

Pushing Forward – Normandy July 1944 - British

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The following fictional scenario is set on the Western Front during early July 1944 and uses the "Spearhead" miniatures rules. The scenario was inspired by Robert Neillands' "The Battle of Normandy 1944".

Background:

The bridgehead is finally secure. Now it must be enlarged. With the battles of Epsom over there still remain a series of attacks against prepared and stubborn German defences. The process of pushing slowly forward remains.

This scenario attempts to replicate some of the situations confronting a British infantry commander in Normandy where battles of manoeuvre and flanking actions were not always possible. The actions, though critical, were not rewarded with the same glamour that accompanied the armoured break through battles. Rewards were the capture of another village, usually one that no one had heard of before, or perhaps the securing of a prominent local hill in the area. They were, all too often, associated with a casualty list too long in itself. However, sometimes there was no other option than to "push forward" and take ground. Of course capturing objectives is only part of the battle. Just as important are the maxims of economy of force.

There are command decisions to be made. The German commander can request further reinforcement prior to or even during the engagement. However, his request will be at the detriment of other sectors where reserve troops can no longer be called in. Reinforcement here will mean a thinning of forces elsewhere and possibly a breakthrough.

Likewise the British commander has options. He can determine the type of battle he wishes to fight. It can be a solid advance with limited gains, or a breakthrough attempt with armoured elements. But along with his selections comes expectations on results from higher command. Consider your opponents dispositions carefully, estimate his likely strength, and submit your plan to division.

Scenario Rules:

German forces may be deployed anywhere on table except within 9" of the British table edge.

The following pre-game sequence is used:

1. Each German commander places the battalion headquarters of any on-table battalions on the table.
2. Both commanders determine their force allocations and attachments. The British commander completes his command arrows. Note, up to four German stands can be hidden their position being marked on a map and they are only deployed when they move, fire or are spotted.
3. Both players adjust the location of their respective battalion headquarters stands to comply with their maps and then deploy their battalions within command radius of the battalion headquarters stands. The game now begins, including any pre-game pre-programmed artillery fire.

No flank marches allowed by either side.

The main river is a significant obstacle and can only be crossed via the bridge "B3". The other stream is a minor obstacle. It reduces movement of all infantry and tracked vehicles that attempt to cross it, except by bridge.

The fields block visibility to troops at the same level. Treat all movement within fields as broken ground. The fields do not however provide protective cover.

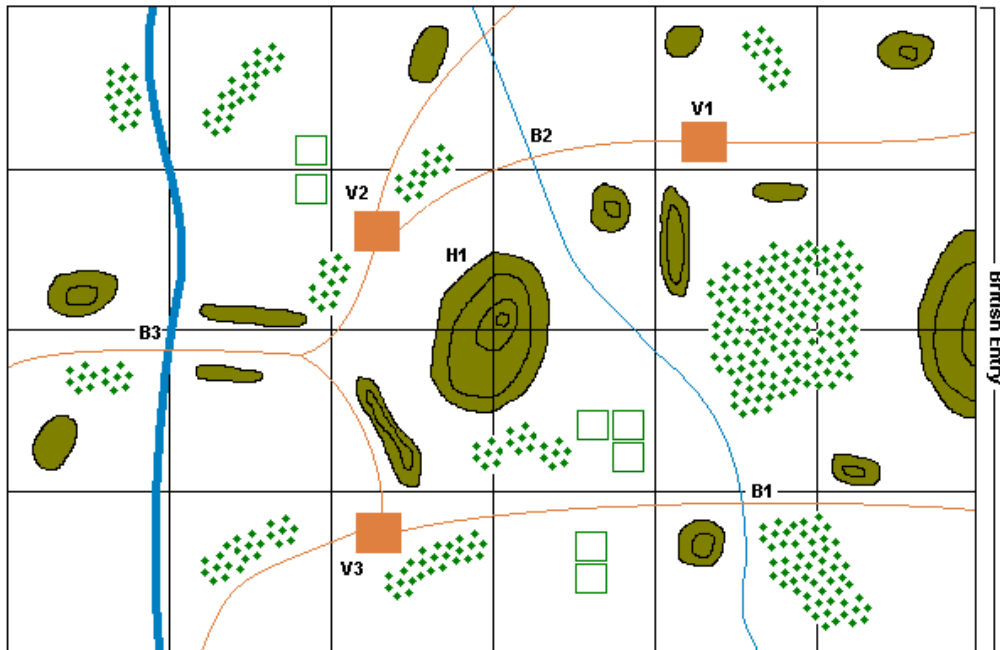
Advanced British artillery rules as well as counter battery rules should be used. However, in this scenario counter battery fire is only available to the British. A British counter-battery spotter is not considered to be present with the division for this scenario.

The Spearhead Advanced Morale rule applies.

The game lasts a maximum of 16 turns.

The Map:

The map is based on a 1.8m x 1.2m table. Each square is 12" in width or 1200 yards.



Terrain Key:

	Town		Stream
	Village		Road
	Fields		
	Woods		

- V1. Village One
- V2. Village Two
- V3. Village Three
- B1. Bridge One
- B2. Bridge Two
- B3. Bridge Three
- H1. Hill One

British Forces:

The British commander has the following forces available.

British Infantry Brigade:

- One Infantry brigade of three infantry battalions at full TO&E. No RASC. Regular morale

British Divisional Assets:

- One HMG company of three HMGs, and 4.2" mortar, for attachment to any one infantry battalion.
- One Armoured Regiment equipped with Shermans, at full TO&E. The regiment may be attached out in support of the infantry battalions, by squadron, or be retained as a fighting "battalion".
- One 25pdr Regiment with 12 fire missions per "battery" of two stands all off table. One battery to be attached per battalion each with a FAO. Special British artillery rules apply.
- Five pre-planned fire missions by off-table 5.5" guns. Once all fire missions are complete one battery of two 5.5" guns reverts to counter-battery.
- Two sorties of rocket armed Typhoons with on-table AGC.

The British commander may select to add or replace formations as follows. The selections may affect the victory requirements. The selections are however made after the initial German battalion HQ stand deployment as outlined in the Advanced Reconnaissance rules. This simulates intelligence gathering and analysis prior to final commitment of forces. The optional British formations are:

- Replace the Armoured Regiment with Infantry Tank Regiment. The regiment is equipped with two squadrons of Churchill VII with 75mm and one squadron Churchill IV with 6pdrs. The regiment may be attached out in support of the infantry battalions, by squadron, or be retained as a fighting "battalion". If this option is used the following two options cannot be selected. However, no adjustment to victory points is made.
- Replace one infantry battalion with Motor Battalion in M3 half-tracks at full TO&E. If this option is used the Armoured Regiment (Sherman equipped) must be used and the Armoured Regiment cannot be broken down in support of the infantry battalions. The Motor Battalion and Armoured Regiment may however cross attach. The battalions FAO, and associated artillery battery, is drawn from the Armoured Division. Therefore, it cannot support the infantry from the infantry division in artillery concentrations as defined by the Advanced British Artillery rule. Further, if this option is used subtract one from the British victory point total.
- Alternately to the above, add one additional Motor Battalion from Armoured Division in M3 half-tracks, while retaining the three infantry battalions. The Armoured Regiment must be used and cannot be broken down in support of the infantry battalions, though as before it can cross attach. One 25pdr battery may be allocated to this formation but reduces the 25pdr batteries available to the Infantry Brigade as before. Further, if this option is used subtract two from the British victory point total.

All British troops are regular.

Victory Conditions:

The British player accumulates victory points throughout the game:

Capture of Village One or Two	+1 for each
Capture of Village Three	+2
Capture of Bridge One or Two	+1 for each
Capture of Bridge Three	+3
Capture of Hill One	+3
Each German regular battalion that fails a morale check	+1
German use of infantry battalion reserve	+1
German use of heavy field entrenchments	+1
German use of Panzer reserve during game	+2
British use replacement of infantry battalion with motor battalion	-1
British use of additional motor battalion	-2
Each British battalion that fails a morale check	-1

At the end of the game the total number of British victory points is compared with the following table to determine the victor.

<i>Victory Point Total</i>	<i>Outcome</i>
1-4 VP	Local German victory. The significant British resources have been allocated with minimal gain.
5 VP	Local British victory all initial objectives achieved. In game terms, however it is considered a draw.
6-7 VP	Major British victory. Significant gains have been achieved with significant results considering resources allocated.
8+ VP	British breakthrough.