

Pushing Forward – Normandy July 1944 - German

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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:

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.



German Forces:

The German commander has the following forces available.

German Infantry Regiment:

- One Infantry Regiment from 1944 Infantry Division at full TO&E including regimental support companies. Regular Morale.

German Divisional Assets:

- One Light AA platoon of one 20mm stand, towed or self-propelled. Must be attached.
- One divisional 105mm towed artillery battalion off table and with 6 fire missions, one FAO is available.

In addition, two support "companies" consisting of any combination of the following are available. Each option can be selected only once. The companies may be attached or formed into an ad-hoc battalion with infantry stands from the above infantry regiment, under command of the Regimental HQ:

- One Tiger I.
- One 88mm PAK 43 with tractor.
- Two Stug III 75mm/L48.
- Two Marder III.
- Three PAK 40 ATGs with truck.

All the above are considered regular, with the exception of the Tiger I, which is veteran for suppression recovery.

Finally, up to ten non-vehicle stands may be entrenched in light entrenchments. Note that a towed 20mm FLAK can be entrenched, while a self-propelled FLAK vehicle cannot be entrenched.

German Sector Reserves:

Additional formations can be selected by the German player, either before the battle, or in one case, during the battle. All three options can be selected if desired.

- Reserve Infantry Battalion: One additional infantry battalion consisting of 1 BHQ and 8 Rifle stands. The battalion is rated green and available only before the battle begins. If this option is used add one to the British victory point total. This option is declared prior to the battle. Refer special reconnaissance rules below.
- Additional Entrenchments: Entrench any four non-vehicle stands in heavy entrenchments and deploy, on by marking on a map, up to four minefields of any type. This option is available only before the battle begins. It represents engineering resources being allocated to the sector prior to the battle. If this option is used add one to the British victory point total. This option is not declared prior to the battle.
- Armoured Reserve: The German player may commit, at any time after turn four, a reserve Panzer formation. It arrives on the road that leads to bridge "B3" and can only cross to the battle area by using this bridge. It consists of: 1 BHQ (PzIV H), 7 PzIV Hs and 3 Rifle stands in Sdkfz 251 and is rated regular. If this option is used add two to the British victory point total.

With the exception of the "Armoured Reserve" all German battalions start the game with defend orders.

If the German player does not select the reserve infantry battalion he may select to form an ad-hoc battalion. The command element for this ad-hoc battalion is the Regimental HQ and it may have up to a total of nine stands, including the Regimental HQ, drawn from any on-table troops.

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.