

# Introductory Scenario: Pushing in a German Outpost

## **Background for players**

The date is some time during the summer of 1944 in Normandy. You are the commander of a British motorized battalion, part of an armoured division closing up to a German defensive position to the south. The armoured division is the spearhead of an Allied offensive that intends to open the way towards Paris. Reconnaissance has found a major German position some 3 miles (5 kilometres) ahead. There are some German outposts in advance of their main position, one of which is in a small village to your immediate front.

It is now 2 hours before dusk, and your division commander has given you the task of clearing the German outpost from the village.

This game lasts up to 2 hours of game time, which is 12 turns, or it can end sooner if you achieve the victory conditions.

## **Victory**

You win this scenario either by taking the village or by preventing the Germans from re-supplying it. Re-supply can only be effected between the road and the stream on the south edge of the board [point].

## **British forces**

You have a small British regimental group: an infantry regiment plus the support a Sherman tank regiment and some artillery. All your forces are regulars.

### **Brigade headquarters, acting as HQ of the regimental group**

*Regimental group HQ*

1x large command element  
1x White scout car

### **Infantry Regiment**

*Battalion HQ*

1x large command element  
1x jeep

*Support Company (reduced)*

1x small command element with carrier  
2x 3" mortar elements with 2 carriers  
2x PIAT elements with 2 carriers  
2x 6pdr anti-tank guns with 2 Loyd carriers

*Rifle Company (x4) each comprising:*

1x small command element with jeep or carrier  
1x 2" mortar  
1x PIAT element  
1x LMG element  
2x integrated infantry elements

### **Tank Regiment**

*HQ (reduced)*

1x 75mm Sherman V Control tank (command)  
2x M3 or M5 Stuart light tanks  
*A, B and C Squadrons, each:*  
3x 75mm Sherman V - 1 incorporating command function  
1x Sherman Firefly

### **Artillery assets**

*Towed 25 pdr battery*

1x Forward Observer, optionally in Crusader tank (unarmed)

2x 25pdrs with Quad prime movers

*Sexton battery*

1x Forward Observer, optionally in Crusader tank (unarmed)

2x Sexton SP gun/howitzers

# Introductory Scenario: Pushing in a German Outpost

## Sketch map

The size of the table is 75cm (1.5km) x 100cm (2km).



## Introductory Scenario: Pushing in a German Outpost

### **Terrain**

Your troops are at the northern edge of the board, which is at the bottom of the sketch map. There's a road running roughly south to north through the village. To the east there are some ridges. There's an area of bocage to the NE of the village. To the west of the village is a low hilly area covered with dense woods – difficult to get through, impassable to vehicles, plus it has a steep slope on this side. These hills are not very large, but in the mostly flat ground of Normandy any raised area acts as hills. There's an area of open woodland behind the densely wooded hill. A stream – entirely fordable – runs through the valley from the slope to the SW towards where the main German position lies. The pond is impassable to all troops. The large slope right in the SW corner of the sketch map leads to the main German position. It dominates the SW quadrant, but both small hills effectively restrict any line of sight from there into the valley. The small outlying hill overshadows the valley to the south of the village and would cover any exit up the road.

The village itself consists of sturdy 2-storey houses, a mixture of wood, brick and stone, with narrow streets. There are no particularly tall or very strong buildings. The village could hold up to 4 full size infantry elements (2 in the top level, 2 in the ground floor level), or theoretically a vehicle element or two (your recce reports suggest no vehicles in the village).

### **The Germans**

You have no worries about either flank or rear. There is no possibility of any major German counter-attack, because other units are protecting these spots. Local counter-attacks are a possibility (they always are with the Germans).

Reconnaissance reports have indicated that you have German panzergrenadiers from a panzer division in front of you at not more than company strength. Beware, because a full strength German panzergrenadier company can be up to twice as strong as one of your companies and can have an annoying number of machine guns. However, you also know that the enemy has taken casualties, so they're not at full strength. It's unlikely that the Germans will have left this outpost isolated, so you can expect them to support it with mortar fire, anti-tank weapons (at least panzerfausts), possibly artillery and even assault guns or tanks.

The Germans haven't had time to construct bunkers, fortunately, but probably have simple field fortifications with trenches, covered and concealed positions.

### **Planning**

To help you make your plan, you might well ask yourself the following questions, bearing in mind all you know about your forces, the enemy and the terrain:

1. What is our primary tactical objective for the mission? Where should we end up?
2. What are the intermediate (phase) objectives?
3. How will we make the best use of the supporting arms (artillery and AT guns) that we've been allocated?

### **Deployment**

You start by entering the board anywhere along the northern table edge up to the eastern edge of the bocage; some elements can stay off-table if you want and come on whenever you order them to.

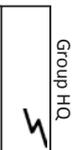
### **Assessing victory**

As mentioned at the start, you win this scenario either by taking the village by the end of the game or by preventing the Germans from re-supplying it. Re-supply can only be effected between the road and the stream on the south edge of the board.



## Regimental Group HQ

May be deployed off-table for the duration.



Group HQ



White scout car

Large command

Transport

### Radios

Single net to both battalion HQs in the command (3km)  
Separate link to each battery (3km)

### White scout car

This element is for HQ movement.

Speed: 80 kph

Armour: 1/1, open-topped

AA MG, pintle-mount MG

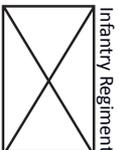
### Other units

Infantry Regiment = regular infantry battalion

Tank Regiment = tank battalion (Shermans and Stuarts)

1 battery of SP guns = Sexton (25 pdrs)

1 battery of field artillery = towed 25 pdrs



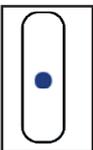
Tank Regiment

inf battn

tank battn

Sexton battery

25 pdr battery



SP artillery batty



field art'y battery



## A Squadron

HQ, Sherman, 75



tank (command)



Sherman, Firefly

tank



### Radios

HQ links to its elements (300m)  
Net with tank regiment HQ (3km)

### Sherman, 75

Speed: 39 kph

Armour: 5/3

Gun: US 75mm/L40

Co-axial MG, AA MG; hull MG

### Sherman, Firefly

Speed: 39 kph

Armour: 5/3

Gun: OQF 17 pdr

Co-axial MG



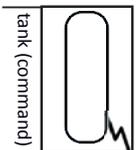
## Tank Regiment

### Radios

Net with regimental group HQ and infantry regiment HQ (3km).

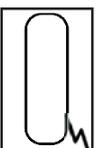
Net with each of its 3 squadrons (3km).

Stuarts are receive elements with long-range radios (3km).



HQ, Sherman, 75

tank (command)



Stuart, 2x

light tank

### Sherman, 75

Speed: 39 kph

Armour: 5/3

Gun: US 75mm/L40

Co-axial MG; AA MG; hull MG

### Stuart M5

Speed: 58 kph

Armour: 4/2

Gun: US 37mm L/56; co-axial MG; hull MG; AA MG



Sherman Sq'n, 3x

tank squadron

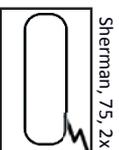


## B Squadron

HQ, Sherman, 75

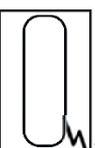


tank (command)



Sherman, Firefly

tank



### Radios

HQ links to its elements (300m)  
Net with tank regiment HQ (3km)

### Sherman, 75

Speed: 39 kph

Armour: 5/3

Gun: 75mm/L40

Co-axial MG; AA MG; hull MG

### Sherman, Firefly

Speed: 39 kph

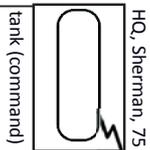
Armour: 5/3

Gun: OQF 17 pdr

Co-axial MG



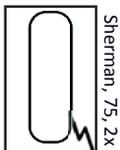
### C Squadron



**Radios**  
HQ links to its elements (300m)  
Net with tank regiment HQ (3km)

**Sherman, 75**  
Speed : 39 kph  
Armour: 5/3  
Gun: 75mm/L40

Co-axial MG; AA MG; hull MG



Sherman, Firefly

tank

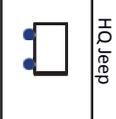
**Sherman, Firefly**  
Speed : 39 kph  
Armour: 5/3  
Gun: OQF 17 pdr  
Co-axial MG



### Infantry Regiment



**Radios**  
Net with regimental group HQ and tank regiment HQ (3km).  
Net with each of its 5 companies (3km).



**Jeep**  
Speed: 80 kph  
Armour: none  
Gun: none

Large command

Transport



Support Coy

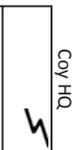


Rifle Coy, 4x  
int companies

Mixed



### Support Company (reduced), Infantry Regiment



Univ carrier

**Radios**

Coy HQ net with infantry regiment HQ and rifle company HQs (3km)  
Coy HQ net to all the carriers (3km)

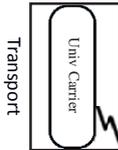
Small command



Transport

**Universal Carrier**

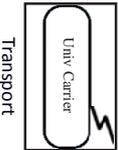
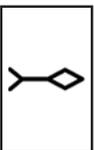
Speed: 48 kph  
Armour: 1/1, open-topped  
LMG



Transport

**Loyd Carrier**  
Speed: 48 kph  
Armour: 1/1, open-topped  
Unarmed

Heavy Support



Transport

Univ carriers, 2x

Light support



Loyd carrier, 2x

anti-tank platoon

Tow



### A Company, Infantry Regiment



HQ carrier

**Radios**

Coy HQ net with infantry regiment HQ, support HQ and other rifle company HQs (3km)

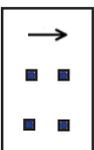
Small command



Transport

**3" mortars**

Your company HQ can operate as a forward observer for the 3" mortars in the Support HQ.



Rifles, 2x



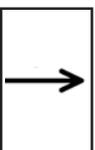
2" Mortar

int'g'd small arms

Light Support

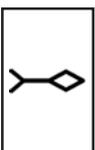
**Universal Carrier**  
Speed: 48 kph  
Armour: 1/1, open-topped  
LMG

LMG



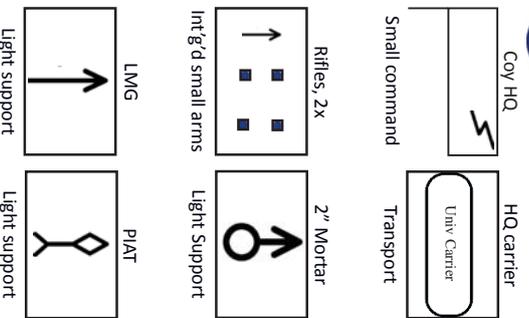
Light support

PIAT



Light support

## B Company, Infantry Regiment

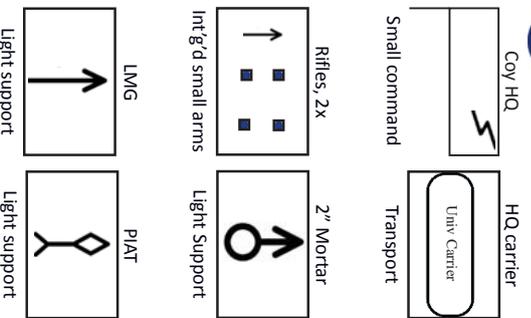


**Radios**  
Coy HQ net with infantry regiment HQ, support HQ and other rifle company HQs (3km)

**3" mortars**  
Your company HQ can operate as a forward observer for the 3" mortars in the Support HQ.

**Universal Carrier**  
Speed: 48 kph  
Armour: 1/1, open-topped  
LMG

## D Company, Infantry Regiment

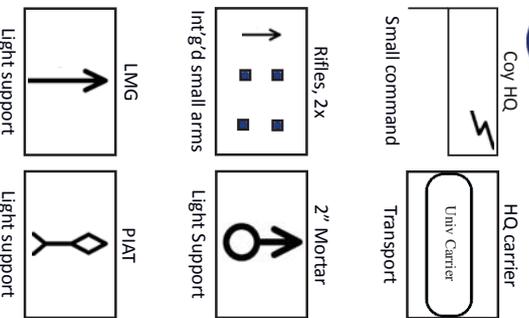


**Radios**  
Coy HQ net with infantry regiment HQ, support HQ and other rifle company HQs (3km)

**3" mortars**  
Your company HQ can operate as a forward observer for the 3" mortars in the Support HQ.

**Universal Carrier**  
Speed: 48 kph  
Armour: 1/1, open-topped  
LMG

## C Company, Infantry Regiment

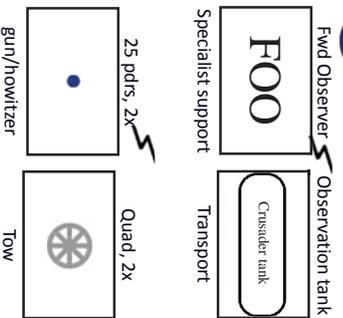


**Radios**  
Coy HQ net with infantry regiment HQ, support HQ and other rifle company HQs (3km)

**3" mortars**  
Your company HQ can operate as a forward observer for the 3" mortars in the Support HQ.

**Universal Carrier**  
Speed: 48 kph  
Armour: 1/1, open-topped  
LMG

## P Battery, Field Artillery Regiment, RA



**Radios**  
FOO counts as the HQ for the battery for fire missions (3km).  
FOO also has separate link to Regimental Group HQ (3km).

**Quad prime mover**  
Unarmed, unarmoured

**Observation tank (Crusader)**  
Speed: 44 kph  
Armour: 3/2  
Unarmed

**Battery protection**  
Each gun element also has an LMG for battery protection, and one gun element has a PIAT in addition. These can only be deployed if the battery is threatened with a direct fire attack; use 2x LMG and 1x PIAT infantry element to represent them, or gun elements if infantry elements not available.

**Forward Observation Officers**  
FOOs are generally attached to battalion or company HQs and control the battery fire from there. A single FOO can control multiple batteries from multiple regiments.



## G Battery, Field Artillery Regiment, RHA

Fwd Observer



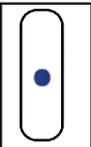
Specialist support

Observation tank



Transport

Sexton, 2x



SP artillery

### Radios

FOO counts as the HQ for the battery for fire missions (3km).

FOO also has separate link to Regimental group HQ (3km).

### Observation tank (Crusader)

Speed: 44 kph

Armour: 3/2

Unnamed

### Forward Observation Officers

FOOs are generally attached to battalion or company HQs and control the battery fire from there. A single FOO can control multiple batteries from multiple regiments.

### Sexton

Speed: 39 kph

Armour: 3/3, open-topped

Gun: OQF 25 pdr gun/howitzer

LMG for AA or ground defence



## Kampfgruppe Klein

### Command

This is the staff Zug of a panzer battalion (includes a Befehlspanzer III and some Pz IVH tanks).

### Field telephones

Lines to initial positions of all group HQs.  
Lines to main position behind large slope.

### Radios

Net to all 3 groups (3km).

### Panzer IVH

Speed : 38 kph

Armour: 5/3

Gun: 7.5cm KwK 40 / L48

Coaxial and hull MGs

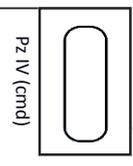
### Other units

1 Batterie, Panzer Artillerie Battalion = Wespe (1 gun only)

2 Batterie, Panzer Assault Gun Battalion = Sturmgeschütz

IIIg battery of 2 guns

5 Kompanie, II Battalion, Pz Gr- Regiment = Motorised infantry company



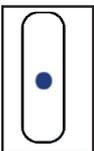
Pz IV (cmd)



2 Batterie, Asslt



5 Ko PzGr



1 Batterie, PzArt

SP anti-tank batty

Motorised inf coy

SP artillery batty

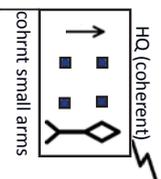


## 5 Kompanie, II Battalion, PzGren Regiment

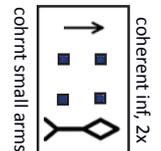
### Radios and field telephones

Line from HQ to Kampfgruppe HQ.  
Line net from HQ to initial position of all elements in group.

Kompanie HQ radio net with Kampfgruppe HQ and other groups (3km)



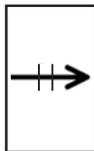
coherent small arms



coherent small arms



Light support



Heavy support



## 1 Batterie, Panzer Artillerie Battalion

### Radios and field telephones

Line from HQ to Kampfgruppe HQ  
Line from FOO initial position to battery HQ  
FOO has long range radio net to HQ (3km).

HQ has line and radio net to Wespe (300m)

HQ has radio net to Kampfgruppe HQ and other 2 groups.

### Wespe

Speed: 40 kph

Armour: 2/1 (open topped)

Gun: 10.5cm leFH 18/2 L/28

### Kubelwagen

Speed: 80 kph

Unarmed, no armour

### Observation tank (Panzerbeobachtungswagen III)

[or substitute Sd Kfz 251/18 or Sd Kfz 253]

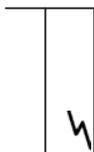
Speed: 40 kph

Armour: 4/3

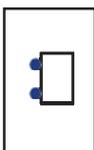
Dummy gun, Co-axial MG

### Forward Observation Officers

FOOs can be attached to battalion or company HQs or can operate independently. Extra communication action needed for transmission from HQ to gun.



Small command



transport



SP howitzer (cmd)

SP howitzer (cmd)



Observation tank



transport

Specialist support



## 2 Batterie, Panzer Assault Gun Battalion

### Radios and field telephones

Line from HQ to Kampfgruppe HQ.  
HQ has line and radio net to StUG (300m)  
HQ has radio net to Kampfgruppe HQ and other 2 groups.

### Sturmgeschütz IIIg

Speed: 40 kph

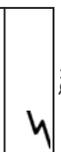
Armour: 6/3

Gun: 7.5cm Stuk 40 L/48; pintle-mount MG

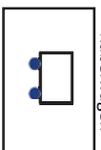
### Kubelwagen

Speed: 80 kph

Unarmed, no armour



Small command



transport



SP anti-tank batty

