

RAPID FIRE!

Normandy Battlegames

Gold Beach - Jig Green East

6th June 1944

A Scenario by Ian Willer

For use with Rapid Fire! fast play WWII wargaming rules

WHAT REALLY HAPPENED

The British 231st Infantry Brigade landed over half a mile east of its intended sector. The 1st Battalion, Hampshire Regiment landed near to WN 36 and soon captured it.

They then moved eastwards to capture their planned objective, Le Hamel WN37. The 1st Battalion, Dorset Regiment, who were tasked with the capture of WN36, had landed well to the east. They advanced through marsh land and captured their second objective of Les Roquettes.

The 1st Dorset repulsed a German counter-attack on Les Roquettes, by the 1st Battalion 916th Grenadier Regiment of the 352nd Infantry Division. Following the arrival of the Brigades reserve battalion the 2nd Battalion, Devonshire Regiment, the whole brigade moved westwards to link up with the Americans landing at Omaha beach.

TERRAIN

- Barbed wire, (dotted line) barbed wire stops infantry and wheeled vehicles for 1 move and is gapped by a fully tracked vehicle
- The sand dunes. Vehicles and Troops throw D6 each turn to move through sand dunes and deduct score from maximum movement. Stationary infantry are counted as in soft cover.
- The marsh is impassable to vehicles. Infantry move at half cross country speed.

THE GAME

Represents part of the landing of 231st Infantry Brigade on Gold Beach, defended by elements of the 716th and 352nd Infantry Divisions.

There is no limit to the number of moves.

TABLE SIZE

6' x 4'

GERMAN ORDERS

You are to hold WN36 at all costs.

BRITISH ORDERS

To land and secure Jig Green Beach.


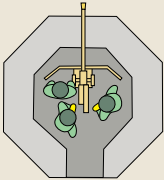
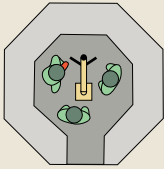
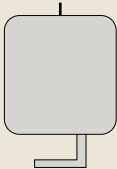
GERMAN VICTORY CONDITIONS

Hold WN36 and Les Roquettes or break the British battlegroup.

BRITISH VICTORY CONDITIONS

Capture WN36 and Les Roquettes.

GERMAN DEFENDERS

| | | | |
|---|---|--|---|
| WN 36 | | Morale Value: surrender when only 4 figures remain | |
| 1. Concrete trench with 7 figures, MMG, Panzerfaust | 2. Open casemate with 3 figures, 50mm AT gun | 3. Open casemate with 3 figures, 81mm mortar | 4. Casemate with 3 figures, MMG |
|  |  |  |  |

GERMAN REINFORCEMENTS

1st Battalion / 916th Grenadier Regiment (Colonel Ernst Goth)

HQ
CO + 4 figures, Panzerschreck, car

9th Company
8 figures, Panzerfaust

10th Company
8 figures, Panzerfaust

11th Company
8 figures, Panzerfaust

4th (Heavy) Company
6 figures, MMG, 81mm mortar, truck

Platoon / 1st Company / 352nd AT Battalion
StuG III (75mm)

Morale: CO + 37 figures including 1 AFV (Regular).

GERMAN DEPLOYMENT

- WN36 Elements of 716th Divisions deployed as per the battle map.

GERMAN REINFORCEMENTS

- 1 / 916th Grenadier Regiment (38 figures) enters between G1 and G2. Dice for arrival on move 8 on 4, 5 or 6; move 9 on 3, 4, 5 or 6; move 10+ on 2, 3, 4, 5 or 6.

BRITISH DEPLOYMENT

- Enter on move of wave by the landing chart and land on beach the following turn.
- Wave 1 DD tanks. Dice to see if dry landed, 1 or 2 landed by LCT with wave 5.
- Entry and landing determined by a D6. The table width is divided into 8 inch sections, numbered 1 to 6 from left to right

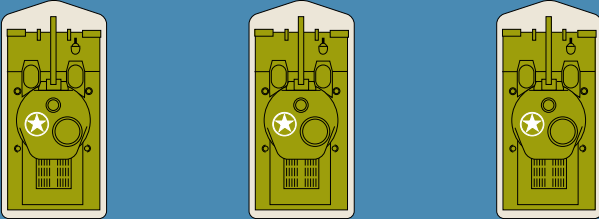
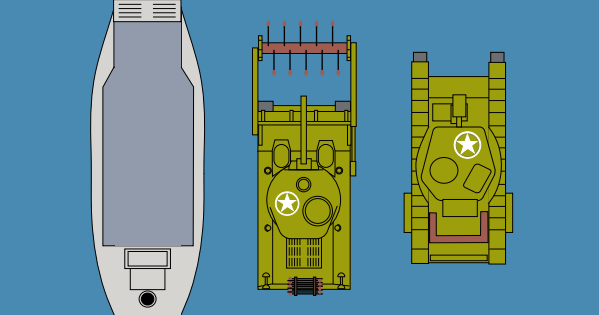


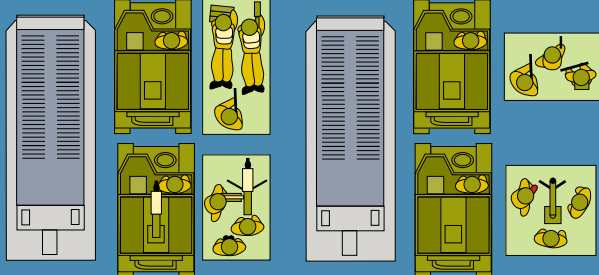
BRITISH REINFORCEMENTS

- 1st Battalion / Dorset Regiment (29 figures) enters between B1 and B2. Dice for arrival on move 7 on 4, 5 or 6; move 8 on 3, 4, 5 or 6; move 9+ on 2, 3, 4, 5 or 6.

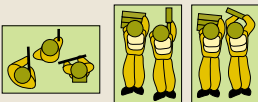


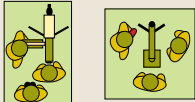
Below left: WN36
Below: The landing under way.



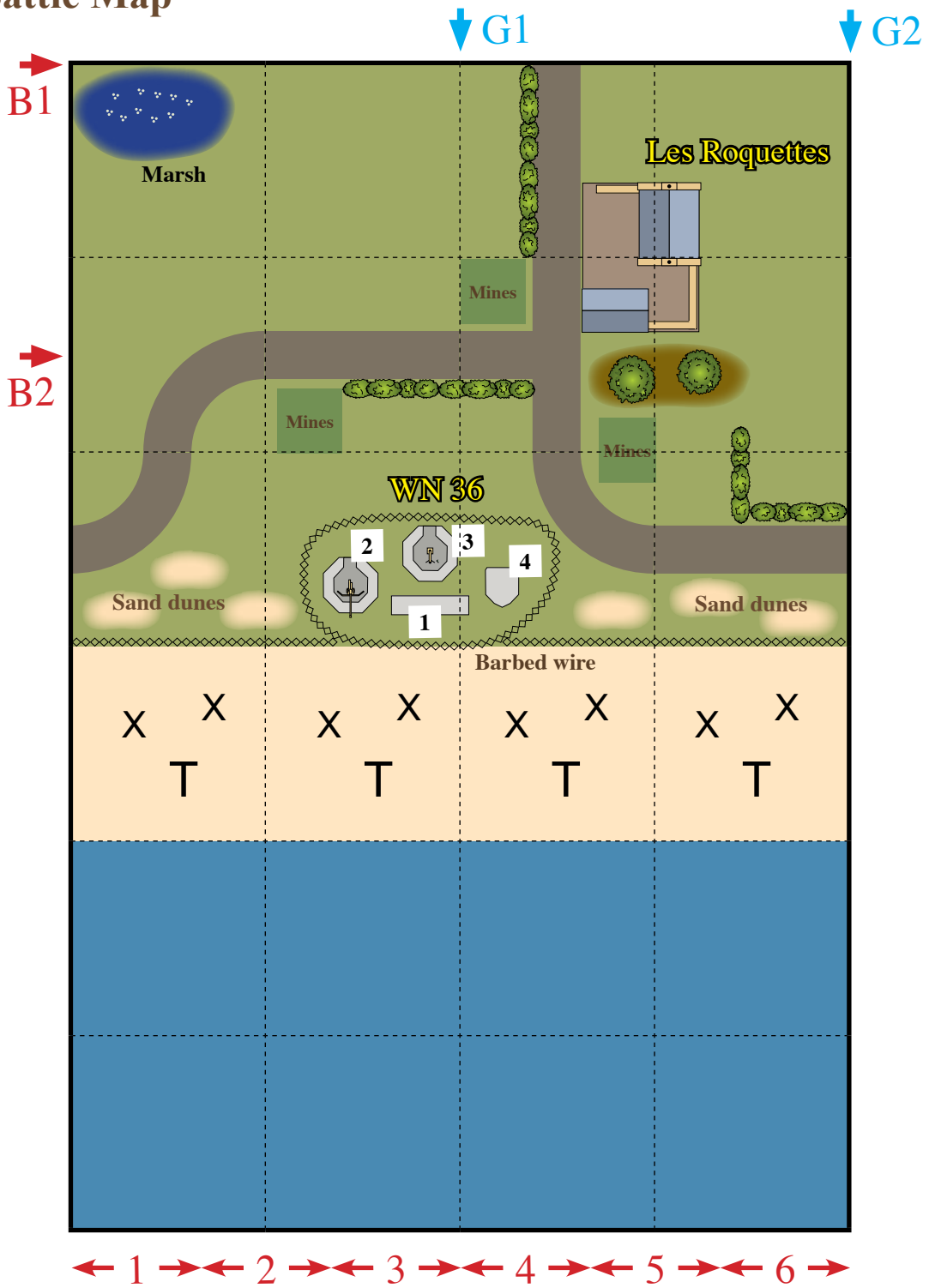
BRITISH ASSAULT WAVES

| 1st Battalion / Hampshire Regiment (Lt Colonel Nelson Smith) | | Beach Team Morale Value: CO + 58 figures (Regular) | |
|--|--|---|--|
| 1st Wave 3 x Sherman DD tanks (C Squadron / Notts Yeomanry) |  | | |
| 2nd Wave LCT 4 with: Sherman flail tank, Churchill AVRE (82nd Squadron Royal Engineers) |  | | |
| 3rd Wave LCA with: 8 figures LCA with: 8 figures |  | | |
| 4th Wave LCA with: 8 figures LCA with: 8 figures |  | | |
| 5th Wave LCM 3 with: 2 x Bren Carrier, CO + 5 figures, 3" mortar LCM 3 with: 2 x Bren Carrier, 6 figures, PIAT, MMG |  | | |

BRITISH REINFORCEMENTS

| 1st Battalion / Dorset Regiment (Lt Colonel Norie) | | Morale Value: CO + 28 figures (Regular) | |
|---|---|--|---|
| HQ CO + 6 figures, PIAT, 2" mortar | A Company 8 figures | C Company 8 figures | Support Company 6 figures, MMG, 3" mortar |
|  |  |  |  |

Battle Map



VEHICLE AND GUN STATISTICS

BRITISH

| Vehicle | Speed | Target Class | Main Weapon | 2nd Weapon |
|----------------------|-------------------------|--------------|-------------------------------------|------------|
| Churchill AVRE | 18 / 9 | 2 | Petard | Hull VMG |
| Sherman DD (75mm) | 24 / 12 | 3 | Gun class 3 / HE 4 x D6 (or VMG) | - |
| Sherman Flail (75mm) | 24 / 12 | 3 | Gun class 3 / HE 4 x D6 (or VMG) | - |
| Bren Carrier | 30 / 15 | 5 | - | - |
| Guns | | | | |
| PIAT | Gun class 2 / HE 4 x D6 | | Maximum of three shots per game | |
| 3" mortar | HE 4 x D6 | | Maximum range 48", minimum range 6" | |
| 2" mortar | HE 2 x D6 | | Maximum range 18", minimum range 6" | |

GERMAN

| Vehicle | Speed | Target Class | Main Weapon | 2nd Weapon |
|--------------------|-------------------------|--------------|-------------------------------------|------------|
| StuG III (75mm) | 24 / 12 | 3 | Gun class 2 / HE 4 x D6 (or VMG) | |
| Truck | 24 / 12 | 6 | - | - |
| Car | 30 / 15 | 6 | - | - |
| Guns | | | | |
| 50mm anti-tank gun | Gun class 3 / HE 3 x D6 | | | |
| 81mm mortar | HE 4 x D6 | | Maximum range 48", minimum range 6" | |
| Panzerschreck | Gun class 2 / HE 4 x D6 | | Maximum of three shots per game | |
| Panzerfaust | Gun class 2 / HE 4 x D6 | | Single shot weapon | |

