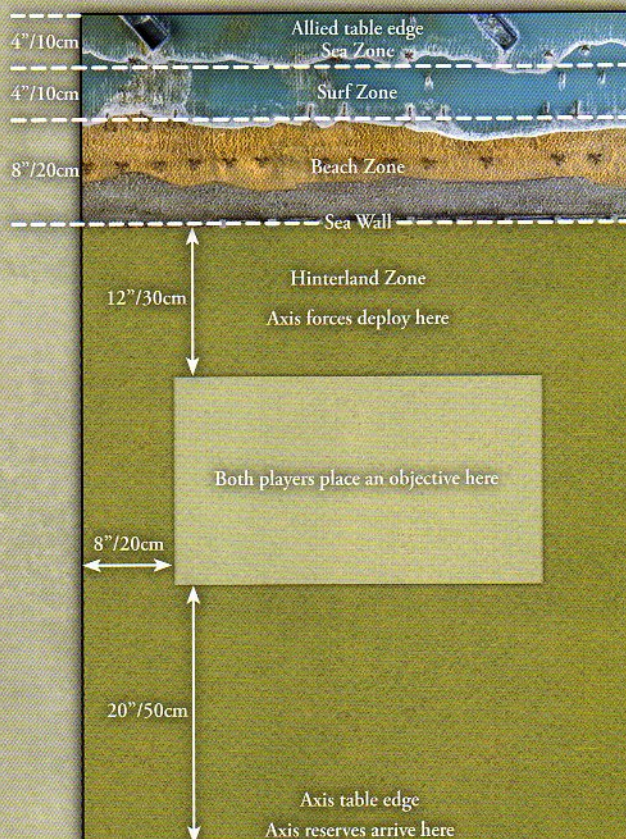
The enemy invasion has finally begun. Under no circumstances can they be allowed to gain a beachhead. They must be destroyed on the beaches. You must hold both objectives.

PREPARING FOR BATTLE

1. The Axis player places their objective first, then the Allied player places theirs. Objectives cannot be placed within 12"/30cm of the beach or dunes or within 20"/50cm of the rear of the table, nor within 8"/20cm of the table edges.
2. Next the Axis player places their fortifications anywhere in the Hinterland Zone. Bunkers may not be placed across roads or the beach exit.
3. The Axis player must hold at least half of their platoons in Delayed Reserve at the start of the game. The remaining platoons and Independent teams are now placed in the Hinterland Zone.
4. The Allied player must hold at least half of their platoons in their Floating Reserve. Place the rest in their landing craft in the Sea Zone.
5. Next the Allied player places any DD tank platoons that will swim ashore, and any artillery batteries carried in DUKW amphibious trucks, in the Sea Zone.

BEGINNING THE BATTLE

1. The Axis force begins the game in prepared positions, so their troops are in Foxholes and Gone to Ground.
2. The Allied Player conducts a Preliminary Bombardment on the defender's forces.
3. The Allied player then lands their DD tank platoons.



4. The Axis player may not make Reconnaissance Deployment moves.
5. Both players should remember that the Axis reserves will be hindered by the Interdiction special rule when making their plans.
6. The Allied player has the first turn. They may not make a Night Attack.

ENDING THE BATTLE

The battle ends either:

- at the end of the Starting Step of the Allied turn 12, or
- when the Allied player starts any of their turns holding both objectives.

DECIDING WHO WON

Unlike most missions, casualties are irrelevant. All that matters is getting ashore as far and as fast as possible, or stopping the enemy from doing so.

The Allied player wins if they hold the objective placed by the Axis player, otherwise the Axis player wins.

Calculate your Victory Points from the Victory Point Table on the following page.

MISSION SPECIAL RULES

The Amphibious Assault rules are on pages 11 to 15. The Delayed Reserves, Preliminary Bombardment, Prepared Positions, and Total Air Superiority special rules are in the *Flames Of War* rulebook on pages 198 to 218.

D-DAY FORTIFICATIONS

The German defences along the Atlantic Wall were formidable. They included bunkers with the latest and heaviest anti-tank guns as well as emplaced tank turrets.

Use the Fortifications rules on page 217 of the rulebook to determine the amount and type of fortifications available with the following changes.

FORTIFICATION POINTS

Table Width	Fortification Points
4'/120cm	40 points
5'/150cm	50 points
6'/180cm	60 points

There are six types of bunkers available for the Hit the Beach mission. These all still count as bunkers, just with different weapons. Remember, you can only spend half of your points on bunkers of all types. In addition in this mission, you may not have more than two bunkers of any one type, or more than a single 8.8cm PaK bunker, although you can mix different bunker types freely.

BUNKERS

Bunker	Cost	Range	ROF	Anti-tank	Firepower
8.8cm PaK	12	40"/100cm	2	16	3+
7.5cm FK	6	24"/60cm	2	8	3+
5cm PaK	8	24"/60cm	3	9	4+
5cm KwK	4	24"/60cm	3	7	4+
Tank turret	4	16"/40cm	2	4	4+
or		16"/40cm	4	2	6

Tank turrets count as bunkers with all-round vision slits.

HMG 6 24"/60cm 6 2 6
HMG bunkers have ROF 2 when Pinned Down.

INTERDICTION

The Allied air forces totally dominate the skies over the landings and far inland. The German reserves are placed centrally so they can respond to a landing anywhere. However, their march is continually interrupted by air attacks making their movement very slow and uncertain.

The Axis player's Delayed Reserves arrive on rolls of 6 rather than 5+ as normal.

OVERWHELMING FORCE

Amphibious assaults require overwhelming force. The troops land in the teeth of the enemy defences, scattered and disorganised. It is only through overwhelming force that they will secure a lodgement.

The Allied force has 75% more troops than the Axis force. A good force for most tables would be 1750 points for the Allies against 1000 points for the Axis.

When an Allied platoon is Destroyed, the player returns it to the Floating Reserve to represent a fresh unit landing in its place. Infantry and Man-packed Gun teams in the platoon return to the Floating Reserve and can land again as long as the platoon contains at least four such teams. However, all other types of teams are permanently lost. As usual, Destroyed Armoured vehicles remain where they are.

Independent teams are also permanently lost when they are Destroyed.

The Allied player may voluntarily destroy platoons and return them to the Floating Reserve in the first part of the Starting Step.

NO RETREAT, NO SURRENDER

The troops landing on the beaches know that it is do or die time. There is no going back, only death or victory. Likewise the defenders have no contact with their headquarters and have no option but to fight on.

Neither side needs to take Company Morale Checks. They will fight until the end.

VICTORY POINTS TABLE

Outcome	Results	Allied Points	Axis Points
Allied player holds both objectives by turn 9	Stunning Allied Victory	6	1
Allied player holds both objectives	Major Allied Victory	5	2
Allied player holds the objective placed by the Axis player	Minor Allied Victory	4	3
Allied player holds the objective placed by the Allied player	Minor Axis Victory	3	4
Allied player holds no objectives, but has troops in the Hinterland Zone	Major Axis Victory	2	5
Allied player holds no objectives and has no troops in the Hinterland Zone	Stunning Axis Victory	1	6

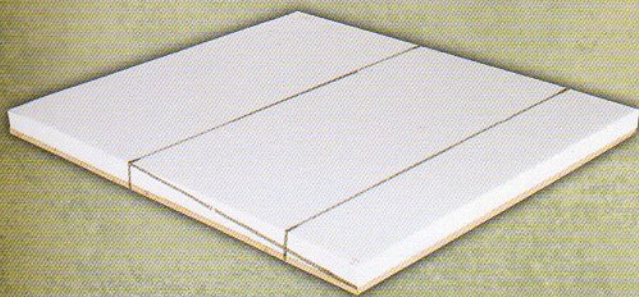
MODELLING BEACHES

If you're wanting more than a blue cloth laid across one end of your gaming table to represent the seashore, you could always have a go at modelling your own miniature beach complete with beach defences! For inspiration take a look at photos of landing beaches found in history books. Study maps of the beaches too. Remember your beach does not have to be an exact facsimile of a real one but you'll undoubtedly end up with a more realistic looking beach if you take the time to study these photos and maps.

MATERIALS USED

MDF board or plywood ($\frac{1}{4}$ - $\frac{3}{8}$ "/6-8mm thick) in sheets and strips, ready-mix filler putty, polystyrene sheet, PVA wood glue, hot glue gun, sand, kitty litter, water effect, paint, brushes, serrated bread knife, hobby knife, sand paper, beach obstacles, dish-washing liquid

STEP 1

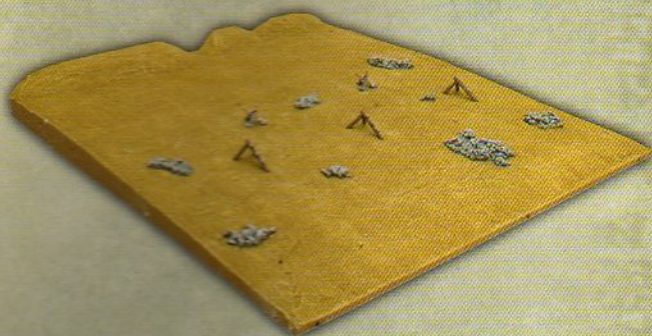
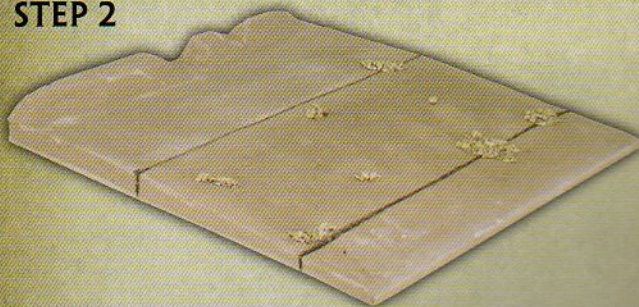


TIPS

Think about the type of terrain you want beyond the beach. Perhaps you'd like to model a seawall, sand dunes or cliffs. Cliffs and sand dunes can be carved out of polystyrene and glued onto your beach board. You can manufacture a seawall using the plastic sheets with a brick texture moulded upon the surface, available from any model railroad store.

Inspiration can be found in the many photographs of the invasion beaches in books and on the Internet.

STEP 2



Apply ready-mix filler putty to the beach and sand dunes, up to the seawall or cliffs where the beach ends. Then sand smooth. Glue some kitty litter (from a pet shop) in little clumps to form rocky outcrops on the beach. Apply plenty of this kitty litter along the base of cliffs. You should vary the amount of kitty litter you use based upon the type of beach you are trying to represent: for example the cliff-backed sea shore at Pointe du Hoc is rockier than the long sandy shores of the Mediterranean.

Paint your beach a base colour, then sprinkle a very fine sand all over and stipple with more base colour and allow to dry. Use a lighter shade dry brushed on as a highlight. Paint rocky outcrops and the seawall.

At this point, you can get a more complete look by gluing some of Battlefront's beach obstacles in the surf. If you are really keen, grind down the bottom of a few landing craft models, and glue them in the surf as sunken landing craft!

STEP 3

Before you add the water, we need to do a little preparation. This can take a while, but the end result makes the effort worthwhile. You need to box up the end and sides of the board. Hot glue MDF strips to the edge of the base, then nail them for extra strength. Make sure that the bottom of the strips are flush with the bottom of the base and $\frac{1}{2}$ "/12mm taller than the top of the polystyrene.

Check for, and hot glue, any small gaps in the boxing to ensure there will be no leakage when you pour your water effect. Rub dishwashing liquid on the inside of the MDF board strips for easy removal after the water effect has set. Finally, apply a coating of PVA wood glue, or varnish, to the area of the beach you will be covering with water effect.



STEP 4



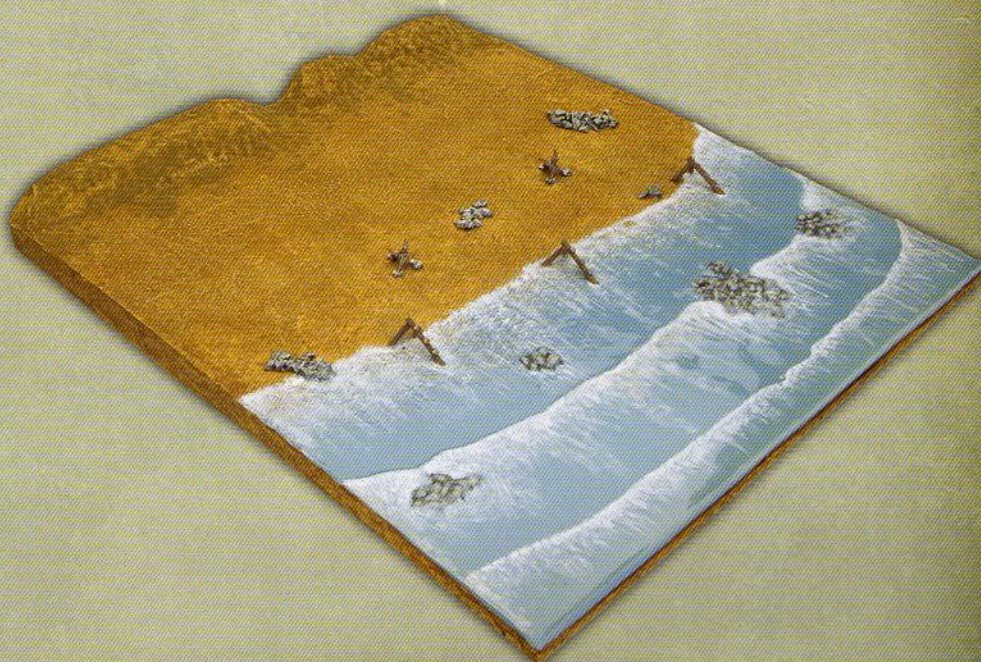
Now it's time to pour the water effect. Vallejo and Woodland Scenics both make water effect mediums that are available from most model railroad shops. Add a tiny bit of colour to the water effect at a time until you have the desired colour. You should still be able to see through the water effect. Take a look at as many colour photos of sea as you can, or better yet look at the real thing!

Pour the water effect in 3-6 layers, each about $\frac{1}{16}$ "/2mm thick, allowing plenty of time to dry between each layer. Once you have a nice flat sea, you can start making waves. Pour another layer of water effect ending just short of the surf line. Add a little bit of white paint along the edge of the water effect while it is still wet and swirl and streak it for a breaking wave effect. Repeat for more waves behind the first.

STEP 5

Allow the water effect to dry completely before removing the boxing. Drying can take a while, so be patient. The wait is worth it and removing the boxing early can result in your sea slowly surging off the edge of your board!

As a finishing touch, apply a little burnt brown static grass around the sand dunes, or along the top of the sea wall, to represent tussock grass. Slowly merge the burnt grass into your usual green static grass further inland.





8th Regimental Combat Team storms ashore on Utah Beach.



The GI's push through the defences in short order, brushing aside German counterattacks.



Sherman 'Donald Duck' amphibious tanks succeed in breaching the defences.



With the defences breached, supporting troops land and make their way inland.

THE BATTLE FOR UTAH BEACH

A navigational error has landed the US amphibious assault force on the wrong sector of Utah Beach. Will this spell doom for the landings? Or will it be a blessing in disguise?



H-Hour 0630 hours: Following a heavy naval and aerial bombardment the first assault waves of the 8th RCT from the US 4th 'Ivy' Division hit the beach at Utah. The landings were timed to take advantage of a low tide exposing the German beach obstacles. First ashore were Companies B and C under Lieutenant Colonel Conrad Simmons, at the sector code-named Tare Green, and E and F under Lieutenant Colonel Carlton MacNeeley, at Uncle Red. The Assistant Divisional Commander Brigadier-General Theodore Roosevelt, son of the former US President of the same name, landed in the first wave. He would be awarded the Medal of Honour for his part in the assault that day. A few minutes after the first infantry landings, Sherman DD Tanks of 70th Tank Battalion arrived on the beach.

Once ashore the assault troops discovered that rough seas and a strong current had pushed them some 2000 metres south of the intended landing site at les Dunes de Varraville. Luckily, this area of the beach, around La Grande Dune, was actually more lightly defended than the intended landing site. The German resistance nest in the area, WN 5, was manned by a single platoon of 919. *Grenadierregiment* under

Leutnant Jahnke, a veteran of the Eastern Front. The preliminary bombardment had severely damaged the German defences, knocking out most of their anti-tank guns, and the US infantry and tanks quickly overwhelmed the position.

The assault troops moved inland and captured the fortified hamlet at La Madeleine, guarding the entrance to the causeway known as Exit 2. The causeway crossed marshland deliberately flooded by the Germans to bar the way inland for an invasion force. At 0900 hours troops began moving inland, some of the infantry wading through the marshes. After engineers had cleared the German minefields, four Sherman DD Tanks lead the advance down the causeway. The first Sherman foundered on a demolished section of the road and a German anti-tank gun knocked out the second tank, but by 1100 hours the advance had linked up with paratroopers of the 101st Airborne who had seized the other end of the causeway.

The landings had been successful, with remarkably light casualties for the attacking Americans. On D-Day, more than 20,000 troops and 1700 vehicles along with thousands of tons of supplies were landed at Utah Beach.

REFIGHTING UTAH BEACH

While Utah Beach was the most lightly defended of the invasion beaches, the speed with which the US troop landing there got off the beach and through the marshes beyond is a testament to their courage and training. Use the Hit the Beach mission on page 16 to refight this battle in conjunction with the table layout on page 23 that shows the salient features of Utah beach, and the list on page 24 giving the forces from the 4th Infantry Division and 919. *Hessian-Thüringian Grenadierregiment* that fought there. To reflect the unique circumstances of the battle for Utah Beach, the following special rule applies.

PRELIMINARY AIR STRIKE

The Allied air forces had the skies all to themselves on D-Day, although the rough weather and low cloud conspired against them. However, at Utah Beach, American aircraft followed up the devastating naval bombardment with a highly effective air strike that wreaked further havoc on the defenders.

The US player may make one free air strike by a flight of one to three Ground-attack Aircraft after deployment, but before the game begins.

UTAH BEACH, 6 JUNE 1944

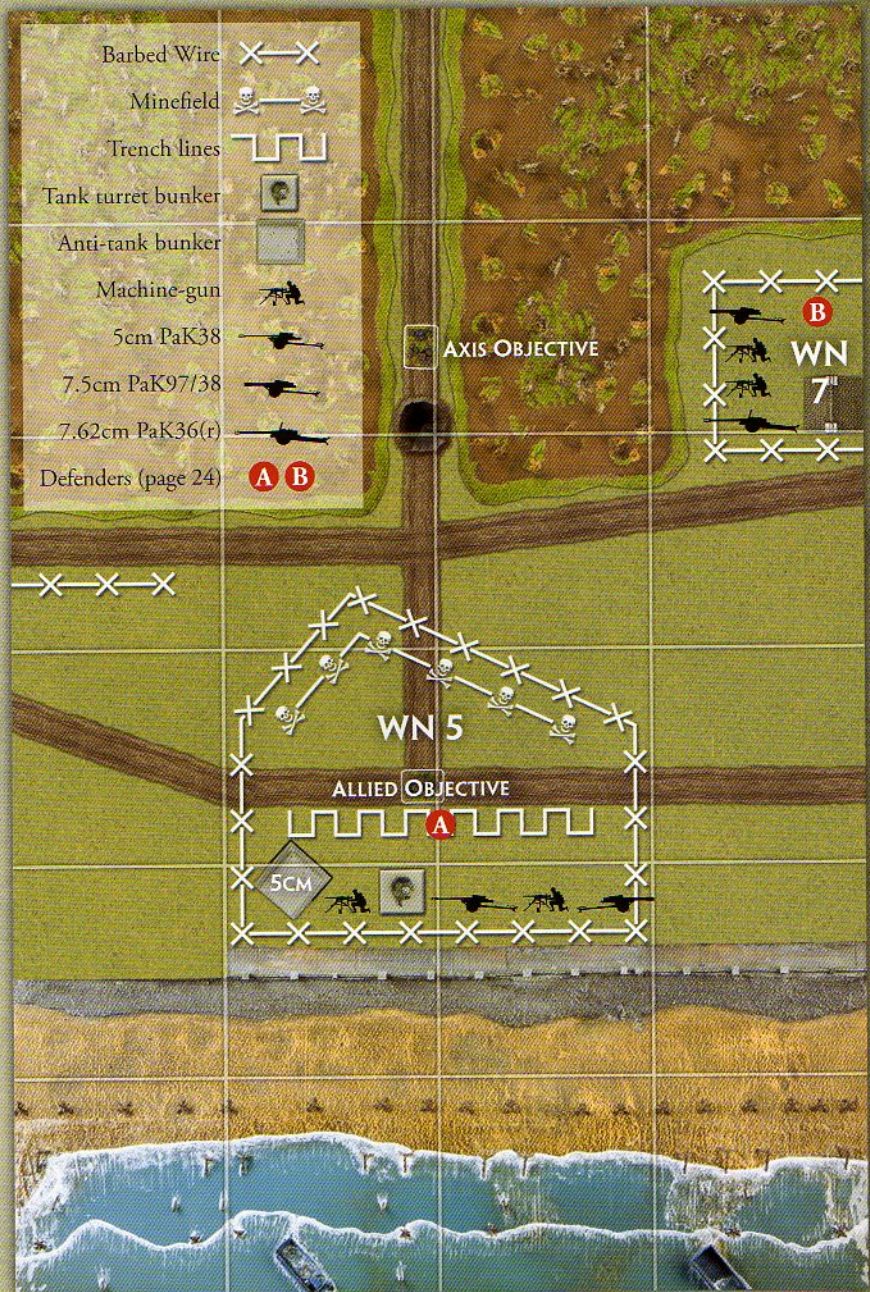
BEACH DEFENCES

The defences of Strongpoint 5 (*Wiederstandnest 5* or *WN 5* in German) are much weaker than those further along the beach at Strongpoint 9. A type H667 casemate housing a 5cm KwK gun is positioned to enfilade the beach. At the front centre of the strongpoint is an old Renault FT-17 tank turret mounted on a concrete bunker. Two MG42 heavy machine-guns in gun pits facing the sea sit alongside an old French 47mm anti-tank gun (treated as a 5cm Pak38) and a 75mm field gun (treated as a 7.5cm PaK97/38). Communication trenches span the defences. The resistance nest is ringed with barbed wire, and a minefield guards the rear of the position.

EXIT 2

Inland from WN 5 is the entrance to Exit 2, a causeway across the marshes. This is guarded by WN 7, a resistance nest set up around the little hamlet of La Madeleine. At the southeastern end of the hamlet covering the causeway, the Germans have mounted a pair of MG42 heavy machine guns, another 75mm field gun, and a Russian 7.62cm PaK36(r). Barbed wire guards the perimeter of the resistance nest. The building shown is the chapel of La Madeleine.

A huge crater blocks the causeway. This, like the marshes surrounding it, is rated as Very Difficult Going in *Flames Of War*. It is impossible to entrench in the marshes.



US 4TH INFANTRY DIVISION



CHARLIE COMPANY, 1/8TH RCT

Company HQ
 1st Rifle Platoon
 2nd Rifle Platoon
 3rd Rifle Platoon
 Weapons Platoon
 3rd Platoon, Dog Company
 1st Platoon, Baker Company,
 237th Engineer Combat Battalion
 2nd Platoon, Able Company,
 65th Armoured Field Artillery Battalion
 1st Platoon, Able Company, 70th Tank Battalion
 395th 'Panzer Dusters' Fighter Squadron, USAAF

RIFLE COMPANY (CONFIDENT TRAINED)

Company HQ (with two Bazooka teams)
 Rifle Platoon (at full strength)
 Rifle Platoon (at full strength)
 Rifle Platoon (at full strength)
 Weapons Platoon (with one Machine-gun Section)
 Mortar Platoon (with three Mortar Sections)
 Engineer Combat Platoon (with two Operating Squads
 with M4 Sherman Dozer tank)
 Armoured Field Artillery Battery (with one Gun Section)
 Tank Platoon (with five Sherman DD tanks)
 Priority Air Support – P47 Thunderbolt

The first wave ashore on Utah Beach consisted of troops from the 8th Regimental Combat Team (RCT) of the US 4th 'Ivy' Infantry Division. During the run in to the beach artillery support was provided by M7 Priest HMC self-propelled guns of 65th Armoured Field Artillery Battalion firing from their landing craft. As the infantry landed, the amphibious Sherman DD tanks of the 70th Tank Battalion came ashore to give immediate tank support.

GERMAN 709. INFANTERIEDIVISION



3./919. GRENADIERREGIMENT

2. Grenadierzug, 3./919 GR
 1. Maschinengewehrzug 4./919 GR
 3. Panzerjägerzug 919 GR

ALARMEINHEITEN

Kompaniegruppe
 1. Grenadierzug, 3./919 GR
 3. Grenadierzug, 3./919 GR
 1. Pionierzug, 919 GR
 2. Granatwerferzug, 4./919 GR

GRENADIERKOMPANIE (CONFIDENT TRAINED)

Grenadier Platoon (at full strength, at **A**)
 Machine-gun Platoon (with two HMG teams, one
 5cm PaK38 and one 7.5cm PaK97/38 attached, at **A**)
 Light Anti-tank Gun Platoon (with one 7.5cm PaK97/38 and
 one 7.62cm PaK36(r), two HMG teams attached, at **B**)

RESERVES

Company HQ (attached to 1. Grenadierzug)
 Grenadier Platoon (at full strength)
 Grenadier Platoon (at full strength)
 Pioneer Platoon (at full strength)
 Mortar Platoon (with three Mortar Sections)

The German defenders were from *III. Bataillon, 919. Grenadierregiment of 709. Infanteriedivision*. A platoon of infantry held the WN 5 resistance nest. They were supported by anti-tank guns in a wide variety of calibres positioned in WN 5 and further back at WN 7 guarding the entrance to the causeway. A few platoons of grenadiers and pioneers supported by mortars, formed the local counterattack reserve.

WHAT IF BATTLES

While the forces shown above represent the forces that actually landed on Utah Beach and those that opposed them, you can also play the scenario with different forces to see how the battle would have turned out if the commanders had committed different forces to the battle.

An Allied force attacking at Utah Beach should consist of 1750 points based on an Infantry Company.

An Axis force should consist of 1000 points based on an Infantry Company. Any tank or self-propelled gun platoons should be the last to appear from reserve.

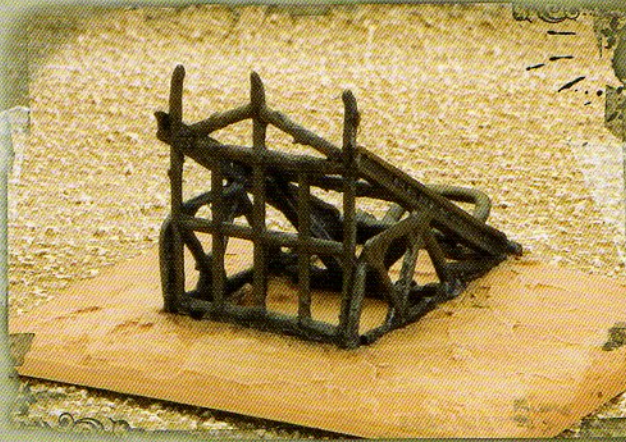
WEAPONS OF D-DAY: OBSTACLES



CZECH HEDGEHOG (TSCHENCHENIGEL)

In preparation for the inevitable invasion, Rommel insisted that obstacles that had previously fortified the borders of countries now conquered by Hitler's Germany, be collected and sent to the Atlantic coast.

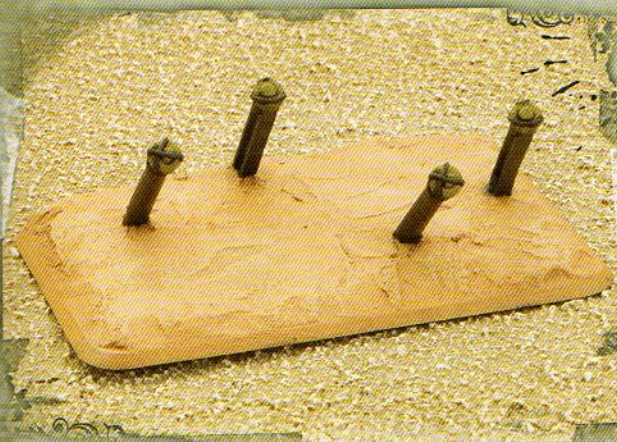
From Czechoslovakia came the Hedgehog, a contraption made from three 6'/1.8m angle-iron girders welded together in a double pyramid. On the beaches they are often embedded in concrete for greater strength and stability. Almost 16,000 *Tschechenigel* (Czech Hedgehogs) were emplaced along the Normandy coastline.



'ELEMENT C' - BELGIAN GATE

'Element C', as it is called by the Allies, is a large steel framed structure resembling a gate. They were originally designed by Colonel Leon de Cointet in 1933 for the French Maginot Line, but were used instead by the Belgians.

A Belgian Gate is 6'6"/2m high and 9'/2.75m wide, the whole unit weighing 1.5 tons. They were placed below the high water line to damage landing craft or used further up the beach to block exits or roads.



STAKES (HOCHPFAHLEN)

The most common beach obstacle encountered by the Allies on D-Day was the *Hochpfahlen*, 10"/25cm or larger diameter wooden stakes planted along the beaches below the high-tide mark. Well over 15,000 stakes were deployed as part of the Atlantic Wall. Initially pile drivers were used to place the stakes, but this process took 45 minutes for each stake. Later, high-pressure water hoses were used, taking just three minutes to complete the job.

In February 1944, using landing craft captured in the Dieppe raid, the Germans found that the stakes could simply be ploughed through. They quickly added Teller mines and *Stahlmesser*, jagged metal saw teeth, to increase their effectiveness.



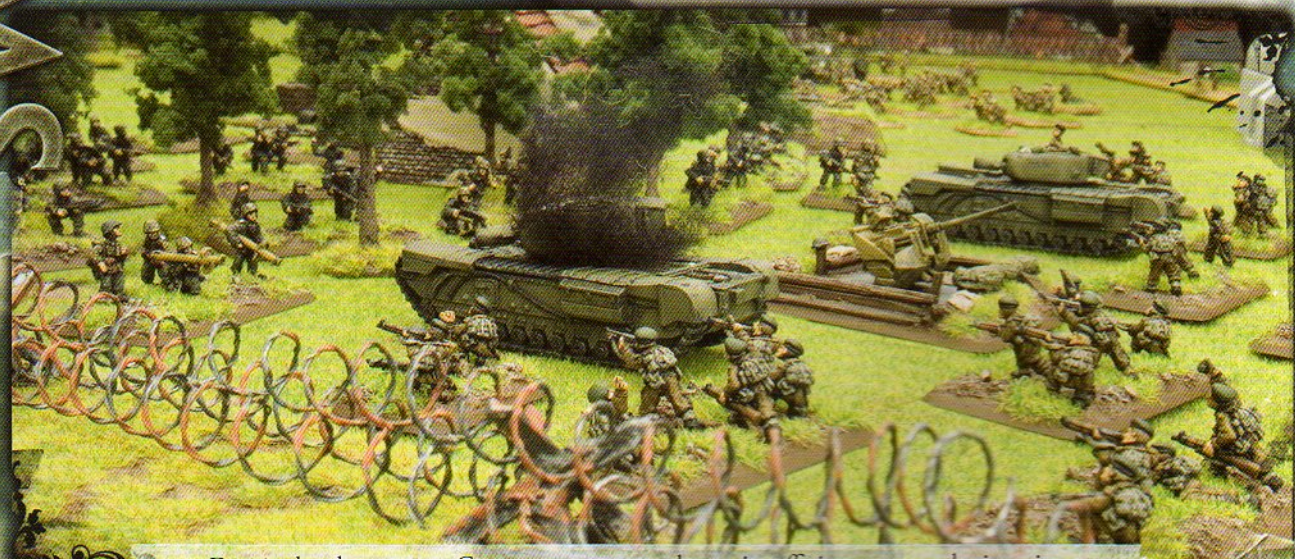
RAMP (HEMMBALK)

Almost 5,000 ramps faced the Allied invasion fleet. Known to the Germans as *Hemmbalk* (beam obstructions), they were developed to destroy or deter the attacking craft. The log ramps sloped up towards the beach, not out to sea, resting on a 10'/3m high triangle of two more logs.

Approaching landing craft would ride up the ramp to hit a Teller mine or *Stahlmesser*, steel teeth, mounted on the ramp, ripping the bottom out of the craft as it slipped off the side of the ramp and capsized. Unfortunately for this plan, the Teller mines often failed from spending too much time covered in sea water. There was no immediate alternative though, and the motto in Rommel's Headquarters was 'better to do something imperfect than nothing at all'.



AVRE assault engineer tanks support Commandos fighting their way off the beach.



Despite local successes, German counterattacks are insufficient to stop the invasion.



Sherman Crab flail tanks beat gaps in minefields, clearing the way for assault troops.



British troops quickly overrun the German defences in depth.

HOBART'S FUNNIES



79TH ARMoured DIVISION

After the failure of the Dieppe landings in 1942, the British Army developed a range of assault engineering vehicles to help them get ashore and stay there. Major General 'Hobo' Hobart (one of the British Army's experts on tank warfare between the wars) raised the 79th Armoured Division to develop and use these devices. By D-Day the division had created a full menagerie of specialised assault engineering vehicles known as Hobart's Funnies.

The Division had three brigades, one of assault engineers, one of mine-clearing flails, and one of the experimental, but never used CDL searchlight tanks. The 1st Assault Brigade, Royal Engineers contained three assault regiments, 5th, 6th, and 42nd, equipped with the AVRE engineering tank. 30th Armoured Brigade had three flail regiments, 22nd Dragoons, 2nd Lothians and Border Horse Yeomanry, and 2nd County of London Yeomanry (Westminster Dragoons), equipped with the Sherman Crab flail tank. Elements of both of these brigades landed on D-Day and continued to operate wherever they were needed for the remainder of the campaign in Normandy.



AVRE - ARMoured VEHICLE, ROYAL ENGINEERS

The AVRE (Armoured Vehicle Royal Engineers, plural AVsRE) is a Churchill infantry tank modified for engineering work. The main gun has been replaced with a Petard spigot mortar firing a 40-pound (18 kg) demolition charge. These 'Flying Dustbins' are capable of destroying any fortification at up to 80 metres range. In addition each AVRE carries

a demolition expert and 26 demolition charges for use by the crew of fully-trained assault engineers. The vehicle itself is fitted for assault engineering tasks as well, being able to carry fascines to fill ditches, bridges for larger obstacles, and a variety of other specialist equipment.

AVRE SPECIAL RULES

PIONEERS

The crew of an AVRE are fully-trained assault engineers. They can dismount and conduct engineering tasks such as mine clearing on foot if necessary.

At the start of the turn you may elect to operate an AVRE crew dismounted. If you do this, the AVRE cannot move, shoot, or

assault, but can undertake engineering tasks (see pages 212 to 214 of the Flames Of War rulebook) as if it was an infantry Pioneer team. Until the start of its next turn, the enemy may elect to count the AVRE as an Infantry team for any Saves it must make from shooting or assaults. Place a spare pioneer or rifle team beside the AVRE as a marker to indicate that it is operating dismounted.

FASCINE AND SBG BRIDGE

AVsRE are often fitted to carry fascines or SBG bridges. The fascine, a bundle of saplings used to fill a ditch, is carried on a frame on the front of the tank. When the tank reaches the ditch, it drops the fascine, and then resumes its demolition duties.

The SBG (Small Box Girder) bridge is a standard British light bridge 34' (10 metres) long. An SBG bridge is carried on the front of the tank and lowered across streams and ditches or against seawalls and embankments to create a crossing.

At the start of the game after fortifications (if any) are placed, but before deployment, you may elect to mount a fascine or SBG bridge on any or all of your AVsRE. An AVRE that has a fascine or SBG bridge mounted cannot shoot. In addition, an AVRE that has an SBG bridge mounted is Overloaded rather than Wide-tracked.

Fascines and SBG bridges are Assault Bridges (see page 215 of the Flames Of War rulebook). Fascines may only be used to bridge ditches and craters. SBG bridges can be used to bridge these as well as streams and other gaps and to create a ramp for crossing an anti-tank wall, a sea wall, or a bank up to 1½"/4cm high.

An AVRE may abandon its fascine or SBG bridge instead of shooting. Remove the fascine or bridge from play.

DEMOLITION MORTAR

The AVRE is equipped with a Petard spigot mortar. This unusual weapon fires a 290mm bomb popularly known as a 'Flying Dustbin'. Unusually, the breech opens outside the tank above the assistant driver's hatch. They slide the hatch back and load the weapon as it sits above them

TOP ARMOUR

The Petard is a weapon that relies entirely on explosive effect. If the Petard ever fired at a tank, its armour would be almost irrelevant. The blast is likely to blow off tracks and cause other damage without penetrating the armour.

Any Armoured vehicle hit by a Petard mortar uses its Top armour rating for its Armour Saves.

ANTI-TANK OBSTACLES

In addition, the Petard mortar on an AVRE can demolish just about any form of anti-tank barrier.

Instead of shooting, an AVRE may gap anti-tank walls and dragon's teeth. These are both forms of Anti-tank Obstacle (see page 214 of the Flames Of War rulebook).

The AVRE must start the turn within 4"/10cm and Line of Sight of the obstacle. In the Shooting Step the AVRE fires at the obstacle. Roll a Skill Test.

- If the test is successful, the Anti-tank Obstacle is removed and the area becomes Difficult Going.*
- Otherwise, the obstacle remains intact.*

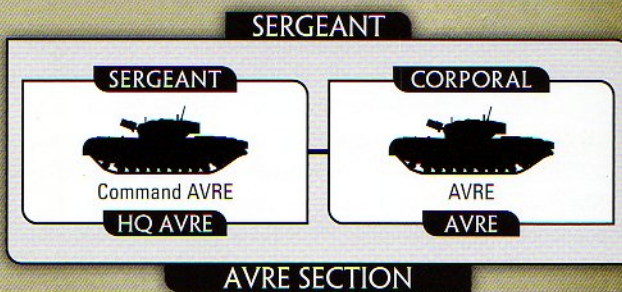
0 TO 2 AVRE SECTIONS

PLATOON

AVRE Sections are unusual in that you do not pay points for them. Instead, if you field a British Rifle Company or a Commando Troop and are attacking, you may swap up to two Carrier Patrols for an AVRE Section each before deployment. These now count as Support platoons additional to the normal allocation.

AVsRE are formed into platoons of six tanks, with one platoon being allocated to each assault battalion for use as needed. The platoons typically operate as individual sections of two tanks with each section assigned to a specific task as part of the plan to breach the enemy defences.

The AVRE has two quite distinct roles depending on the nature of the defences. When facing bunkers and pillboxes, some of the AVsRE are normally detailed to knock them



AVRE Sections may not launch assaults.

out with their Petard demolition mortars. When faced with anti-tank ditches, or even steep-sided streams, one or more AVsRE will be equipped with a Fascine to fill it or a bridge to span it.

No matter what the situation, when facing a prepared defensive position an AVRE or two is always worthwhile.

ARSENAL

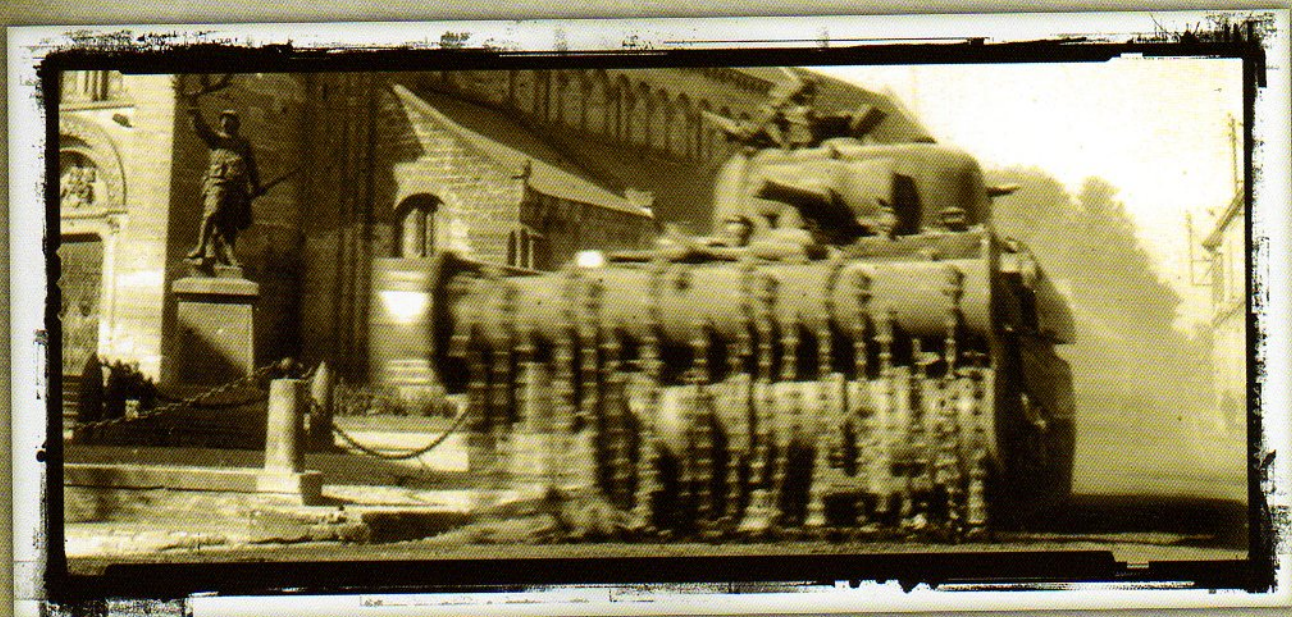
Name	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Notes
AVRE	Fully-tracked	8	7	2	Co-ax MG, AVRE, Protected ammo, Slow tank, Wide-tracked.
Petard mortar	4"/10cm	1	5	1+	Bunker buster, Demolition mortar, Slow Traverse.

SHERMAN CRAB FLAIL TANK

The other unique piece of specialist equipment that the 79th Armoured Division fields is the Sherman Crab flail tank. Its rotating flail detonates mines as the vehicle passes through a minefield, clearing a path for following vehicles. While perfect in theory, not every mine was destroyed and numerous flail tanks were lost in the process. Despite this, they remained the most effective way of clearing minefields under fire.

MINE FLAIL SPECIAL RULES

The rules for Mine Flails are on page 215 of the *Flames Of War* rulebook.



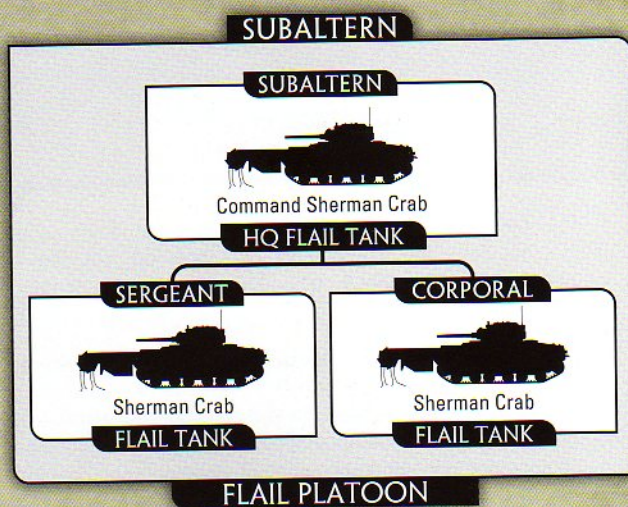
0 TO 1 FLAIL PLATOON

PLATOON

Flail Platoons are unusual in that you do not pay points for them. Instead, if you field a British Rifle Company or a Commando Troop and are attacking, you may swap up to one Armoured Platoon or Tank Platoon for a Flail Platoon before deployment. These now count as Support platoons additional to the normal allocation.

The Germans use mines prolifically, laying them in front of every defensive position. This makes the Sherman Crab flail tank essential as the other half of every breaching team alongside the AVRE. Almost every attack had a platoon of flail tanks standing by in case minefields were encountered.

Historically, each flail platoon had five tanks. This allowed them to flail two gaps through a minefield since each gap required two flails operating in echelon to clear a wide enough path to safely cross. The fifth flail tank was the reserve to replace the inevitable mine casualty amongst the gapping teams.



Sherman Crab flail tanks may not launch assaults.

In *Flames Of War* we operate each flail platoon with only one gapping team as this is sufficient to gap minefields at the company level.

ARSENAL

Name	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Notes
Sherman Crab M3 75mm gun	Fully-tracked 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Overloaded, Mine flail. Smoke.

THE BATTLE FOR SWORD BEACH

Will the British 'Funnies' give the men of Yorkshire the edge they need to overcome the tough German fortifications?



Sword Beach was on the eastern flank of the D-Day landings just west of the Orne River. The British 3rd Division, General Montgomery's own division in the Battle of France in 1940, was assigned the task of landing on Sword Beach and fighting its way inland to link up with the airborne operations across the Orne River and, if possible, capture Caen.

An off-shore reef limited the assault to a single brigade frontage at *La Brèche*, 'the Breach'. The divisional commander, Major-General Tom Rennie, selected 8 Brigade as his assault force with Lieutenant-Colonel C F Hutchinson's 2nd Battalion, The East Yorkshire Regiment landing on Queen Red (as the eastern sector was called). The 1st Battalion, The South Lancashire Regiment was to land on Queen White to the west. The reserve battalion landing behind them as the second wave was the 1st Battalion, The Suffolk Regiment.

The brigade was well supported with specialised assault armour from the 79th Armoured Division and the DD swimming tanks of 27th Armoured Brigade. The 1st Special Service Brigade of four Commandos landed in the following waves to capture the strong points either side of the landing area and push inland to the Orne bridges to link with the paratroops that had captured them during the night.

Facing the landings was *Generalleutnant* Wilhelm Richter's 716. *Infanteriedivision*. Although the division has been in Normandy for more than two years, its troops have spent most of their time labouring on fortifications and little time on combat training. Sword Beach fell in the sector of 736. *Grenadierregiment*, in particular *Hauptmann* Heinrich Kuhtz's 10th Company.

The defenders were well dug in and well supported with machine-guns, mortars and artillery (every gun in the division was sited to fire on the beaches), but would need immediate reinforcement to prevent the enemy getting ashore. Unfortunately, the division lacked any form of motorised reserve. Worse, the closest reserve to hand was 642. *Ost Bataillon*, a battalion of Russian 'volunteers' recruited from the prisoner of war camps.

The nearest armoured troops were 21. *Panzerdivision* south of Caen. This division was fairly well equipped and trained,

but could not be expected to reach the beach in strength until late in the afternoon.

Whatever the outcome, Sword Beach was looking to be a hard fight and the troops knew it. Major 'Banger' King commanding A Company of the East Yorks, like Wolfe at Quebec, read to his men as the landing craft approached the beach. Shakespeare's stirring speech from King Henry V echoed in their ears as they stormed ashore.

*'On, on, you noblest English!
Whose blood is fet from fathers of war-proof,
Fathers that, like so many Alexanders,
Have in these parts from morn till even fought,
And sheath'd their swords for lack of argument: ...
I see you stand like greyhounds in the slips,
Straining upon the start. The game's afoot:
Follow your spirit, and upon this charge
Cry 'God for Harry, England, and Saint George!'*

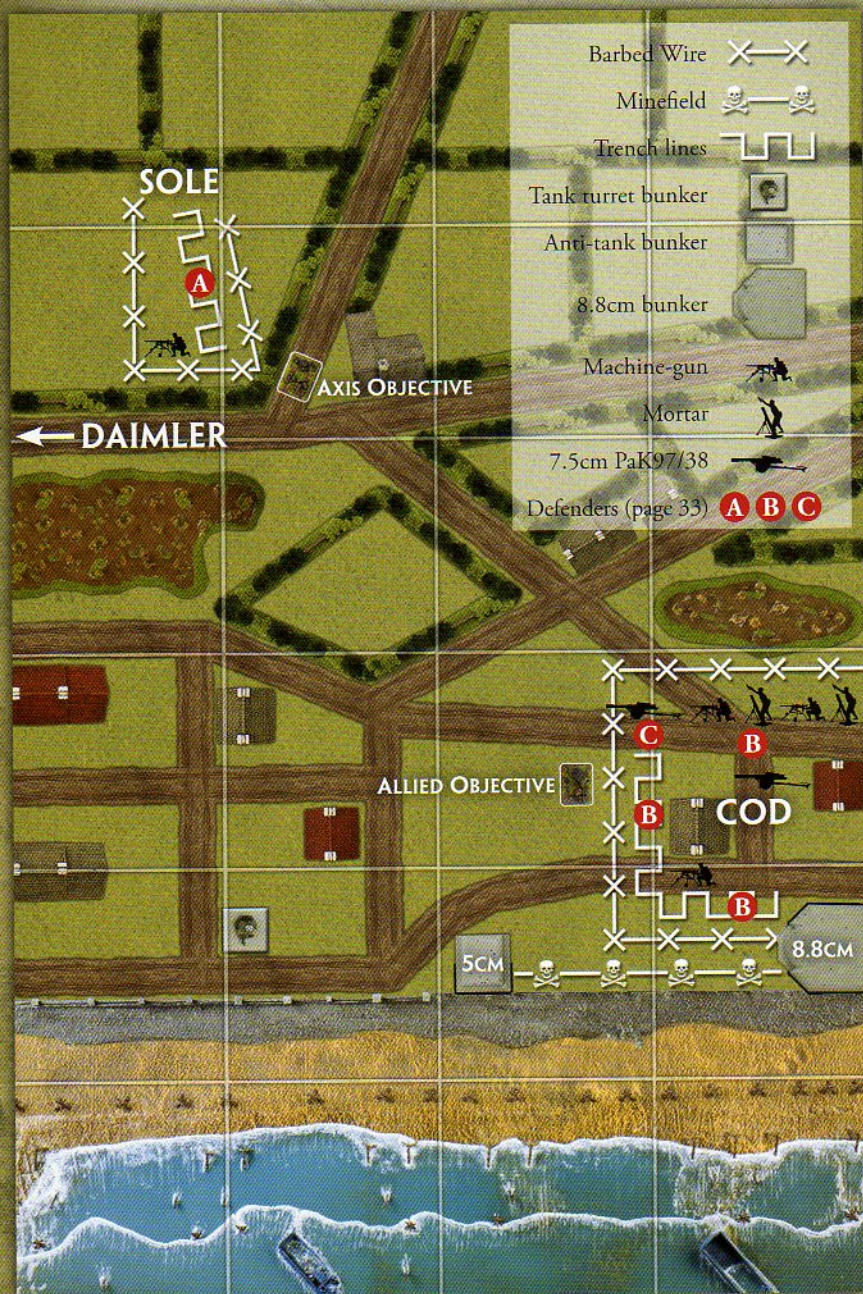
REFIGHTING QUEEN RED

The battle for Queen Red Beach was a dramatic example of courage under fire and the value of specialised assault armour in amphibious assaults. The Hit the Beach mission on page 16 is ideally suited to refighting this battle in miniature.

Although the assault was made by a full battalion of infantry, it is easiest to scale the battle down to a company-sized action with each platoon in the game standing in for a full company in the historical battle. Obviously the battlefield has to be scaled down to match as well.

The following two pages give a table layout covering all of the important features of Queen Red Beach and strongpoints Cod and Sole (Dunster remains off the table to the east of Sole) and a list of the forces from 3rd Division and 716. *Infanteriedivision* that were engaged in the fighting there.

QUEEN RED, 6 JUNE 1944



STRONGPOINT COD

The defences of Strongpoint Cod (known as *Widerstandnest 20* or *WN 20* to the Germans) are formidable. Only the eastern part of Strongpoint Cod is shown as the rest faces Queen White beach where the 1st Battalion, The South Lancashire Regiment is landing.

The anchor of Strongpoint Cod is an 8.8cm PaK bunker sited to fire along the beach. This is supported by a 5cm KwK bunker sited to fire along the beach to each side and inland, but completely protected from attacks coming directly off the beach by an impenetrable wall that covers its beach frontage. East of this the sea wall is covered by a Tank Turret bunker mounting an old Renault R-35 turret.

Cod is protected by mines, barbed wire and trenches making it almost impervious to frontal assault.

Further inland beyond the flooded marshes, Strongpoint Sole (*WN 14*) is the company HQ position. This strongpoint is mainly a command centre and has little in the way of defences aside from barbed wire.

Strongpoint Daimler (*WN 12*) houses four artillery pieces in formidable emplacements sited to fire out to sea and also cover the landing beaches at Sword Beach. Daimler is positioned off the table just east of Sole, but can fire anywhere on the table.



BRITISH 3RD DIVISION



2ND BN, EAST YORKSHIRE REGT, 8TH BDE

Battalion HQ

A Company

B Company

C Company

D Company

6th (Pioneer) Platoon

A Company, 2nd Bn, The Middlesex Regt

45th Battery, 20th Anti-tank Regt, RA

76th (Highland) Field Regt, RA

B Squadron 13/18th Hussars

77th Assault Squadron, RE

A Squadron, 22nd Dragoons

2 Troop, 4 Commando

RIFLE COMPANY (CONFIDENT TRAINED)

Company HQ

Rifle Platoon (at full strength)

Rifle Platoon (at full strength)

Rifle Platoon (at full strength)

Rifle Platoon (at full strength)

Pioneer Platoon (at full strength)

MMG Platoon (at full strength with carriers)

Anti-tank platoon (SP), RA (with four M10 SP guns)

Field Battery, RA (with one Gun Troop of Priest SP guns)

Armoured Platoon (with three Sherman DD tanks)

Two AVRE Sections (each with two AVRE tanks)

Flail Platoon (with three Sherman Crab flail tanks)

Commando Platoon (with Light Mortar, PIAT, and two SMG teams) *This platoon must not be in the first wave.*

The first wave ashore on Queen Red Beach was made up of soldiers from the 2nd Battalion, The East Yorkshire Regiment with armoured support from 13/18th Hussars, 22nd Dragoons, and 77th Assault Squadron. Following waves came from the 1st Battalion, The Suffolk Regiment supported by the machine-gunners of the 2nd Battalion, The Middlesex Regiment.

GERMAN 716. INFANTERIEDIVISION



III/736. GRENADIERREGIMENT

Bataillongruppe (Strongpoint Sole)

Granatwerferzug (Strongpoint Cod)

10. Kompanie (Strongpoint Cod)

12. Kompanie (Strongpoints Cod and Sole)

736. Panzerjägerzug (Strongpoint Cod)

4/1716. Artillerieregiment (Strongpoint Daimler)

ALARMHEITEN

4. Kompanie, 736. Grenadierregiment

3/642. Ost Bataillon

736. Sturmzug

3. Kompanie, 22. Panzerregiment, 21. Panzerdivision

GRENADIERKOMPANIE (CONFIDENT TRAINED)

Company HQ (with one HMG team attached, at **A**)

Mortar Section (attached to Grenadier Platoon, at **B**)

Grenadier Platoon (at full strength, at **B**)

Machine-gun Platoon (with three HMG teams, attached to Grenadier platoon at **B**)

Anti-tank Gun Platoon (two 7.5cm PaK97/38 guns, at **C**)

Artillery Battery (off table, Observer teams at **A** & **B**)

RESERVES

Grenadier Platoon (at full strength)

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

Scout Platoon (one Squad with Rifles and Panzerknacker SMG)

Panzer Platoon (four Panzer IV tanks rated Confident Veteran)

The Panzer Platoon must be the last reserve platoon to arrive.

The German defenders were from III. Bataillon, 736. Grenadierregiment of 716. Infanteriedivision. All of the division's guns were deployed well forward where they could fire on the defenders as they landed. The immediately available reserves were mainly unsupported infantry, although the tanks of 21. Panzerdivision arrived towards the end of the day.

WHAT IF BATTLES

While the forces shown above represent the forces that actually landed on Queen Red Beach and those that opposed them, you can also play the scenario with different forces to see how the battle would have turned out if the commanders had committed different forces to the battle.

An Allied force attacking at Queen Red Beach should consist of 2100 points based on an Infantry Company.

An Axis force should consist of 1200 points based on an Infantry Company. Any tank or self-propelled gun platoons should be the last to appear from reserve.

THE NORMANDY CAMPAIGN

THE BEACHHEAD

Dawn of 7 June, 1944, found the Allies ashore, but their foothold on the Normandy coast was precarious. The German defenders continued Rommel's strategy of forward defence, holding the Allies to their landing areas as much as possible while massing forces for the counterattack that would throw the Allies into the sea. The Normandy *Bocage*—narrow lanes, high impenetrable hedges and small fields—proved excellent defensive terrain. The *Bocage* dominated the invasion area to a depth of up to 50 miles, except on both flanks.

The Allies pressed on, capturing the town of Bayeux and linking all of the beachheads, save that of VII Corps at Utah. Of the 156,000 men landed by sea and air on D-Day itself, approximately 10,000 had become casualties, heavy, but far lower than was expected. New divisions would land every day for the next few weeks as the Allies attempted to build their forces faster than the Germans could contain them.

However, German forces, despite being hampered by continuous Allied air attacks and partisan activity, rushed to seal off the invasion beaches. 12. *'Hitlerjugend' SS-Panzerdivision* (12th 'Hitler Youth' Armoured Division) joined 21. *Panzerdivision* in an attempt to restart its D-Day counterattack, but heavy pressure from the British 3rd Division and the Canadian 3rd Division forced them onto the defensive. Nonetheless, their combined strength frustrated all efforts to take Caen. The arrival of *Panzer Lehr Division* (the Armoured Demonstration Division made up of troops used to develop and demonstrate new tactics) at the front completed 1 SS-*Panzerkorps* (1 SS Armoured Corps), but still failed to create enough strength to break through to the beachhead as the British 50th Division fought them to a standstill and forced them on to the defensive as well.

On the American right flank, 709. *Infanteriedivision* (709th Infantry Division) and 91. *Luftlandedivision* (an army division lightly-equipped for rapid movement by air) continued their battle against the 4th 'Ivy' and 90th 'Tough Ombres' Divisions in the Utah beachhead. Once the location of the landings was clear, 243. *Infanteriedivision* moved across from the other side of the Cotentin Peninsula to join them. The veteran 6. *Fallschirmjägerregiment* (6th Parachute Regiment) under *Oberst* Von der Heydte sealed off the base of the peninsula, continuing its battle with the American 82nd 'All American' and 101st 'Screaming Eagles' Airborne Divisions.

CARENTAN

Carentan, between the Utah and Omaha beachheads, was, for the moment, the pivotal point in the US sector. While the Germans held it, the beachheads remained separated and could be dealt with one at a time. Rommel ordered II *Fallschirmkorps* (II Parachute Corps) to Carentan with the mobile elements of its 3. *Fallschirmjägerdivision* (3rd Parachute Division). There it was joined by 17. *'Götz von Berlichingen' SS-Panzergranadierdivision* (17th SS Motorised Infantry Division) and the remnants of 352. *Infanteriedivision* retreating from Omaha Beach.

The German High Command had committed all of its mobile reserves, but far from pushing the Allies back into the sea, they were barely containing them. Carentan fell at dawn on 12 June, after a night long assault by the 101st Airborne Division supported by naval gunfire and artillery. They held it against counterattacks by 17. *SS-Panzergranadierdivision*, enabling the Americans to link up the Omaha and Utah beachheads. Hitler, meanwhile, issued an order forbidding any withdrawal. The initiative was firmly in Allied hands.

Even while the fight to link the beachheads was being fought, the push for St. Lô was under way. The US V Corps with the 1st 'Big Red One', 2nd 'Indian Head' and 29th 'Blue and Grey' Divisions headed inland from Omaha making good progress as the Germans withdrew to better defensive lines. By 13 June, the defenders, although stretched almost to breaking had halted the Americans short of St. Lô on the Elle River. Their tenacious defence and the difficult bocage terrain had frustrated all efforts at a breakthrough.

OPERATION PERCH—VILLERS BOCAGE

The British 7th Armoured Division, the famed 'Desert Rats', landed their first elements on D-Day. After days of hard fighting, they discovered a widening gap developing between the *Panzer Lehr Division* facing them and the 352. *Infanteriedivision* in the US sector on 12 June. The next day an almost unopposed advance through the gap put the lead elements of the 7th Armoured Division into Villers Bocage.

Bold action by a handful of Tiger tanks from 101. *SS-schwere Panzerabteilung* (101st SS Heavy Tank Battalion) led by *Obersturmführer* Wittmann, a celebrated Tiger Ace, destroyed the leading companies. With the arrival of 2. *Panzerdivision* and counterattacks by *Panzer Lehr*, German pressure forced the isolated 7th Armoured Division to withdraw. After days of continuous heavy German attacks, the Desert Rats returned to British lines on 17 June, its breakthrough pinched out.

CUTTING THE COTENTIN

The US 4th Division's thrust northwards to Cherbourg was proceeding slowly, so on 9 June Bradley changed strategy. Instead of going north, US VII Corps under 'Lightning Joe' Collins would drive hard across the Cotentin Peninsula cutting Cherbourg off from reinforcement. The US 9th 'Old Reliable' Division reached Barneville on the west coast on 17 June, cutting off the remains of 77, 243, and 709. *Infanteriedivisionen* in the Cotentin Peninsula.

HEDGEROW HELL

On 14 June the First US Army reorganised. A new VIII Corps faced south at the base of the Cotentin Peninsula and the new XIX Corps took over the centre while V Corps remained on the eastern flank adjacent to the British sector. All three corps renewed the thrust southwards on 16 June, but by 20 June their attacks had again been contained after an advance of several miles.

The hedgerows of the *Bocage* were proving incredibly strong defensive terrain. To make matters worse, the badly weakened 352. *Infanteriedivision* was reinforced by battlegroups from two more infantry divisions allowing it to continue holding the line, even if only just.

THE GREAT STORM

By 17 June, the Allies had landed 557,000 troops, 81,000 vehicles and 183,000 tons of supplies. They were winning the race to build up their forces faster than the Germans could reinforce theirs. In this they were helped by FUSAG, the fictitious First US Army Group under General Patton. Allied deception measures kept the Germans expecting FUSAG to launch the 'real' invasion in the Pas de Calais, forcing them to hold their reserves back to oppose it. Meanwhile, the German divisions actually committed in Normandy were paying dearly in the attritional battles, exposed to air attack and naval gunfire as they were.

However all was not well. The Overlord plan called for Caen and Cherbourg to be taken by June 23 and St. Lô soon after. So far none of these had yet been taken. Unless the Allies could make faster progress, there was a danger that the Germans could bring in more divisions, sealing the beachhead off, and causing a prolonged stalemate. To make matters worse, the Allied buildup was hindered by a great storm that lashed the invasion beaches from 18 to 21 June. The storm severely damaged the two floating 'Mulberry Harbours' the Allies had built on the landing beaches, disrupting the landing of additional divisions and the stockpiling of supplies, as well as grounding air support.

CHERBOURG

The last week of June saw renewed efforts by both Allied armies to capture Cherbourg, St. Lô and Caen. On the western flank the US VII Corps turned to fight its way up the Cotentin Peninsula toward Cherbourg, finally taking the port on 27 June after a week-long battle amongst the ruins of the city. Unfortunately the combination of German demolitions and the battle thoroughly destroyed the port. It was not until the end of September that it reached its full capacity supplying the Allied advance.

OPERATION EPSOM—HILL 112

While Bradley's US First Army besieged Cherbourg, Dempsey's British Second Army made another determined attempt on Caen in what would be the third biggest tank battle of the war, Operation Epsom. On 26 June, the British VIII Corps attacked 12. *'Hitlerjugend'* SS-Panzerdivision in the cornfields west of Caen. The plan was to cross the river Odon and capture Hill 112 before swinging eastwards across the Orne and isolating Caen. Subsidiary attacks by I and XXX Corps a day earlier secured the flanks of the operation.

Pounded by a preparatory bombardment from over 700 guns, the young grenadiers of *Hitlerjugend* fought grimly for every village. Despite counterattacks by *Panzer Lehr*, 2. and 21. *Panzerdivisionen*, and the newly-arrived 1. *LSSAH* SS-Panzerdivision, the 11th Armoured Division reached the northern slopes of Hill 112 late on 28 June. The next day heavy counterattacks by II SS-Panzerkorps, two more SS armoured divisions transferred from Hungary, threatened the flanks of the operation. Faced with elements of seven armoured divisions, VIII Corps pulled the 11th Armoured Division off Hill 112 on 1 July, ending Operation Epsom.

While failing to take Caen, Epsom did keep the German command focused on their vulnerable right flank. Good tank country beyond Caen meant that any breakthrough here would be catastrophic, so all available armoured forces were committed to the battles around Caen. With little left to reinforce the American sector, they could only hold on and hope on their left flank, trusting the *Bocage* to contain the US First Army.

GENERAL OFFENSIVE

With Cherbourg taken and Epsom occupying the German reserves, the US First Army turned south to secure St. Lô and prepare for the breakout. The US XIX Corps renewed its offensive on 29 June with an attack on Villiers Fossard by 3rd Armored Division followed by 29th and 30th Divisions pushing towards St. Lô. On 3 July, the US VIII Corps renewed its drive southwards down the western coast of the Cotentin Peninsula towards Coutances, followed the next day by VII Corps now inserted between the VII and XIX





Corps. Progress through the *Bocage* was still frustratingly slow, and casualties heavy throughout the first week of July.

The Germans reacted to the US advance by replacing *Panzer Lehr*, weakened by a month of combat on the British front, with 275. *Infanteriedivision*. Thus freed up, *Panzer Lehr* shifted eastwards to join the newly arrived 2. 'Das Reich' *SS-Panzerdivision*. On 11 July both divisions attacked west of the Vire River towards Carentan. After their initial surprise, the Americans reacted quickly and halted the German counterattack, before renewing their own attacks.

OPERATIONS CHARNWOOD & JUPITER

With all attempts to outflank Caen stymied, the British Second Army launched another effort to take Caen, Operation Charnwood, on 8 July following a massive raid by RAF Bomber Command. The strike caused huge damage to the city and its inhabitants, but the resistance encountered from 12. *SS-Panzerdivision* showed the defenders were unbroken. The 3rd Canadian Division of the British I Corps wiped out the defending regiment of 16. *Felddivision (L)* (16th Air Force Field Division) and took all of Caen north of the river Orne, but could go no further against the ubiquitous *Hitlerjugend*.

On 10 July, the British VIII Corps launched Operation Jupiter, which retook the northern slopes of Hill 112 at great cost, but the southern slopes remained in German hands.

ST. LÔ

With such slow progress by both the US and British armies, and a casualty rate that was quickly exhausting their reserves of trained manpower, the threat of a stalemate was looming. Politicians and the Press were demanding a breakthrough. To break the stalemate, major operations were planned for mid-July for the US and British armies. Before they could launch their part of the operation, the Americans had to capture St. Lô, an objective which had eluded them for over a month.

On 11 July the US V Corps launched 2nd Division, supported by 200 guns, at Hill 192 overlooking St. Lô. Bad weather stopped the planned air support, but new tactics for fighting in the *Bocage* allowed the Division to push 3. *Fallschirmjäger-*

division off the hill by nightfall. With Hill 192 cleared, 29th Division attacked on 15 July, finally capturing St. Lô on 18 July.

OPERATION GOODWOOD

Both the British and US breakout operations had been planned for 18 July, but delays in taking St. Lô meant that the British operation would have to begin first in order to pin down the German armoured forces while the US First Army completed the capture of St. Lô and prepared their own operation. A British breakout was unlikely in these circumstances, with at least six German armoured divisions and three Tiger heavy tank battalions committed to holding the critical British front. There was little choice though, as holding the German armoured divisions in place was vital if the Americans were to break out.

In the British sector, the complex Operation Goodwood swung into action. A subsidiary attack by XXX Corps and XII Corps, Operation Greenline, began on the night of 15 July, pinning down the three armoured divisions of II *SS-Panzerkorps* around the old Epsom salient and drawing in 1. *SS-Panzerdivision* as well. This assault was the prelude to Goodwood proper, which commenced on 18 July, after over a thousand Allied heavy and medium bombers pounded the flanks of the attack. The main punch by the British VIII Corps involved over 750 tanks in three armoured divisions attacking on a narrow front, with 250 more with I Corps and II Canadian Corps on the flanks. This attack was supported by 750 field and naval guns, and fighter-bombers in what would be the second biggest tank battle of the war.

The attack began well with the 11th Armoured Division once again reaching the operation's objective of Bourguébus Ridge. At this point Montgomery made several ill-judged statements to the press overstating the success of the operation. This gave considerable ammunition to his critics when traffic jams in the crowded Orne bridgehead delayed the Guards and 7th Armoured Divisions' attacks, allowing the Germans to counterattack in strength. By the end of the day three German armoured divisions backed by Tiger tanks and massed 88mm guns had brought the offensive to a halt pushing the British off Bourguébus Ridge.

Although the ridge remained in German hands, Caen had finally been taken. The cost had been light both in men and tanks for the extent of the gains. Only 160 British tanks had been destroyed, while the Germans had lost a similar number. The British tanks were quickly replaced, but the Germans could not make good their losses.

The attacks continued with Operation Spring (conducted by the newly-activated First Canadian Army) forcing the Germans to throw their armoured divisions into the meat grinder once again, with no chance to rest and rebuild. The German armoured divisions preparing to move to the US sector, where a breakout through the paper-thin German line was imminent, were forced to remain in the British sector.

OPERATION COBRA

The stage was now set for Operation Cobra, the American breakout. Like Goodwood, the plan involved saturation bombing on a narrow front opposite the US VII Corps. This was to be followed with an infantry assault backed by the two strongest armoured divisions in existence, the 2nd 'Hell on Wheels' and 3rd 'Spearhead' Armored Divisions. After a false start on 24 July when the bombing hit the American assault waves, Operation Cobra began on 25 July. While bombing again hit their own infantry, the effect of two days of bombing on *Panzer Lehr* was catastrophic.

The assaulting infantry pressed through the German defences, their success exploited by 2nd Armored Division on 26 July, which broke through into open country on a one-road frontage. With no armoured reserves, the Germans could do nothing to stop the trickle becoming a flood. The US VIII Corps joined the attack capturing Coutances on 28 July. On 30 July, Avranches fell and the Allies were finally out of Normandy. In less than a week, VIII Corps had advanced further than it had in the previous two months of hard fighting.

With FUSAG no longer needed and the US Army about to fight in two different directions at once, 3 August saw General Patton appointed to command a new US Third Army with VIII Corps and the new XV and XX Corps containing the bulk of the US armoured divisions. VIII Corps swept into Brittany isolating the ports of St. Malo, Brest, Lorient and St. Nazaire by 7 August.

OPERATION BLUECOAT

The British had not been idle either. By 30 July, the three armoured divisions of the British Second Army had been transferred west adjacent to the American sector. There they attacked alongside US V Corps towards Vire and Mont Pinçon in Operation Bluecoat. *II SS-Panzerkorps* swung west to block this move, but XXX Corps took Mont Pinçon on 6 August, the same day Vire was taken by the US XIX Corps. The German left flank had completely crumbled. The US Third Army had reached Le Mans and Nantes deep behind their flank on 8 August. Only desperate measures could stop the Allies south of the Seine.

MORTAIN COUNTERATTACK

Hitler, alarmed at the breakthrough, ordered all of the German armoured divisions out of the line to mass for a

counterattack that would cut the Third Army from its supplies in Normandy. Insufficient infantry divisions to relieve the armoured units, and constant Allied attacks all along the line, made it impossible to pull most of the armoured divisions out of the line. The troops that could be mustered amounted to little more than strong battalion battlegroups from six different divisions, amounting to no more than 185 tanks in total, less than one full-strength division.

The attack, Operation *Lüttich*, started on the night of 6 August, hitting the US 30th Infantry Division hard around the town of Mortain. With daybreak, Allied air power struck the German assault, as American infantry staunchly held on to key positions. Only limited penetration was made with very heavy losses for the attackers. Despite advice from his generals urging a withdrawal to the Seine River, Hitler ordered the army to hold their ground.

OPERATIONS TOTALIZE & TRACTABLE

This played straight into the Allies' hands. While the US Third Army encircled the Germans from the south, their First Army and the British Second Army pushed them eastward. This left the First Canadian Army to close the neck of the pocket that had formed.

The First Canadian Army launched Operation Totalize aimed at Falaise on 8 August. Unusually they attacked with dense columns of tanks in the dark of night, easily smashing through the German front line. Heavy counterattacks by *12. SS-Panzerdivision* halted the advance half way to their objective on 11 August. On 12 August, the US XV Corps reached Argentan south of Falaise. The Canadian offensive resumed on 14 August with Operation Tractable, breaking through to Falaise on 17 August. The concentrated German forces were now squeezed into a pocket, with the Falaise gap the only way out.

THE FALAISE POCKET

Allied air power took a terrible toll on the Germans. On 16 August, Hitler authorised retreat from the pocket, but it was too late. The Canadians moved to close the gap, succeeding by 20 August, with the 1st Polish Armoured Division taking a crucial role in the bitter fighting. By 22 August, resistance within the pocket had ceased.

THE SEINE AND PARIS

While the Falaise Gap was being closed, the US XV Corps had handed Argentan over to the US V Corps and headed east. Its 79th 'Cross of Lorraine' Division was the first across the Seine on 19 August. On 25 August, D+80, the French 2nd Armoured Division had the honour of liberating Paris. By then all four Allied armies had closed up on the Seine River, ten days ahead of the schedule set by General Montgomery's original plan for Operation Overlord.

Of the approximately one million men who fought for Germany (by no means all of them German) during the Normandy campaign, nearly 240,000 were casualties and a further 200,000 prisoners or missing. The cost had been high, but the Normandy Campaign was undoubtedly an Allied victory.



3rd 'Spearhead' Armored Division attacks 1. Flaksturmregiment south of Carentan.

LE DESERT



The counterattack by 2. SS-Panzerregiment is initially successful.



2. *'Das Reich' SS-Panzerdivision* counterattacks at Le Désert.



American reserves halt the counterattack and resume the advance.

BOCAGE

The *Bocage* is an area covering the southern and western part of Normandy. It is made up of many small irregular fields bordered by the hedgerows that give the area its name. Bocage hedgerows have thick stone banks, formed when the fields were cleared in antiquity, topped by dense hedges of trees and bushes. While the hedgerows are excellent for keeping cattle from straying, they are almost impassable to vehicles and even to troops on foot they present a major obstacle.

The area is rural, so most roads are small lanes designed for horse-drawn carts, barely wide enough for a motorised vehicle. The main roads between the towns are wider and more modern, but few and far between. Roads are usually banked up on both sides and lined with trees.

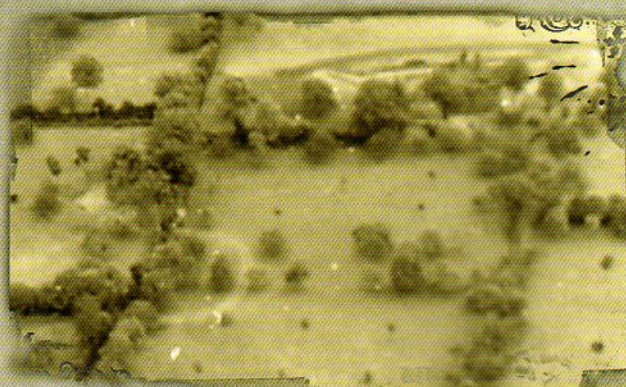
The farmers of the area mostly raise cattle to make the famous cheeses of the region and grow apples to make into potent Calvados brandy. Crops like corn and wheat are mainly restricted to the flatter open areas around Caen.



BOCAGE IN FLAMES OF WAR

The *Bocage* extended 60 miles (100 km) from north to south, and over half of that east to west. Apart from farmhouses, small villages, enclosed orchards, and occasional woods, the entire area of a battle fought in the *Bocage* should be covered in bocage hedgerows.

In *Flames Of War*, bocage fields are typically 6-12"/15-30cm across by 8-16"/20-40cm long. They are usually entirely surrounded by bocage hedgerows with few gates through the banks. Some fields do not have a gate at all, just an opening barely wide enough to pass a wheelbarrow or cow.



Apart from a few wider main roads, most of the roads in the bocage are narrow lanes. Typically they have bocage hedgerows pressing in from both sides and are not wide enough for anything bigger than a jeep to pass another vehicle. Often the trees from the sides of the lane meet overhead.

The farm buildings are usually made of the same grey stone as the hedgerow banks. The tile-roofed houses are rather plain with little in the way of decoration to break their square lines.

BOCAGE RULES

Fighting in bocage is essentially the same as fighting anywhere else. However, the restricted fields of fire and the difficulty of manoeuvre require careful tactics to overcome.

HEDGEROWS

Hedgerows are the defining feature of the bocage. They make cross-country movement a nightmare and give the enemy plenty of cover and concealment.

CROSSING BOCAGE

The banks of bocage hedgerows are stone walls 6 feet (1.8m) or more tall and up to twice that thick. The roots of the trees growing on the banks bind them together into an impenetrable mass.

Bocage hedgerows are Very Difficult Going, but are Impassable to Cavalry and teams with Remote-control Demolition Carriers. This means that only troops on foot and Fully-tracked armoured vehicles can cross them at all, although Fully-tracked vehicles need a Skill test to do so. Overloaded vehicles must re-roll successful Skill tests to cross Bocage hedgerows.

In addition, the hedgerows are so overgrown that teams must start their movement adjacent to a bocage hedgerow to cross it, and must stop their movement on reaching a bocage hedgerow. This can result in disjointed movement with a platoon taking several turns to cross a hedgerow as each echelon moves up to the hedgerow and crosses in turn.

Teams cannot end a Step sitting on a bocage hedgerow. They must be on one side or the other and clearly either adjacent to the hedgerow or back from it.

GATES

While gates are much easier to travel through, they are narrow and overgrown, making negotiating them tricky.

Gates in bocage hedgerows are Difficult Going. Like the hedgerows, teams must start their movement adjacent to a gate to use it, and must stop their movement on reaching a gate.

BELLY UP!

Tanks stuck on Bocage hedgerows usually found themselves stranded with their nose pointing to the sky—and their belly pointing to the enemy!

Any Armoured vehicle Bugged Down on a bocage hedgerow uses its Side armour rating as its Front armour rating when hit from the front. The hit still counts as being on the Front armour, just with a lower armour rating.

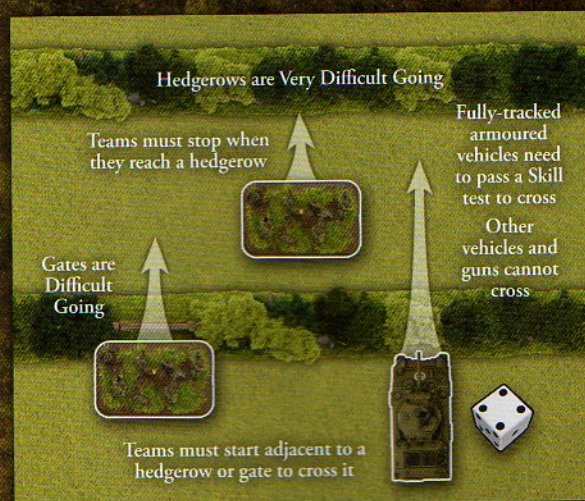
SEEING THROUGH BOCAGE

Bocage hedgerows are very tall and thick, totally blocking vision. Everything on the other side is hidden from view.

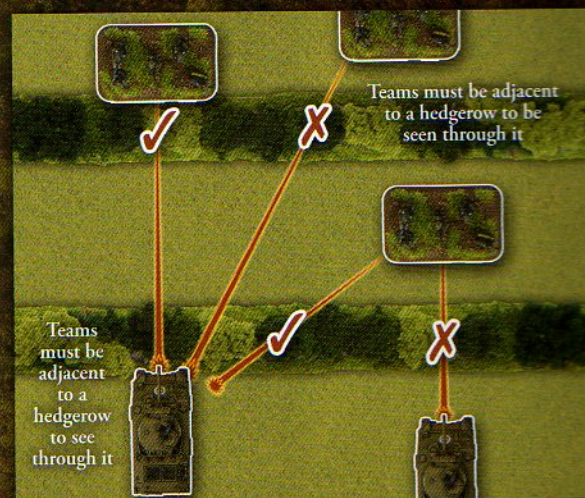
Since Bocage hedgerows are taller than any tank, only teams adjacent to a Bocage hedgerow can see or be seen through it. Bocage hedgerows provide Concealment for any team seen through them, except by a team that is itself adjacent to the same hedgerow. Even the gates tend to be overgrown and block visibility in the same manner as the hedgerow.

A team adjacent to a bocage hedgerow can see anything on the other side of the hedgerow, even if the enemy are adjacent to the same hedgerow further along it. A team adjacent to the intersection of two hedgerows can see across either of them as well as across the intersection into the field diagonally across from itself.

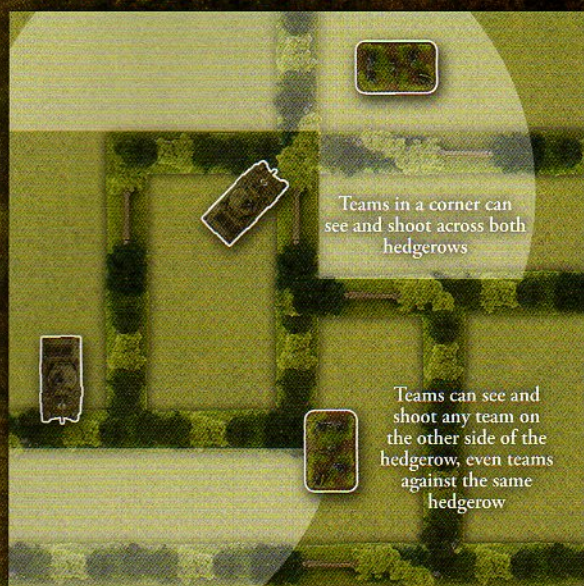
CROSSING BOCAGE



SEEING THROUGH BOCAGE



LOOKING ALONG HEDGEROWS



TALL BUILDINGS

The limited fields of vision in bocage country make elevated positions useful for artillery observers. They also make them prime targets for counter-fire.

Teams in raised positions such as church steeples can see over nearby bocage hedgerows. As with any high ground, you will need to look from the miniature's position to determine what is visible. Remember, a team that is at least half hidden by terrain is Concealed.

CONCEALMENT FROM AIRCRAFT

Even from above, the tree-lined hedgerows make it difficult to find targets in the bocage.

Teams adjacent to bocage hedgerows are Concealed from aircraft coming from any direction.

ANTI-AIRCRAFT FIRE

Not only do bocage hedgerows conceal troops from aircraft, they also hide incoming aircraft from anti-aircraft guns.

Anti-aircraft weapons cannot fire at aircraft on the far side of bocage hedgerows that are within 4"/10cm of the weapon.

TAKING COVER

Thick bocage hedgerows are pretty much bulletproof, although foxholes dug into the side are still useful when the artillery starts falling.

Bocage hedgerows provide bulletproof cover against shooting from the other side, but no protection against artillery fire, aircraft, or fire from teams adjacent to that hedgerow. Gates provide no protection at all.

SHOOTING OVER BOCAGE

The height and thickness of bocage hedgerows causes problems for low slung guns as their crews must painstakingly break a gap for them to shoot through. On the other hand, most other weapons can see over the bank or climb up it far enough to shoot.

Any team can shoot through a distant bocage hedgerow at a team adjacent to that hedgerow, or shoot through Bocage hedgerows they are adjacent to.

ARTILLERY

Because of the risk of their rounds hitting the trees along the bocage when they fire, gunners need to give some leeway between themselves and a bocage hedgerow when choosing firing positions.

Teams firing an Artillery Bombardment must be at least 4"/10cm back from a hedgerow to fire a bombardment over it.

ASSAULTING IN BOCAGE

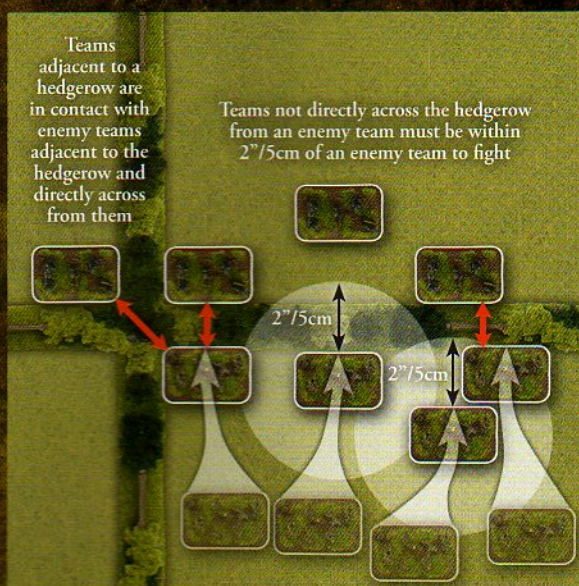
Assaults in bocage country are not bayonet charges, but rather close-range grenade battles. The impenetrable hedgerow between you and the enemy makes sure of this.

ASSAULTING A DEFENDED HEDGEROW

The most common form of assaults in bocage country are assaults against defended hedgerows.

The key to this type of assault is to remember that teams in contact with a bocage hedgerow are deemed to be in contact with enemy teams immediately across the hedgerow from them. This sort of fight tends to be messy as it can be difficult to mass against the enemy as the width of the hedgerow will mean that teams not in contact with the enemy will probably be more than 2"/5cm from them and unable to fight.

ASSAULTING A DEFENDED HEDGEROW



ASSAULTS ACROSS HEDGEROWS

Less commonly, troops will find themselves assaulting across a hedgerow into an open field.

Here it is important to remember that teams that cannot be seen do not restrict movement. If an enemy team is not adjacent to a hedgerow, it cannot prevent teams from moving up to that hedgerow where they can see it and launch an assault.

Sometimes when launching an assault across a wide obstacle like a hedgerow, there isn't enough space to fit an assaulting team between the enemy team and the hedgerow. In this case, place the team somewhere convenient (such as on the hedgerow) until it clears space to advance or falls back across the hedgerow.

As the first line of troops goes over the hedgerow, the following troops will move up so as to be adjacent to it, and thus able to cross the hedgerow, when the time comes for you to continue the assault by counterattacking.

One thing to be aware of is that unless you are adjacent to a hedgerow, you cannot cross it when breaking off. This can leave you trapped if you are not careful.

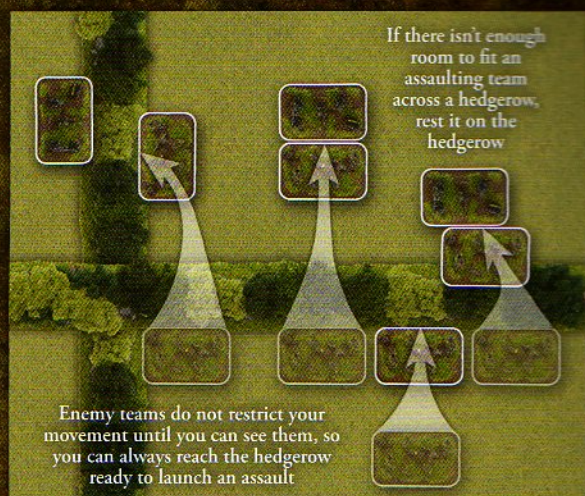
TANKS ASSAULTING IN BOCAGE

Bocage is totally unsuited to tank assaults. Not only are tanks likely to be ambushed at short range, but they have great difficulty in crossing the hedgerows to get at the enemy. Once they clear a section of hedgerow and cross however, tanks can rampage along the enemy side almost at will.

Tanks fighting across the hedgerow will need to make a Skill Test each round of the assault to avoid Bogging Down as normal for assaulting across Very Difficult Going.

Remember, it is also possible to push into the enemy positions if you are victorious allowing your troops to force their way across the hedgerow and fight on the enemy side. Once across your tanks will no longer need to make Skill Tests to assault.

ASSAULTING ACROSS HEDGEROWS



NARROW LANES

The narrow lanes often found in bocage country are easier going than the hedgerows, but are dangerous as any advance must be on a one team frontage. They present additional problems for vehicles as they can neither pass nor turn in them.

A team in a narrow lane is considered to be adjacent to the hedgerows on both sides of the road.

A team cannot shoot past another friendly team down a narrow lane. A vehicle in a narrow lane can only fire hull-mounted weapons at targets on the same road or adjacent to the hedges bounding the road.

Vehicles must face along a narrow bocage lane and cannot turn their hull to the side without crossing the hedgerow into the adjacent field.

GAPPING HEDGEROWS

PIONEERS

The most obvious method of gapping a hedgerow is blowing a hole in it with a large explosive charge.

Pioneer teams may demolish a section of hedgerow creating a Difficult Going gap 2"/5cm wide. Gaps in hedgerows are not subject to any of the rules for bocage hedgerows and do not provide either concealment or bulletproof cover. To create a gap a Pioneer team must start the turn adjacent to the hedgerow and not Pinned Down. They do not move in the Movement Step, but count as moving. Instead of shooting they roll a Skill Test to create the gap. Due to limited supplies of explosives, a platoon may only attempt to create one gap per turn, but an additional team on each side of and adjacent to the gapping team may also roll Skill Tests to create the gap. If any team succeeds, then the gap is created.

BULLDOZERS

Tank-mounted dozer blades were found to be a quick and effective way of gapping hedgerows.

Bulldozers use the rules on page 215 of the Flames Of War rulebook to gap bocage hedgerows.

DEMOLITION CARRIERS

Although the Germans rarely used them for this purpose, their demolition carriers could have blasted gaps if needed.

A Remote-Controlled Demolition Carrier (see page 216 of the rulebook) detonated adjacent to a Bocage hedgerow that makes a successful Firepower Test using its second firepower rating creates a 2"/5cm wide gap that is Difficult Going.

MODELLING BOCAGE

A model bocage hedgerow should have a bank of stones and tree roots about $\frac{3}{8}$ "/15mm high topped with dense vegetation and trees. The overall height should be $1\frac{1}{4}$ -2"/30-50mm tall with some taller trees higher than this.

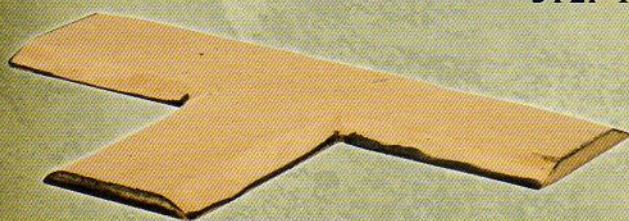
To provide the maximum flexibility in the layout of your bocage terrain, you should make your hedgerows in several sections. You'll probably need to make four different types of hedgerow section: L-shaped, X-shaped and T-shaped hedgerow corners, and of course straight sections of hedgerows. The straight sections can be any length you like but the corners must all be the same size so the whole will fit

together neatly. You might also need some hedgerow sections that are angled slightly to allow for corners and roads etc.

MATERIALS USED

MDF board or plywood ($\frac{3}{16}$ - $\frac{3}{8}$ "/4-8mm thick), 16 gauge (1-2mm) wire, model trees 2-4"/5-10cm tall with detachable bases, aluminium tubing, clump foliage in multiple shades, static grass, ready-mix filler putty, PVA wood glue, hot glue gun, sand, kitty litter or small pebbles, balsa wood, hobby knife, brushes and paint.

STEP 1



Mark out the sections on a board about $1\frac{1}{2}$ -2/4-5cm wide and as long as required. Cut them out and bevel the edges. Sand any rough edges. Lay all the sections out to ensure that they fit neatly next to one another to form a network of hedgerows. If there is anything wrong, it's easier to fix it at this stage, rather than later.

Mark gaps for gates while you have the hedgerows laid out to make sure you have the right number of them. Construct the gates using balsa wood. Make them about $\frac{3}{8}$ - $\frac{1}{2}$ "/10-12 mm high and $\frac{3}{4}$ -1 $\frac{1}{4}$ "/20-30mm wide.

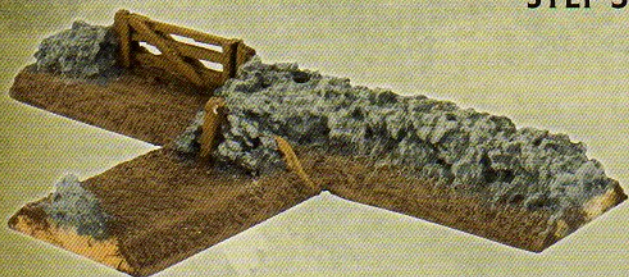
STEP 2



Build up the pile of stones at the base of the hedgerows with layers of kitty litter. Place short sections of aluminium tubing amongst the kitty litter to mount the trees in. Leave gaps for gates. The banks should be about the height of a standing infantryman and should slope inwards at a 45-degree angle, flattening out at the top.

After the first layer of kitty litter start putting tree roots into the stones. Twist some wire together, bend and shape it to look like a tree root, then place and glue. Continue building the stones, then glue the gates in place.

STEP 3



Paint very watered-down ready-mix filler putty over the kitty litter to fill in any gaps. When this is dry, paint the ground around the stones to match your tabletop terrain, then sprinkle with sand and leave to dry. Dry brush with a lighter shade of the base colour. Paint the stones and root system and then dry brush.

When all of the painting is complete you'll need to use a needle file, or similar tool, to clean out the tubes so that the bases of your trees fit into them.

STEP 4



Hot glue the clumped foliage directly onto the top of the stones, leaving small gaps around the slots for the trees. Using multiple shades of foliage adds variety. This foliage should be around the height of an infantryman, making the total height of the hedgerow around twice the height of a standing infantryman.

It is best not to glue the trees into their tubes, as leaving them separate will make the hedgerow easier to store and transport. Apply the static grass to the ground surface to finish.

FIGHTING IN THE BOCAGE

CLOSE-IN FIGHTING

The bocage country of Normandy severely limited the ability of the Allies to manoeuvre. With the field of vision limited to the next hedgerow, battles devolved into a series of platoon-sized actions fought independently of neighbouring units. Each hedgerow had to be cleared in a pitched battle removing any prospect for large-scale manoeuvres.

Battles fought in bocage country should have the whole table covered in small fields surrounded by bocage hedgerows. Because of the close-in nature of the fighting, you should use a half-sized table (4'x3'/120cm x 90cm or 4'x4'/120cm x 120cm).

Treat tables narrower than 4'/120cm wide as being 4'/120cm wide when determining how many Fortification points the defender has available.

DEPLOYMENT

With a smaller arena and limited fields of view, battles in bocage country tend to start at much shorter ranges than normal.

Halve all distances measured from the table centre, table centre line, or the enemy when placing objectives and deploying troops at the start of the game, e.g. in Free-for-all players must place objectives at least 8"/120cm from the centre line and must deploy at least 6"/15cm from the centre line. Distances measured from the table edges remain unchanged.

This does not affect special rules like Reconnaissance Deployment or the British Advance Under Darkness special rule, nor deployments such as ambushes made later in the game.



ARTILLERY

In the close bocage country, artillery is less useful close to the front lines and the small tables used limit the space to deploy them.

You may deploy artillery platoons that would normally be on the table using the Across the Volga special rule (page 225 of the Flames Of War rulebook) when fighting in Bocage country. Platoons arriving from Reserve may deploy using the Across the Volga special rule when they arrive. Remember, platoons deployed using the Across the Volga special rule are not counted as being on the table for any purpose.

RESERVES

While the bocage hinders the attacker's attempts to move forward and mass their troops, it also hinders the defender's ability to monitor the battle and bring forward reserves at the critical moment in the battle.

In battles that do not use the Fair Fight special rule, the defender's reserves arrive on die rolls of 6 instead of the usual 5+.

WEAPONS OF D-DAY: GERMAN TANKS

PANZERKAMPFWAGEN V AUSF A, PANTHER ►

The PzKpfw V Panther (pronounced pahn-terr in German) is considered by many to be the outstanding tank of the war, with the best combination of armour, speed and weaponry. The Panther was designed in response to the excellent T-34, and incorporates all of the best features of this Soviet tank—sloped armour, wide tracks and large road wheels for speed and manoeuvrability.

The Panther gives its crew a smooth ride, up to a top speed of 35 mph (55 km/h), thanks to interleaved bogies sprung on torsion bars. Maintenance of this system is difficult, however, since outer wheels have to be removed to provide access to the inner ones, and on the Eastern Front snow or mud sometimes freezes between the wheels overnight, immobilizing the tank in the morning.

The front armour of the Panther is a single large glacis plate 100mm thick, broken only by the ball-mounted hull MG34. The turret armour is well sloped and the long 7.5cm KwK42 L/70 main gun is mounted in a massive 110mm-thick mantlet. An excellent cupola helps the commander to manage the tank during battle.

The Panther carries 79 rounds for the main gun, each capable of penetrating 110mm of armour at 1000 metres, more than enough to knock out a Sherman tank. Combined with its excellent frontal armour, the Panther can stand off at range and destroy almost any Allied tank without real risk. Indeed, the US Army reckons that it takes five Sherman tanks to defeat one Panther.



Panzerkampfwagen VI Ausf E, Tiger 1

PANZERKAMPFWAGEN VI AUSF B, KÖNIGSTIGER ►

If the Tiger I is the tank the Allies most fear, the *Königstiger* or King Tiger (pronounced ker-nishs tee-gerr) is its mean big brother. Intended to supersede the Tiger I, both Porsche and Henschel were asked to submit designs, and as with the Tiger I, the Porsche prototype was rejected. Production was delayed when Henschel was asked to work with MAN (who designed the Panther) to standardise the Tiger II with the proposed Panther II. This led the *Königstiger*, really a direct descendant of the Tiger I, to look more like an up-scaled Panther.

Porsche had been so sure of the success of its bid, that they began turret production. As a result, the first 50 *Königstiger* tanks were fitted with the Porsche turret. These turrets are a complex design with the armour on the left side bulged to fit the cupola and a curved 110mm plate on the front. The curved front plate is considered a major design flaw as shots hitting the lower part can be deflected into the driver's compartment.

The Henschel turret will be easier to produce, having a flat 180mm plate and simpler 80mm sides, which eliminates the shot trap as well as being more spacious.

The main gun of the *Königstiger* is the acclaimed 8.8cm KwK43 L/71, the most effective tank gun of the war. Its flat trajectory, long range and destructive power means the death of any Allied tank in its sights. Like the Tiger I however, its turret traverse is slow, even with the engine at full revs. Without power the gunner's hand-wheel has to be spun 700 times to rotate the gun through 360 degrees.

Although mechanically sound compared to the Tiger I, the *Königstiger* is extremely heavy at 70 tons, making it difficult to transport and limiting its mobility in battle.

In Normandy, sPzAbt 503 was the first unit to receive the *Königstiger* in mid-July 1944, with enough vehicles to equip the headquarters section and the first company.



Panzerkampfwagen V Ausf A, Panther

◀ PANZERKAMPFWAGEN VI AUSF E, TIGER I

The PzKpfw VI Tiger (pronounced tee-gerr) is the nemesis of Allied tankers. Its thick armour and deadly gun has earned it such respect that every German tank is a fearsome Tiger to green tank crews.

Germany began development of the Tiger before the war began. Both Porsche and Henschel submitted prototypes, with the Henschel design winning. It had 100mm of frontal armour, with 80mm armour on the sides and 26mm on the decks. The armour is nearly vertical, but its thickness makes the tank invulnerable to any but the most powerful Allied guns, giving the crew considerable confidence.

Despite its size the Tiger is quite manoeuvrable. Its distinctive overlapping road wheels provide a soft and stable ride for the crew. Its complex gearbox meant the tank is easy to control but difficult to repair.

Main armament is the formidable 8.8cm KwK36 L/56, a derivative of the famous dual purpose FlaK36 anti-aircraft gun. 92 rounds of ammunition are carried, each able to penetrate 100mm of armour at 1000 metres and 84mm at 2000 metres. The hydraulic turret, however, has a slow traverse, and if the engine is turned off, the turret has to be rotated manually.

Tiger crews are the elite of the *Panzertruppen*. To complete their training each crew member is sent to the Henschel factory to learn in detail how the tanks work and to watch their vehicles undergo final assembly. This scheme has proved its worth as Tigers require competent preventative maintenance in order to be kept ready for action.

Tiger production reached its peak in April 1944, when 105 vehicles were completed, with total Tiger production being 1,354.



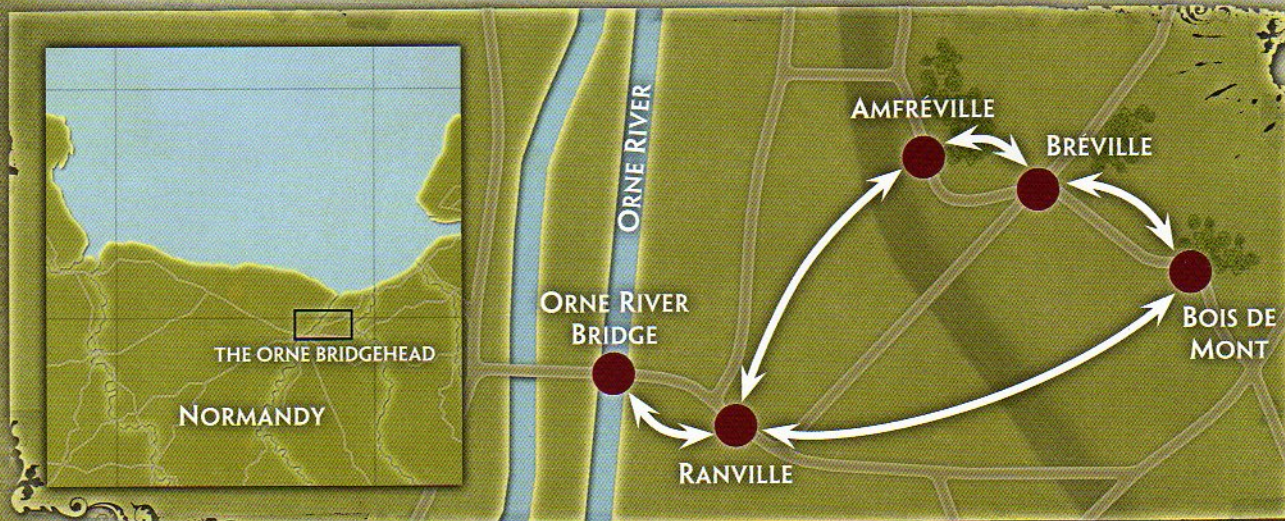
Panzerkampfwagen VI Ausf B, Königstiger

AXIS OF ATTACK: THE BRÉVILLE GAP

D-DAY

CAMPAIGN

Strong German forces are poised like a dagger to strike at the heart of the Orne bridgehead.



June 1944: In the early hours of D-Day troops of the British 6th Airborne Division of Major-General Richard 'Windy' Gale dropped by parachute and glider into Normandy. They seized key bridges and villages in the area between the Orne and Dives Rivers on the eastern flank of the invasion beaches, forestalling German counterattacks from this region. Later that day Lord Lovat's commandos fought their way through from Sword Beach to reinforce the hard-pressed paras.

In the days that followed, the troops of the 6th Airborne Division clung precariously to the bridgehead they had seized east of the Orne River, resisting German counterattacks of varying intensity at points all across the bridgehead. In particular, a build-up of German forces in the village of Bréville, strategically situated atop the Bavent ridge, proved a major thorn in the side of the British and Canadian troops.

The understrength 9th Parachute Battalion, occupying the woods of the Bois de Mont, came under daily attack from the Germans in Bréville from 8 June. The Germans, tough grenadiers of 346. and 711. *Infanteriedivisionen*, sought to force a gap in the Allied perimeter through which they could reach the bridges over the Orne River and Caen Canal. Even as the first of these probing attacks were repelled, more were brewing against other Allied positions within striking distance of Bréville.

Can the Allied perimeter hold against these strong and increasingly determined attacks? Or will a crack appear through which the German forces can strike at the bridges? Here, east of the Orne, amongst the grassy meadows and peaceful orchards, the very fate of the Allied invasion hangs in the balance.

ALLIED BRIEFING

Your hard-pressed troops have battled courageously against the odds to complete their daring mission of seizing a bridgehead across the Orne, but now your units are woefully understrength and the men are tired. Yet, somehow, they must hold on a little longer.

German resistance has proved stubborn, particularly that emanating from the village of Bréville. There, substantial enemy forces are well-situated to strike against your perimeter at points of their own choosing. If they can achieve a breakthrough, it would be no exaggeration to say that the security of the entire beachhead could be in danger. You must repel all enemy thrusts from Bréville and marshal your strength to strike back. This nest of Nazi vipers must be eradicated, and it must be done soon!

GERMAN BRIEFING

The Allied invasion caught your forces off guard, and the British paratroopers quickly seized the bridges over the Orne River and Caen Canal. But you have one ace up your sleeve, a strongly-held position in Bréville from where you can probe the Allied bridgehead in force, searching for a weakness. If one can be found, your hard-fighting troops may be able to strike through in the direction of the Orne River bridge. The recapture of this key crossing would trap the enemy in their own bridgehead where they could be smashed to pieces. The way would then be open to attack the main body of the Allied invasion force beyond the river.

WHERE IS THE LUFTWAFFE?

Allied air superiority is total. Not a single German plane can get anywhere near the battlefield.

The German player may not receive any Air Support for the entire campaign.

SITUATION REPORT

At the start of the campaign the German forces are striking out from Bréville against one of the neighbouring Allied positions.

This is an Axis of Attack campaign. Use the rules on pages 237 to 239 of the Flames Of War rulebook to play this campaign.

The first battle of the campaign is fought at either Amfréville or Bois de Mont at the choosing of the German player, using the Hold the Line mission with the Germans attacking. Both sides begin the campaign with 0 Victory Points.

TERRAIN

The terrain east of the Orne River, unlike many other areas in Normandy, is not Bocage country. Instead it is comparatively open, dotted here and there with woods and settlements in a fairly typical Western European fashion.

Once you have placed sector-specific terrain for the battle, use the Western European Terrain Chart on page 243 of the Flames Of War rulebook to generate additional terrain features.

ALLIED FORCES

The initial airborne landings around the Orne River were conducted on D-Day by the men of the 6th Airborne Division. Later that day they were reinforced by the commandos of Lord Lovat's 1st Special Service Brigade moving up from Sword beach. Over succeeding days the commandos together with the paras battled to consolidate the bridgehead, occasionally supported by tanks of the 13th/18th Hussars. On the night of 10/11 June elements of the 51st (Highland) Division, including the 1st and 5th/7th Battalions Gordon Highlanders and the 5th Black Watch, arrived to reinforce the bridgehead. These were followed by more commandos, this time from the 4th Special Service Brigade.

To represent these forces you could field a British Parachute Company or Airlanding Company from *D Minus 1* or a Scots Rifle Company or British Commando Company from *Festung Europa*.

GERMAN FORCES

The troops garrisoning the area of the airborne landings were from 711. *Infanteriedivision*, with elements of 21. *Panzerdivision* in the form of *Kampfgruppe von Luck*. Very quickly following the invasion these troops were reinforced by 346. *Infanteriedivision* moving in from the Le Havre area. The strong forces holding Bréville were composed mainly of 857. *Grenadierregiment* and 858. *Grenadierregiment* of 346. *Infanteriedivision*. These grenadiers carried the bulk of the counterattacks, supported by a small number of Panzer IV tanks from *Kampfgruppe von Luck* as well as their own StuG and Marder self-propelled anti-tank guns.

To represent these forces you could field a German Grenadierkompanie or Pionierkompanie from *Festung Europa*.

WHAT IF FORCES

Alternatively, you could play a 'What if' campaign to see what would have happened if different forces fought in the Orne bridgehead and use any company you have.

THE BATTLE FOR SWORD BEACH

The outcome of the British landings at Sword Beach on D-Day was very important to the Allied troops within the thinly-held Orne bridgehead. Sheer weight of numbers meant that the British must ultimately prevail on Sword Beach. However, any reverse suffered by the British in that battle, even if temporary, could have had far-reaching effects—Lord Lovat's Commandos may have been delayed in reaching the 6th Airborne Division and Allied attempts to consolidate the bridgehead may have suffered a serious setback.

If both players agree, they may play the Battle for Sword Beach (page 31) prior to beginning the campaign. The victory points each player wins in the battle will be their starting victory point total for the campaign.



BRÉVILLE

The village of Bréville is situated atop the northern end of the Barent Ridge with commanding views east and west over much of the Allied bridgehead. Possession of the village by German forces effectively drives a wedge between the Allied troops to the north, south and southeast. The village serves as a platform from which the Germans can launch counterattacks in the direction of the Orne River Bridge, although their ability to do so is dependent upon breaking through the British troops in nearby Amfréville or those patrolling the road to Ranville from the woods of the Bois de Barent. All of these factors make Bréville a vital objective to both sides and one which the German forces realise must be held at all costs.

TERRAIN

The German player's half of the table contains a dozen or so buildings from the village scattered around a crossroads. Ordinary hedges border much of the village. A road leads across the table and exits via the British player's table edge. Straggling alongside the road are three or four more buildings, elsewhere is open meadow.

LATE ARRIVALS

Perceiving a temporary weakness in the German defences Higher Command gathers the troops for the attack on Bréville hurriedly. Perhaps too hurriedly, as the men must make a forced march to reach the starting line and some units may not make it in time.

In any battle in Bréville in which the British player is attacking, they must roll a die before deployment. On a roll of 1, one of their platoons fails to make the starting line in time and the British player must select one platoon in addition to those specified by the mission to be held in Reserve at the start of the game.

CONTROL THE BATTLE

During an inspection visit Field Marshal Rommel pronounced that 'Whoever holds this ground will control the battle'. The village's pivotal location means that so long as it is in German hands they may choose where they strike next.

Any time the German player wins a battle in Bréville as the attacker, they may choose which sector they advance to next, either Amfréville or Bois de Mont.

VICTORY

The capture of the village by British troops signals the end of any strong German resistance in the Orne bridgehead.

If the British player wins a battle in Bréville as the attacker they have captured the village and won the campaign. The Allied bridgehead east of the Orne is, at last, secure.

AMFRÉVILLE

At its southern-most extremity the little village of Amfréville is separated from Bréville by a few hundred metres making it an ideal jumping off point for attacks against Bréville but also making it highly vulnerable to German counterattacks.

TERRAIN

A long road runs down the centre of the table flanked for much of its length by orchards and a couple of farms on either side. At one end of the table are a few buildings from the edge of the village.

DIVERSIONARY ATTACK

The buildup of German forces within Bréville is such that, at the outset of the campaign, they have the strength to launch a diversionary attack in conjunction with their main attack elsewhere. The unsuspecting British won't know where the main attack will fall!

If the German player loses the first game of the campaign, they may declare this to have been a diversionary attack. If they do so, the next mission of the campaign, and the main German thrust, takes place in Bois de Mont using the Hold the Line mission with the German force as the attacker.





BOIS DE MONT

The woods of the Bois de Mont offer an ideal jumping off point for patrols or attacks on the surrounding areas. Within the woods is the large Chateau St. Côme and attached thoroughbred stables that have produced many a famous derby winner. Not far away is the much smaller summer bungalow of the mayor of Bréville. Either of these buildings could be used as a command post, if they can be held! Not an easy task given the surrounding woods.

TERRAIN

The table is divided into two halves by a road running from one player's table edge to the other. In the centre of one half is the large chateau and a few smaller buildings housing the stables. A long wide driveway runs to the road. At the back of the chateau, towards the Allied player's table edge is a broad meadow, elsewhere are scattered woods.

In the other half of the table near the Allied player's table edge is the bungalow surrounded by scattered woods. A sunken lane flanked by imposing hedgerows runs from the building to the road.

DIVERSIONARY ATTACK

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If the German player loses the first game of the campaign, they may declare this to have been a diversionary attack. If they do so, the next mission of the campaign, and the main German thrust, takes place in Amfréville using the Hold the Line mission with the German force as the attacker.

RANVILLE

The central position of Ranville in relation to the northern, eastern and southern sectors of the Allied bridgehead make this village an ideal site for Divisional Headquarters. In addition, its proximity to the bridge over the Orne River means that any German thrust at the bridges that penetrates this far must be stopped here. Close by the village are the fields known to the Allied paras as Landing Zone N, still strewn with the debris of the Allied airborne landings.

TERRAIN

In the Allied player's half of the table a road runs from end to end bisected near the middle by a crossroads where another road leads off the Allied player's table edge. Scattered around the crossroads are a few buildings and at either end of the long road are two large areas of woodland. The German player's half of the table is predominantly open terrain dotted with two or three wrecked Horsa gliders that provide Concealment to any team targeted through them but not Bulletproof Cover. Gliders are Very Difficult Going to teams attempting to move across them. In addition, scattered around the gliders are up to a dozen discarded parachutes, each covering an area no larger than 2"/5cm across. These parachutes are Difficult Going.

NAVAL GUNFIRE SUPPORT

The guns of the HMS Arethusa lying off the Normandy beaches are occasionally available to provide fire support to Allied troops in the bridgehead—when the bloody radios work!

For all missions in Ranville, the Allied player may receive Naval Gunfire Support (page 15) at no cost.

FALL BACK!

If the German troops are repulsed at Ranville they will fall back via the axis along which they attacked.

Any time the Allied player wins a battle in Ranville as the attacker, the next sector in the campaign will be the one through which the German player had most recently advanced, either Amfréville or Bois de Mont.

ORNE RIVER BRIDGE

The recapture of the bridges over the Orne River and Caen Canal will effectively cut off the already weakened British troops east of the Orne from reinforcement as well as threatening the flank of the British Second Army beyond the river.

VICTORY

If the German player reaches the Orne Bridges they have won the campaign, and an opportunity to strike at the main Allied force from an unexpected quarter!

D-DAY

CAMPAIGN



THE END OF THE BRÉVILLE CAMPAIGN

On 10 June the German forces in Bréville demonstrate the dangerous threat they pose by attacking on several axes at once. A very strong attack with armoured support hits the 1st Canadian Parachute Battalion in Le Mesnil but is beaten off, at a high cost to the attackers, with the aid of naval gunfire from *HMS Arethusa*. Meanwhile, in yet another of the almost relentless attacks upon the 9th Parachute Battalion in the Bois de Mont, the Germans capture the Chateau St. Côte. To the north of Bréville, a strong German attack strikes the commandos in Le Plein, where it is thrown back, and Hauger, where the Germans almost breakthrough the defender's flank.

Most dangerously of all, however, the German's finally breakthrough a gap in the vicinity of the Bréville-Ranville road and strike across country toward the bridges. This perilous situation is rescued for the Allies by the 13th Parachute Battalion stationed in Ranville, who stop the German thrust, and drive off the attackers at the point of the bayonet. The 7th Parachute Battalion follow this victory up by clearing the Le Mariquet woods, where many of the attackers seek refuge. The long, hard-fought day closes with the 9th Parachute Battalion in the Bois de Mont recapturing the Chateau.

Early on 11 June the first troops from the 51st (Highland) Division arrive in the bridgehead and immediately the 5th Black Watch move up to the Bois de Mont to reinforce

the hard-pressed 9th Parachute Battalion. From here the Highlanders launch a pre-dawn attack against Bréville but are beaten off with heavy casualties.

The next day the Germans again attack the Canadian paras in Le Mesnil, while a strong force, with armoured support, strikes the paras and Highlanders in the Bois de Mont. Low on ammunition and with the Chateau in enemy hands Lieutenant-Colonel Otway, the commander of 9th Parachute Battalion, sends an urgent request for assistance. A company of Canadian paras rush to their aid and with their assistance the Germans are driven off, but the 3rd Parachute Brigade is now in a perilously weakened state.

Realising the Germans in Bréville have taken heavy casualties in the day's fighting, and suspecting the survivors will be exhausted from their exertions, Major-General Gale orders a hastily-prepared attack from Amfréville for that evening. The attack begins with a heavy artillery barrage, some of which falls short causing Allied casualties, including three senior commanders. With Bréville ablaze, troops from the 12th Parachute Battalion and the 12th Devonshires (an airlanding battalion), supported by armour, attack across open ground. After two hours of hard fighting, Bréville is captured. The victory has come at a heavy cost to the attackers but, at last, the most ominous threat to the security of the bridgehead has been eliminated.

WEAPONS OF D-DAY: ALLIED TANKS



Churchill Crocodile

CHURCHILL CROCODILE

The Churchill Crocodile flame-thrower tank is a terrifying weapon. Based upon a Churchill Mk VII infantry tank, the Crocodile tows an armoured trailer containing the flame fuel and compressed Nitrogen propellant. A pipe leads from the trailer, under the tank and up through the floor to the flame gun mounted in place of the hull machine-gun. In addition to the flame gun, the Crocodile retains the Churchill's 75mm main gun and co-axial machine-gun. With 152mm of frontal armour (more than that of a Tiger I), it is capable of shrugging off most anti-tank weapons.

When the flame gun fires, the fuel is ignited electrically and the sticky, blazing liquid clings to anything it contacts up to a maximum range of 120 yards. The special formula for the fuel that gave it such long range was top secret. Great efforts were made to prevent tanks falling into enemy hands.

The tank is feared and hated by German soldiers. On several occasions the mere demonstration of its weaponry, or even its appearance on the battlefield, has been enough to cause an enemy unit to surrender. They are so hated that there are recorded instances of Crocodile crews who have fallen into German hands being shot on the spot.

CENTAUR

The Centaur Mk. IV tanks fighting in Normandy started life as a means of making more Landing Craft, Gun (LCG) support craft for the assault waves. Four engineless Centaur tanks armed with 95mm close-support howitzers were to be mounted on each Landing Craft, Tank as gun turrets, with the extra internal space in each tank used to carry more ammunition. These would be manned by the Royal Marines that man the turrets of the Royal Navy's warships.

At the behest of General Montgomery, however, the Centaur tanks retained their engines, and the Royal Armoured Corps provided drivers. This allowed the tanks to drive ashore and give direct support. Although they were ordered not to move further than one mile inland, they certainly have!

A unique feature of these Centaur tanks is the graduated compass bearings painted around the turret. This allows the battery commander to give the gunners the bearing to the target without the benefit of a proper rangefinder. Without using this system there was no way for the gunner, at sea, to know exactly on which bearing he was pointing the gun.

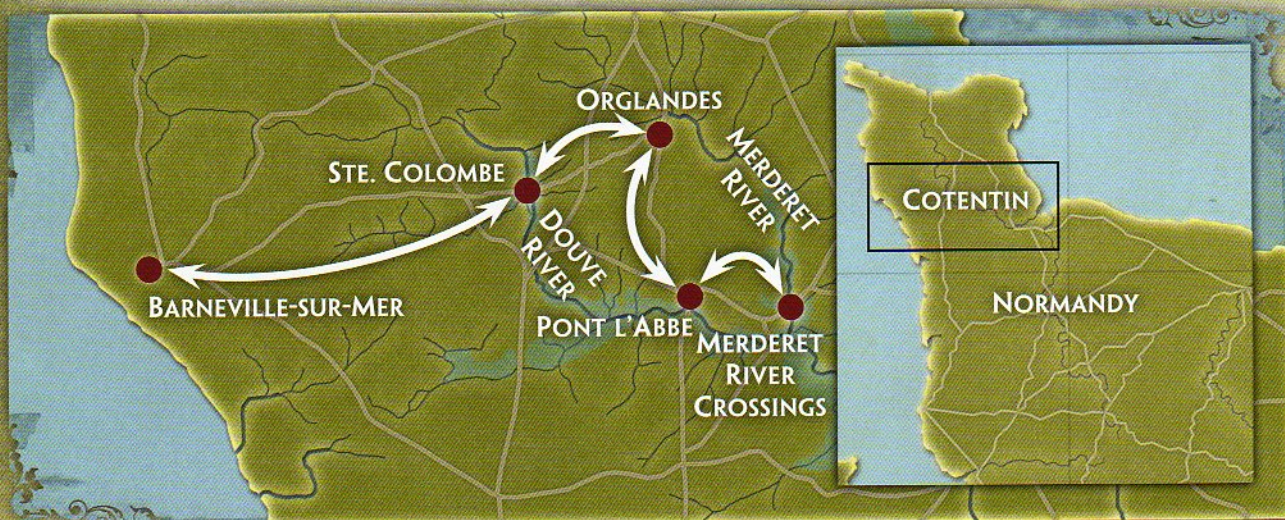
48 of the 80 Centaur tanks taking part in the invasion landed on D-Day.



Centaur supporting Commandos

AXIS OF ATTACK: CUTTING THE COTENTIN

In a race against time, US troops must battle their way across the marshlands and hedgerows of the Cotentin Peninsula to cut the German supply lines to *Festung Cherbourg*.



June 1944: As the rest of the US Army's VII Corps, under General Joseph 'Lightning Joe' Collins, streamed ashore at Utah Beach on D-Day, paratroopers of the 82nd 'All American' Airborne Division battled to clear vital causeways leading inland from the invasion beaches. A few kilometres inland more paratroopers captured the village of Ste. Mère-Eglise, an important communications centre, while others fought a bloody battle to secure bridges across the Merderet River at Chef du Pont and La Fièvre.

By 9 June, the Merderet River crossings had still not been captured, prompting the 82nd Airborne's commander, General Ridgeway, to order an all-out assault directly across the La Fièvre causeway. Under constant enemy fire, troops from the 325th Glider Infantry Regiment and 507th Parachute Infantry Regiment charged across the narrow 500-yard long causeway and seized a foothold on the far bank. By nightfall, after much hard fighting, a bridgehead had finally been secured.

VII Corps was tasked with capturing the city of Cherbourg, at the tip of the Cotentin Peninsula, to provide the Allies with a port for resupplying their beachhead. In the days after D-Day, however, the attacking 4th 'Ivy' Infantry Division

made only slow progress against formidable German defences around Montebourg that blocked the most direct route to Cherbourg.

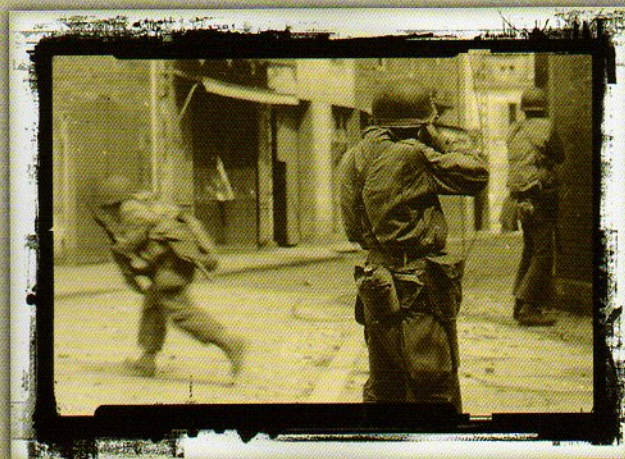
In response to this delay, on 9 June, the US First Army commander, Lieutenant General Omar Bradley, revised the plan of attack: while the 4th Infantry Division continues its attack northwards, other VII Corps units will now drive west across the Cotentin to the coast, cutting the German Seventh Army in two and preventing supplies and reinforcements from reaching the defenders of Cherbourg in the north.

On the night of 9 June, two regiments of General MacKelvie's 90th 'Tough Ombres' Infantry Division will move into the Merderet bridgehead, the jumping off point for an attack to the west. On the morrow they will pass through the 82nd Airborne Division's lines and strike the first blow in the drive to cut the Peninsula. Can these untried troops succeed in their vital mission against the understrength German forces? Or will a determined German defence be able to hold open the route to the north long enough for vital supplies to reach Cherbourg?

THE BATTLE FOR UTAH BEACH

The outcome of the US landings at Utah Beach on D-Day, although never really in doubt, will affect the impetus of the later attacks to cut the Peninsula.

If both players agree, they may play the Battle for Utah Beach (page 22) prior to beginning the campaign. The victory points each player wins in the battle will be added to their starting victory point total for the campaign. Additionally, if the US player loses the mission, the movement of their troops from the beach to the bridgehead is delayed. For the first mission of the campaign only, they must remove a single platoon, chosen at random, from their force for the duration of the battle.



US BRIEFING

The amphibious landings over Utah Beach in conjunction with the airborne landings have secured your lodgement area. Now, 'Lightning Joe' has chosen your unit to lead off the attacks to cut the Cotentin. The Germans in the area are a hard-bitten bunch and the bocage terrain is tough going but you must cut the coastal road at Barneville-sur-Mer, on the far side of the Peninsula, before the defenders in Cherbourg are substantially reinforced. Any delay could mean an unnecessarily protracted siege of Cherbourg, and until that port is in Allied hands the whole beachhead is endangered!

GERMAN BRIEFING

The Allied landing at Utah Beach has thrown your forces into disarray—High Command is issuing orders one day and countermanding them the next! Now, reports are reaching you of a build-up of US forces in their recently-acquired Merderet bridgehead - an attack seems imminent. Against this backdrop of chaos you must marshal your few available resources and attempt to keep open a supply corridor up the western side of the Cotentin Peninsula to Cherbourg. This supply route will help sustain the defenders in denying the port to the enemy. Throw the American interlopers back across the Merderet River if you can. If you cannot, then slow them down to keep the supply route to *Festung Cherbourg* open for as long as possible.

WHERE IS THE LUFTWAFFE?

Allied air superiority is total. Not a single German plane can get anywhere near the battlefield.

The German player may not receive any Air Support for the entire campaign.

SITUATION REPORT

At the start of the campaign the US forces are jumping off from their bridgehead at the Merderet River crossings and attempting to capture Pont l'Abbe.

Use the Axis of Attack rules (page 237 of the Flames Of War rulebook) to play this campaign. The first battle of the campaign is fought at Pont l'Abbe, using the Hold the Line mission with the US force as the attacker.

The US player starts the campaign with 10 Victory Points. The German player starts the campaign with 0 Victory Points.

TERRAIN

Beyond the flooded marshland bordering the Merderet and Douve Rivers, known as the *Prairies Marecageuses*, the countryside is a chequerboard of small fields bordered by thick hedgerows and narrow lanes: bocage country.

All battles, except those in the Ste. Colombe sector, are fought on a 48"/120cm x 36"/90cm table using the Bocage rules. There is no terrain chart for this campaign, instead construct your battlefields using the terrain guide given for each sector. The entire campaign is fought in bocage country so remember to liberally cover any open areas on your table with small fields bordered by hedgerows with a few narrow lanes running between them.

US FORCES

The first abortive attacks west from the Merderet River bridgehead were made by the 90th Infantry Division. Within a few days this division was sidelined in favour of units from the 82nd Airborne Division (325th Glider Infantry Regiment, 505th and 508th Parachute Infantry Regiments) and the 9th Infantry Division (39th, 47th and 60th Regimental Combat Teams). These troops, with armoured support from the 746th Tank Battalion, carried the main thrust across the Peninsula.

To represent these forces you could field a US Parachute Rifle Company, or Glider Rifle Company from *D Minus 1*, or a US Rifle Company from *Festung Europa*.

GERMAN FORCES

The first US attacks to cut the Peninsula fell upon the grenadiers of 91. *Luftlandedivision*. Later, units from both 77. *Infanteriedivision* (in the north) and 243. *Infanteriedivision* (in the south) opposed the US advance. As it gained momentum these weary divisions were gradually reduced to the level of *Kampfgruppen*, ad hoc combat groups.

To represent these forces you could field a German Grenadierkompanie or Pionierkompanie from *Festung Europa*.

WHAT IF FORCES

Alternatively, you could play a 'What if' campaign to see what would have happened if different forces fought in the Cotentin Peninsula and use any company you have.

MERDERET RIVER CROSSINGS

The Merderet River and surrounding marshes form a formidable barrier between the US landing areas and the rest of the Peninsula. By driving the US forces back across it, the Germans can bottle up the US troops within their own beachhead. The supply corridor to Cherbourg would no longer be under threat.

VICTORY

If the German player reaches the Merderet River Crossings, they have won the campaign. The Allies will never capture Cherbourg if they can't even fight their way out of their lodgement area!

PONT L'ABBE

The small town of Pont l'Abbe guards one of only two highways that cross the Douve River to the south via a causeway across the river and the *Prairies Marecageuses*. The town is therefore critical to the German supply lines to Cherbourg and will be heavily defended.

TERRAIN

Between 6 and 12 buildings mark the edge of the town and are placed in the defender's half of the table. The Pont l'Abbe-Valognes highway runs through these across the table from end to end. This is one of the few proper roads in

the region and is wide, straight and bordered by hedges of only normal dimensions, not the imposing bocage hedge-rows. Everywhere else is bocage country.

'TWO RABBITS'

'Lightning Joe' will not tolerate any 'malingering'. If his subordinates are not capable of capturing the town unaided, a heavy bombardment will be ordered to flatten it—one so heavy that 'only two rabbits will be left alive and one of them not looking very spry'. After that he'll sack the divisional commander and any of his regimental commanders who aren't getting results.

If, in the first mission fought in this sector, the US player loses, VII Corps will order a bombardment that forces the German player to withdraw. The campaign moves to the Orglandes sector. However, as a penalty for their failure the US player must deduct 10 points from their Victory point total to reflect the re-organisation brought about by the replacement of their Divisional commander.

VICTORY

If, at the end of the fourth game of the campaign, the US player has failed to advance beyond this sector, the German player has won the campaign. There is not enough time left to cut the Peninsula before first-rate reinforcements and large stocks of ammunition and supplies reach Cherbourg. It is now doubtful whether the port will be captured at all.





ORGLANDES

The town of Orglandes is of little military significance in itself however the high ground to the west offers a commanding position ideal for artillery observation.

TERRAIN

Amongst the ubiquitous bocage the terrain rises gently forming a low hill in the centre of the table. The highway to Ste. Colombe runs across the table from end to end. This is one of the few proper roads in the region and is wide, straight and bordered by hedges of only normal dimensions, not the imposing bocage hedgerows.

HIGH GROUND

The high ground in this sector overlooks the three bridges over the Douve at Ste. Colombe. If the US troops can gain possession of this high ground, heavy artillery can be moved up to bring the Germans guarding the Douve under a heavy bombardment.

If the US player wins as the attacker in this sector, they have gained the high ground. In the next mission only, they may conduct a Preliminary Bombardment against the German forces in the Ste. Colombe sector. After that the artillery will be withdrawn as it is needed elsewhere.

VICTORY

If, at the end of the fifth game of the campaign, the US player has failed to advance beyond this sector, the German player has won the campaign. There is not enough time left to cut the Peninsula before significant reinforcements and supplies reach Cherbourg. A long and costly siege to capture the port is now expected.

STE. COLOMBE

The three bridges over the Douve between Ste. Colombe (on the east bank) and Nehou (on the west bank) form an obvious and formidable defensive position. However it is also the last viable line of defence for the hard-pressed German forces before the west coast of the Peninsula.

TERRAIN

Missions fought in this sector are fought on a normal-sized (6'x4') 180cm x 120cm table.

In this sector the Douve River splits into three streams that cross the centre of the table parallel to the defender's table edge. A single road winds across the table roughly perpendicular to the streams, crossing them via three narrow bridges. The streams are Very Difficult Going except for a small ford (Difficult Going) that bisects all three rivers near the table edge.

At either end of the road are four or five buildings of Ste. Colombe and Nehou. The villages themselves are surrounded by bocage country.

COOKS AND CLERKS

Due to heavy losses of infantry and a lack of replacements the German forces are forced to draft cooks and clerks to fight.

Before deploying for a mission in this sector the German player must roll a die for each platoon in their force. On a roll of 1 the platoon will be rated, for this mission only, at one Skill level lower than normal.

VICTORY

If, at the end of the sixth game of the campaign, the US player has failed to advance beyond this sector, the German player has won the campaign. There is not enough time left to cut the Peninsula before a few vital supplies reach Cherbourg. The port will no doubt still fall, but there may be an unwanted delay before it is in Allied hands.

BARNEVILLE-SUR-MER

By cutting the coastal road running through the village of Barneville-sur-Mer the US troops have closed the final supply line, and escape route, for all German forces in the north of the Peninsula. Starved of critical supplies, *Festung Cherbourg* must fall, and fall soon.

VICTORY

If the US player reaches Barneville-sur-Mer, they have won the campaign, the capture of Cherbourg is inevitable and expected to be speedy.

D-DAY

CAMPAIGN



THE END OF THE COTENTIN CAMPAIGN

The 357th and 358th Regimental Combat Teams of 90th Infantry Division, strike out from the La Fièvre bridgehead on 10 June. Their advance is quickly halted by well-entrenched German troops from 1057. *Grenadierregiment* of 91. *Luftlandedivision*. The green American troops, most seeing combat for the first time, recoil and fall back in the face of heavy enemy fire from the hedgerows.

On 11 June the Division renews its stalled offensive but the going is slow. By the end of the day the 358th Regimental Combat Team has surrounded but not captured Pont l'Abbe and the 357th Regimental Combat Team is still battling near Les Landes. The next day the Division is bolstered by the arrival of the 359th Regimental Combat Team which joins the fray between the other two. On 13 June, with the aid of these reinforcements, the Division struggles on to its initial objectives, including the capture of Pont l'Abbe after a concentrated Allied bombardment has all but levelled the village.

General 'Lightning Joe' Collins reacts to this disappointing performance by relieving the divisional commander and two of the regimental commanders of their duties. The 90th Infantry Division is reassigned to cover the northern flank of the advance, and the more seasoned 82nd Airborne and 9th Infantry Divisions are assigned to carry the main thrust westwards.

On 14 June, the 325th Glider Infantry Regiment and the 507th Parachute Infantry Regiment of the 82nd Airborne make good progress along the Pont l'Abbe – St. Sauveur-le-Vicomte road. Meanwhile troops of the 9th Infantry Division advance northwest to the Pont l'Abbe – Valognes highway. On the northern flank, however, the hard-pressed 90th Infantry Division, now faced by the comparatively fresh 77. *Infanteriedivision*, continues to struggle through the difficult bocage country.

Everywhere else, German opposition to the drive is crumbling. The fighting has reduced 91. *Luftlandedivision* to a *Kampfgruppe*, a small battle group, and the battle-weary German units are in disarray and running low on ammunition. Taking advantage of this situation the troops of the 82nd Airborne Division accelerate their drive westward on 15 June. However, that same day

the northwesterly advance of the 9th Division's 60th Regimental Combat Team is checked by a strong German counterattack which temporarily drives the US troops back to their starting line along the Pont l'Abbe – Valognes highway. In the north, the hard-pressed 90th Infantry Division is further reinforced by the 47th Regimental Combat Team. This unit drives westwards, despite harassment on the right flank of its advance, reaching its objective of the high ground near Orglandes.

Now, 'Lightning Joe' orders that the Peninsula be cut with all speed before the enemy can organise their defences along the Douve River between St. Sauveur-le-Vicomte and Ste. Colombe. On 16 June, the 82nd Airborne Division reach St. Sauveur-le-Vicomte on the banks of the river. Observing a precipitate German retreat the airborne troops rush in and seize the town. Meanwhile, heavy artillery bombardments target the retreating Germans. By evening, the 82nd Airborne Division have seized a deep bridgehead across the Douve River.

Further north as the 47th Regimental Combat Team battles tough opposition for the high ground near Biniville, the 60th Regimental Combat Team, with armoured support, sweeps across country and enters Ste. Colombe on the banks of the Douve. Here, a hastily-organised crossing of the three river bridges in the area is halted by heavy artillery and direct fire from German forces in Nehou on the far bank.

The next day, the 60th Regimental Combat Team advance west, across the Douve and through Nehou, and the 47th Regimental Combat Team advance southwest from St. Sauveur-le-Vicomte. Meeting little organised German opposition, the US troops quickly overrun their original objectives and drive onwards, by the end of the day cutting the coastal road at Barneville-sur-Mer and Grand Huanville.

This rapid advance has cut the Cotentin Peninsula, and with it the German Seventh Army, in two. *Festung Cherbourg*, and all German troops north of the US lines are now isolated from resupply and reinforcement. The capture of a port from which the Allied beachhead can be resupplied is now just a matter of time.

WEAPONS OF D-DAY: ALLIED TANKS

FIREFLY VC

The Sherman VC, also known as the Sherman V (17 pdr) or Firefly, is the result of mating the effective 17 pdr gun to the Sherman tank. To fit the gun in the US-style turret and still have room to load the long rounds, it has to be mounted on its side and adapted for left-hand loading. The gun's recoil is so long that the radio is moved into an armoured box on the turret rear. The long rounds also cause stowage problems, leading to the hull machine-gunner being dropped.

As Firefly tanks are in short supply they are allocated on a basis of one per platoon. The German Panzer crews quickly recognised the danger posed by the Firefly and often target them first. To combat this the barrel is usually camouflaged with Hessian tape, or painted to break its shape. A white band is painted where the normal barrel would end, then the rest painted dark grey above and white below.



CROMWELL IV

The Cromwell tank, which began its combat service on D-Day, is the best British tank design to date. Powered by the reliable V12 Rolls-Royce Meteor engine, derived from the famous Merlin engine used in the Spitfire, the Cromwell is very agile and can easily reach speeds of 40 mph (64 km/h). Indeed the engine has to be governed down as excessive speed causes too much damage to the tank's Christie suspension.

It had been intended to fit the Cromwell with a six pounder gun, but experience in North Africa showed that a gun able to fire a powerful high-explosive shell is required to deal with dug-in infantry and anti-tank guns. In response, the Cromwell has been fitted with a new 75mm gun, based on a bored-out six pounder with a muzzle brake added. This weapon fires the same American ammunition as the Sherman tank, eliminating any supply difficulties.

SHERMAN DOZER

The US Army has plenty of experience from the ongoing Italian campaign in the ingenious obstacles deployed by the Germans to slow down Allied advances, as well as the heavy damage caused by modern weaponry on civilian infrastructure. Conventional unarmoured bulldozers are next to useless on the front line, so after some experimentation a specialist mounting has been developed. Designated Bulldozer, Tank-mounting, M1, this dozer blade can be fitted to all types of Sherman providing the US Army with an armed and armoured engineering capability.

Many of the first tanks ashore on D-Day were fitted with the M1 dozer blade allowing them to clear beach obstacles, fill anti-tank ditches and bomb craters, and gap walls and hedgerows to get the troops off the beach and inland.



If anyone had told us two years ago that we could throw ashore a million men, two hundred thousand vehicles, and three-quarters of a million tons of stores, across open beaches, in none too favourable weather, in thirty days, we would have dubbed him mad.

- General Ismay, British War Cabinet Chief of Staff



ALLIED 21ST ARMY GROUP, ORDERS OF BATTLE, 6TH JUNE, 1944.

US FIRST ARMY

VII CORPS (UTAH)—228 TANKS AND 31,200 SOLDIERS

4th 'Ivy' Infantry Division.



- 8th IR, 12th IR, 22nd IR, 20th FAB, 29th FAB, 42nd FAB, 44th FAB, 4th CRT, 4th ECB.
- Attached: 65th AFAB, 87th AFAB, 980th FAB, 13th FAOB, 801st TDB, 87th CWB, 1106th ECG, C Coy Barrage Balloon Bn.

359th Inf Regiment (from 90th 'Tough Ombres' Infantry Division).

4th Cavalry Group.

- 4th & 24th CRS.

6th Armoured Group.

- 70th TB, 746th TB, 749th TB, 899th TDB.

11th Anti-aircraft Artillery Group.

- 116th AAAB, 535th AAA(AW)B, 474th AAA(AW)SPB

V CORPS (OMAHA)—152 TANKS AND 37,200 SOLDIERS

1st 'Big Red One' Infantry Division.



- 16th IR, 18th IR, 26th IR, 5th FAB, 7th FAB, 32nd FAB, 33rd FAB, 1st CRT, 1st ECB.
- Attached: 20th ECB, 81st CWB, 62nd AFAB.

29th 'Blue and Gray' Infantry Division.



- 115th IR, 116th IR, 175th IR, 110th FAB, 111th FAB, 224th FAB, 227th FAB, 29th CRT, 121st ECB.
- Attached: 58th AFAB, 81st CWB, 112th ECB, 102nd CRS.

3rd Armoured Group.

- 743rd TB, 747th TB, 635th TDB.

Provisional Ranger Brigade Group.



- Force A (D, E, & F 2nd Rangers), Force B (C 2nd Rangers), Force C (A & B 2nd Rangers and, A-F 5th Rangers), Cannon Company, 2 Naval Shore Fire Control Parties, 1 Air Liaison Party.

BRITISH SECOND ARMY

XXX CORPS (GOLD)—353 TANKS AND 28,400 SOLDIERS

50th (Northumbrian) Infantry Division.



- 69th Inf Bde: 5th Bn East Yorkshire Regt, 6th & 7th Bn Green Howards.
- 151st Inf Bde: 6th, 8th & 9th Bn Durham Light Infantry.
- 231st Inf Bde: 1st Bn Hampshire Regt, 1st Bn Dorsetshire Regt, 2nd Bn Devonshire Regt.
- 56th Ind Inf Bde: 2nd Bn Essex Regt, 2nd Bn Gloucestershire Regt, 2nd Bn South Wales Borderers.
- 2nd Bn Cheshire Regt (MMG).
- 74th Field Regt RA, 90th Field Regt RA, 124th Field Regt RA, 102nd A/T Regt RA, 25th LA/A Regt.
- 233rd, 295th, & 505th Field Coy.
- 61st Recce Regt.
- Attached: 1st RM Armd Support Regt, 81st & 82nd Assault Sqns 6th Assault Regt RE (AVRE) & B & C Sqn Westminster Dragoons (flail) (from 79th Armoured Division), C Sqn 141st Bn RAC (Croc). 86th Field Regt RA, 147th Field Regt RA, 7th Medium Regt RA, 73rd A/T Regt RA, 120th LA/A Regt, 113th HA/A Regt, A Flight 662nd Air Observation Post Sqn. US 897th FAB.

8th Armoured Brigade

- Nottinghamshire (Sherwood Rangers) Yeomanry, 4th/7th Royal Dragoon Guards, 24th Lancers.

4th Special Service Brigade

- No. 47 RM Commando.

I CORPS (JUNO)—291 TANKS AND 27,200 SOLDIERS

3rd Canadian Infantry Division



- 7th Cdn Inf Bde: The Royal Winnipeg Rifles, The Regina Rifles Regt, 1st Bn, The Canadian Scottish Regt.
- 8th Cdn Inf Bde: The Queen's Own Rifles of Canada, Le Régiment de la Chaudière, The North Shore (New Brunswick) Regt.
- 9th Cdn Inf Bde: The Highland Light Infantry of Canada, The Stormont, Dundas & Glengarry Highlanders, The North Nova Scotia Highlanders.
- The Cameron Highlanders of Ottawa (MMG).
- 12th Field Regt RCA, 13th Field Regt RCA, 14th Field Regt RCA, 3rd A/T Regt RCA, 4th LA/A Regt RCA.
- 6th, 16th & 18th Field Coy RCE.
- 7th Recce Regt, (17th Duke of York's Royal Canadian Hussars).
- Attached: 2nd RM Armd Support Regt, C Sqn The Inns of Court Regt, 26th & 80th Assault Sqns 5th Assault Regt RE (AVRE) & B Sqn 22nd Dragoons (flail) (from 79th Armoured Division), 71st & 262nd Field Coy RCE, 5th Field Coy RCE, 19th Field Regt (SP) RCA, 62nd A/T Regt RA, 73rd LA/A Regt RA, 93rd LA/A Regt RA, 114th LA/A Regt RA, 474th Searchlight Bty RA, A Flight 652nd Air Observation Post Sqn.

2nd Canadian Armoured Brigade

- 6th Cdn Armd Regt (1st Hussars), 10th Cdn Armd Regt (Fort Garry Horse), 27th Cdn Armd Regt (Sherbrooke Fusiliers).

4th Special Service Brigade

- Nos. 46 & 48 RM Commando.

I CORPS (SWORD)—319 TANKS AND 27,000 SOLDIERS

3rd Infantry Division.



- 8th Inf Bde: 1st Bn The Suffolk Regt, 2nd Bn The East Yorkshire Regt, 1st Bn The South Lancashire Regt.
- 9th Inf Bde: 2nd Bn The Lincolnshire Regt, 1st Bn The King's Own Scottish Borderers, 2nd Bn The Royal Ulster Rifles.
- 185th Inf Bde: 2nd Bn The Royal Warwickshire Regt, 1st Bn The Royal Norfolk Regt, 2nd Bn The King's Shropshire Light Infantry.
- 2nd Bn The Middlesex Regt (MMG).
- 7th Field Regt RA, 33rd Field Regt RA, 76th Field Regt RA, 20th A/T Regt RA.
- 17th, 246th & 253rd Field Coy.
- 3rd Recce Regt.
- Attached: 5th Ind RM Armd Support Bty, 77th & 79th Assault Sqns 5th Assault Regt RE (AVRE) & A & C Sqn 22nd Dragoons (flails) (from 79th Armoured Division), 71st & 263rd Field Coy RE, 53rd Medium Regt RA, 73rd LA/A Regt, 93rd LA/A Regt, B Flight 652nd Air Observation Post Sqn.

27th Armoured Brigade

- 13th/18th Royal Hussars, 1st East Riding Yeomanry, The Staffordshire Yeomanry.

1st Special Service Brigade

- Nos. 3, 4, & 6 Commando & No. 45 RM Commando.

4th Special Service Brigade

- No. 41 RM Commando.

IR = Infantry Regiment, AFAB = Armoured Field Artillery Battalion, FAB = Field Artillery Battalion, FAOB = Field Artillery Observation Battalion, CWB = Chemical Weapons Battalion, ECB = Engineer Combat Battalion, ECG = Engineer Combat Group, TB = Tank Battalion, TDB = Tank Destroyer Battalion, CRS = Cavalry Reconnaissance Squadron, CRT = Cavalry Reconnaissance Troop, AAAB = Anti-aircraft Artillery Battalion, AW = Automatic Weapons, SP = Self-propelled.

Armd = Armoured, Inf = Infantry, RM = Royal Marine, Bde = Brigade, Regt = Regiment, Bn = Battalion, Coy = Company, Sqn = Squadron, Royal Engineers (RE), Royal Artillery (RA), Canadian (Cdn), Royal Canadian Artillery (RCA), Royal Canadian Engineers (RCE), A/T = Anti-tank, LA/A = Light Anti-aircraft, HA/A = Heavy Anti-aircraft.

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 fully use the contents of this book.



'Your task will not be an easy one. Your enemy is well trained, well equipped, and battle-hardened. He will fight savagely. ... The free men of the world are marching together to victory. I have full confidence in your courage, devotion to duty, and skill in battle. We will accept nothing less than full victory.'

—General Dwight D Eisenhower, SHAEF

In the early morning darkness of 6 June 1944, the largest armada of ships the world has ever seen heaves to off the Normandy coastline. Aboard, thousands of Allied soldiers wait in readiness for their date with destiny. Months of planning, training and preparation are now behind them. On this day they will undertake the greatest amphibious assault in history, and on their success or failure hangs the very fate of the liberation of Europe from the jackboot of Nazi domination.

On D-Day the Allies succeeded, just — can you?

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