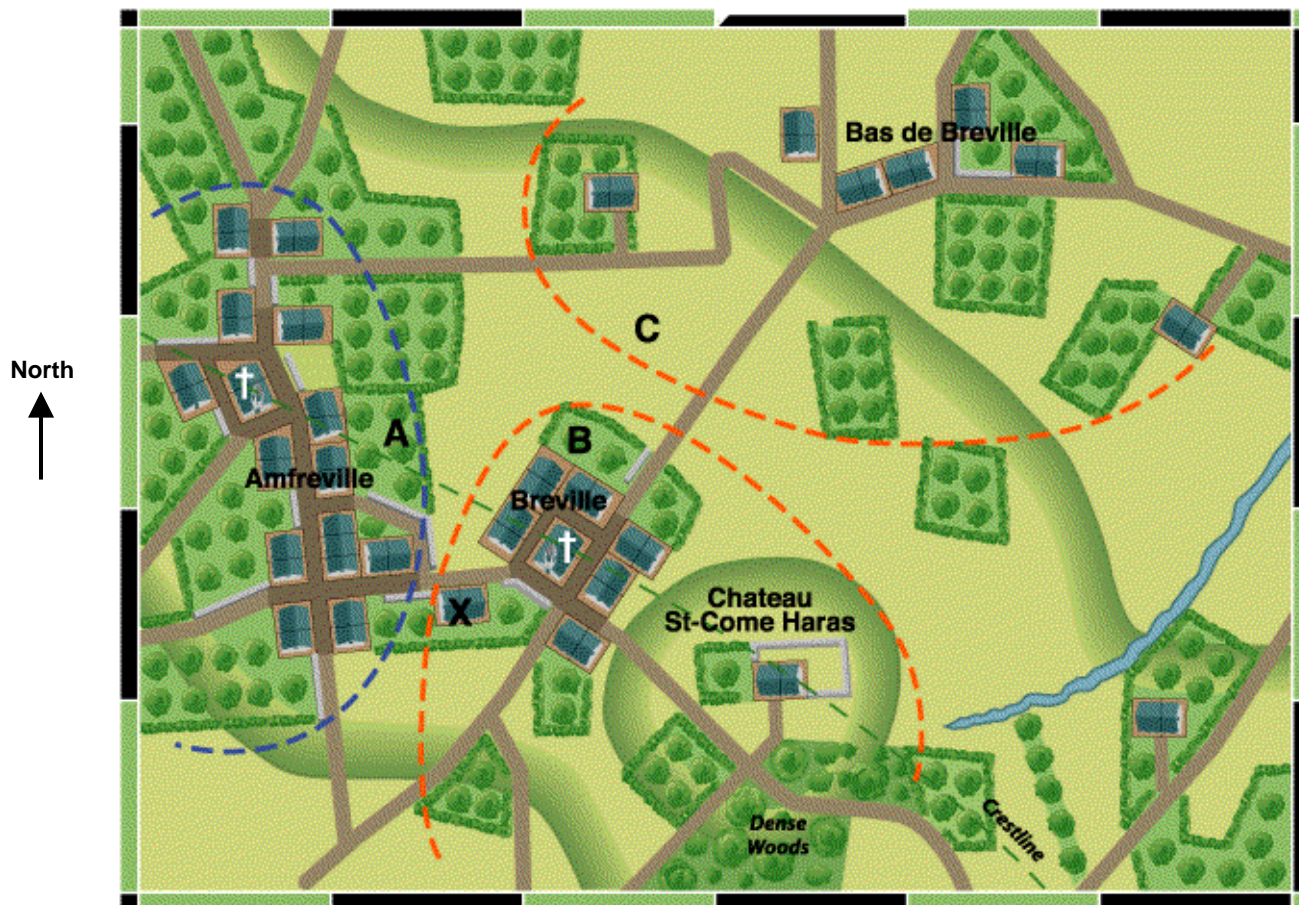


Map and Terrain Notes



- Each division on the border of the map represents 12 inches, giving a total table size of 4.5 x 6 feet.
- The area marked 'Dense Woods' south of the château is classed as 'Woods With Underbrush'. All other wooded areas represent densely-planted orchards with large fruit trees and are classed as 'Cleared Woods'.
- Hedges are all classed as 'High Hedges'. This is not Bocage Country! The open spaces are shown on period Ordnance Survey maps as being criss-crossed with minor field boundaries, so feel free to add the occasional fence, low hedge or shallow ditch to break up the spaces.
- Buildings are all of strong, stone construction and consist of 2 built up sectors. One building (2 Built up sectors) on the Amfréville-Bréville road is fortified and counts as two concrete pillboxes (marked on the map with 'X').
- The churches of Amfréville and Bréville (marked with crosses) and the Château St. Côme Haras are two levels high and therefore make ideal artillery OPs/aiming points.
- Note that Bréville, Amfréville, and the Chateau are located on the top of a hill outlined by the shaded green lines. A crestline runs through the towns and the chateau. May not see *across* the crestline into the valley areas to the North-East (for example Bas-de-Bréville) and South-West unless they are adjacent to the crestline or in one of the two level buildings.
- The game starts at 2200hrs (Turn 1) and finishes at 0200hrs (Turn 25). Additionally there is one turn of preparatory bombardment (Turn 0). Direct fire may only commence on Turn 1.
- Battlefront: WWII does not at present contain any night action rules, but don't worry about it – the scenario runs very well as a daylight scenario.

Victory Conditions

- Marginal Victory - The British player captures and holds the Bréville Church (occupies or was the last to occupy) and continues to hold the Amfréville Church.
- Substantial Victory - Satisfy the conditions for Marginal Victory and no German units occupy any building in Bréville or the orchards adjoining Bréville
- Decisive Victory - Satisfy the conditions for Substantial Victory and capture the Chateau, with no German units in the orchard adjacent to the Chateau.
- If the British do not satisfy their victory conditions, the Germans win

Briefing For Lt Col J Johnson, **Commanding British 12th Parachute Btn**

Situation – Evening, 12th June 1944, **Northeast Quarter of the 6th Airborne Division's Bridgehead**

Divisional Intelligence informs you that it believes the German 346th Infantry Division to be massing elements of the 857th and 858th Grenadier Regiments to the rear of the Bréville Heights in preparation for an all-out attack on LZ 'N'. General Gale therefore believes that this also threatens Ranville, the Orne bridges and indeed the entire 6th Airborne Division's bridgehead. Enemy artillery observers positioned on the heights are already making life difficult for our forces on the Orne bridges and the resupply LZs, while a succession of German attacks out of Bréville over the last three days have been getting increasingly difficult to contain. For these reasons, it is imperative that we clear the Bréville area of the enemy once and for all.

A daylight assault by the 5th Battalion, The Black Watch failed yesterday despite considerable artillery support, due to accurate enemy defensive artillery fire observed from the Bréville Heights. The failure of the Black Watch attack was compounded by the fact that they were also forced to cross the long stretch of open ground (LZ 'N') between Ranville and Bréville, and were subjected to mortar fire all the way. This was followed today by yet another heavy German counter-attack, supported by armour, which came close to dislodging 6 Commando from their positions at Amfréville and 9 Para from near the Château St. Côme Haras.

General Gale has ordered another attack to be put in against Bréville while the enemy is still recovering from its failed counter-attacks. Though 12 Para is still understrength from the initial landings, it has had some time out of the line to rest and is therefore the division's only fresh battalion. This time the attack will have tank support and will be launched from Amfréville, which is much closer to the objective than the startline for the abortive Black Watch attack and offers much more cover on the approach.

Mission

You are to assault Bréville at last light and are to clear the enemy from the crossroads, village and associated orchards, thereby denying the high ground to enemy assault and artillery units. The Château St. Côme Haras may also be considered as a secondary objective. You will hold your objectives until relieved by elements of the 6th Airlanding Brigade.

Execution

H-Hour for your assault will be 2200hrs.

Your battalion will have elements of the 12th Devons and the 13/18th Hussars under command for this operation, with 22nd Independent Parachute (Pathfinder) Company in reserve, as well as five artillery regiments from I Corps in support. Your forces are listed in detail below.

I Corps' Artillery Group will fire a twenty-minute barrage onto positions selected by your artillery liaison officer, starting at H minus 10 (2150hrs) and finishing at H plus 10 (2210hrs). This will be followed by ten minutes of smoke. One regiment of field artillery will be available in direct tactical support thereafter.

Enemy forces are known to consist of elements of the 2nd Battalion, 857th Grenadier Regiment. They are well supported by artillery, mortars and SP guns, though are likely to be fatigued by their failed counter-attack earlier today. It is imperative that we attack them now, before they have a chance to recover and before 346th Infantry Division has a chance to move the 858th Grenadier Regiment and even more artillery into position on the heights.

You must seize the crossroads, village, château and orchards as quickly as possible, then improve your positions and prepare to repel any counter-attacks (which the Germans are never slow to do). You will be relieved at 0200hrs by Carson's 1st Royal Ulster Rifles. It is imperative that you hold until then.

Good luck, and remember the division's motto: 'Go To It!'

British Setup, Reinforcement Schedule, and Notes

- 12 Para (minus 'B' Company) may start in improved positions, anywhere within Area 'A'.
- 'A' Squadron, 13/18th Hussars may start hull-down anywhere within Area 'A'.
- 'D' Company, 12th Devons arrives at 2200hrs (turn 1),
- 'B' Company, 12 Para arrives at 2230hrs (turn 4)
- 22nd Independent Parachute Company arrives at 2330hrs (turn 10).
- All reinforcements arrive on the table edge within the British deployment area ('A').
- The scenario ends at the end of the 0200hrs turn (turn 25), when the 1st Royal Ulster Rifles arrive to relieve 12 Para.
- The opening barrage (consisting of the all the artillery regiments listed in the order of battle) will start at 2150hrs (turn 'zero') and will continue for twenty minutes (turns 0, 1 & 2), followed by ten minutes of smoke (turn 3). The barrage may consist of standing barrages/concentrations, rolling or lifting barrages or whatever you want on any geographical feature or known strongpoint. However, this fire plan must be pre-plotted without knowledge of German positions and may not be altered when German troops are placed on table. It would be advisable to have a read of the British Artillery Tutorial on the Battlefront website at www.fireandfury.com
- There will be an automatic 'Danger Close' effect throughout for all preparatory bombardment shoots and any further 'Mike' target (i.e. a regimental concentration) fired by the 150th Field Regiment. Any 'Danger Close' (i.e. unmodified '10' on the 'Call For Fire' die roll) rolled by the Forward Observer (FO) will result in the entire concentration being dropped one template-depth short AND a further 'Danger Close' effect as normal (the artillery actually dropped short repeatedly with devastating results on a number of occasions during the battle, seriously wounding practically every senior officer in the vicinity). Although the preparatory bombardment does not need 'Call for Fire' die rolls, roll a D10 in each turn for every regiment firing and apply any 'Danger Close' results as above. Note that this only applies to off-table artillery – not mortars.
- 150th Field Regiment will provide tactical artillery support from turn 4 onwards as a DIRECT fire support element. All other artillery regiments will stand down once the opening barrage has ended.
- The 150th Field Regiment may be directed by either FO or any British Commander stand, though only the FOs may call for 'Mike' targets.
- Only one smoke mission is available to the 150th Field Regiment after the opening smoke mission on Turn 3.
- Mortars may not thicken artillery shoots.
- 12 Para's 3-inch mortar platoon (ORGANIC fire support) may fire random shelling, shelling or concentrated missions. The mortar platoon may also fire two smoke or mixed smoke/shelling missions. This asset may only be called by elements of 12 Para.
- The assault group may start moving on turn 1 – after the artillery has the first two salvos of its opening barrage (turn 'zero' and turn 1). British move first each turn.
- The assault group may provide additional 'stonks' with its mortars from turn 1 onwards on observed or suspected targets. The mortars may change targets as required (whereas the artillery must continue to fire on their original fire plan until the end of the barrage).
- The startline at Amfréville is held by 6 Army Commando of Lord Lovat's 1st SS Brigade. If you want to add them, feel free (see the order of battle). They should not move activated.
- The infantry may not be mounted as tank riders.

Bréville

British Main Assault Group



12th (Yorkshire) Battalion (+), The Parachute Regiment ('12 Para') 5th Parachute Brigade, 6th Airborne Division

HEADQUARTERS ELEMENT

HQ Company (-) [Veteran]



Command

x1 Commander BR-50
Lieutenant-Colonel Johnny Johnson



x1 Forward Observer BR-52
(Captain Hugh Ward, 53rd (Worcestershire Yeomanry) Airlanding Light Regiment, Royal Artillery)



x1 Jeep (No MG) BR-42



x1 Forward Observer BR-52
(Captain Freddie Miel, 150th (South Nottinghamshire Hussars Yeomanry) Field Regiment, Royal Artillery)



x1 Sherman OP Tank BR-30



x2 Parachute Infantry (1 PIAT) BR-57

ATTACHED MANOEUVRE ELEMENTS

MANOEUVRE ELEMENTS



'A' Company (-) [Veteran]



Command
x1 Commander BR-50
Captain Paul Bernhard



x6 Parachute Infantry (1 PIAT) BR-57



Organic Fire Support
x1 2-inch Mortar BR-55



'B' Company (-) [Veteran]



Command
x1 Commander BR-50
Major Harold Rogers



x6 Parachute Infantry (1 PIAT) BR-57



Organic Fire Support
x1 2-inch Mortar BR-55



'C' Company (-) [Veteran]



Command
x1 Commander BR-50
Major C.W. 'Steve' Stephens



x6 Parachute Infantry (1 PIAT) BR-57



Organic Fire Support
x1 2-inch Mortar BR-55

ATTACHMENTS - Support Company [Veteran]

(May be attached to any manoeuvre element or the HQ company of 12 Para)



x2 Vickers Machine Gun BR-54



x2 Assault Pioneers (1 flamethrower) BR-51



Organic Fire Support
x3 3-inch Mortar BR-56

Elements, 12th Battalion, The Devonshire Regiment, 6th Airlanding Brigade, 6th Airborne Division



'D' Company (-) [Veteran]



Command
x1 Commander BR-50
Major John Bampfylde



x9 Airlanding Infantry (1 PIAT) BR-57



Organic Fire Support
x2 2-inch Mortar BR-55

Elements, Divisional Troops, 6th Airborne Division



22nd Independent Parachute (Pathfinder) Company
[Elite]



Command
x1 Commander BR-50
Major Nigel Stockwell



Recon
x9 Parachute Infantry (1 PIAT) BR-57



Organic Fire Support
x1 2-inch Mortar BR-55

Elements, 13/18th Hussars, 27th Armoured Brigade



'A' Squadron [Experienced]



Command
x1 Sherman V 75mm Tank BR-03



x6 Sherman V 75mm Tank BR-03



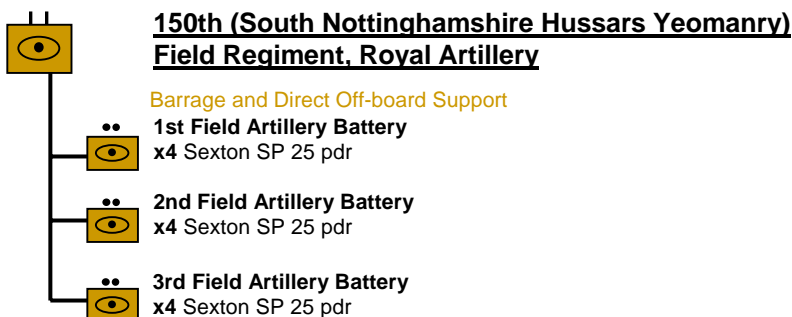
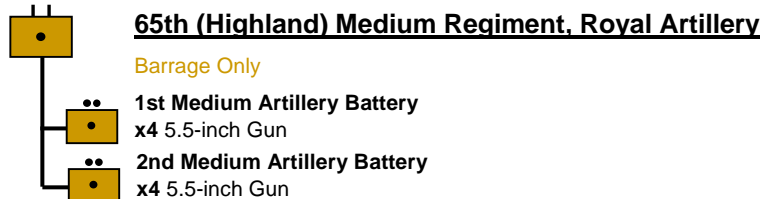
x2 Sherman Vc 'Firefly' 17 pdr Tank BR-04

British Off-Table Artillery & Optional Forces

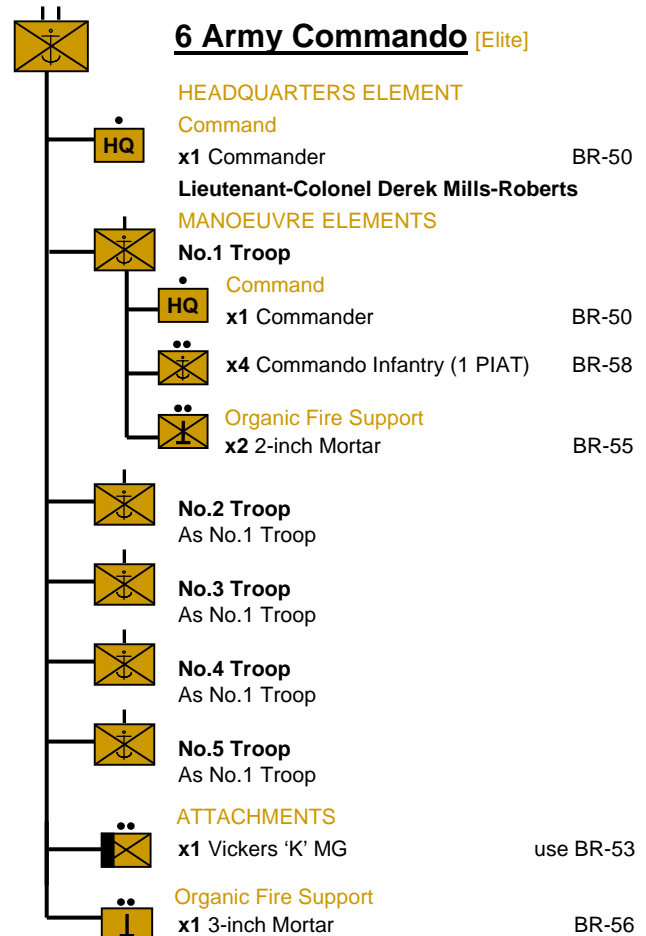
Artillery Group, 51st (Highland) Division



Elements, 4th AGRA (I Corps Artillery Reserve)



Elements, 1st Special Service Brigade



The startline at Amfréville is held by 6 Army Commando, Lord Lovat's 1st SS Brigade. They did not participate in the assault, but if you want to add them, feel free. They are dug in, but may not move or fire unless a German unit comes within 5 inches or if they are directly fired upon. They may only fire at spotted, not suspected targets.

25pdr uses large template:

-1 modifier v. Vehicles

+0 modifier v. Troops, Guns & Soft Vehicles

5.5-inch uses large template:

+1 modifier v. Vehicles

+2 modifier v. Troops, Guns & Soft Vehicles

Briefing For Officer Commanding
German Grenadier-Regiment 857
Situation – Evening, 12th June, East of the Orne River

It is now six days since the British *Fallschirmjäger* landed at Ranville and still your regiment has not been able to shift them. The lack of motor transport was a crippling factor in the days immediately after the invasion, as your battalions could only be transported piecemeal from Le Havre to the front around Bréville and the Bois de Bavent. However, the bulk of the 346. Infanterie Division (commanded by Generalleutnant Erich Diestel) is now deployed, with only low-grade Russian and Polish *Hiwis* left at Le Havre. Luckily, the front is within the range of the division's heavier artillery, so artillery support is readily available to your troops.

You launched your first attack against the British positions at Amfréville on 10th June. This wasn't too successful, as the British were able to bring naval gunfire into action against you. However, your own heavy artillery was most effective and must have weakened the defenders. Your own forces were lucky to have escaped relatively lightly. Since then, you have rotated fresh battalions into the line and have launched repeated attacks against Amfréville and the Chateau St. Côme Haras.

A daylight attack by British infantry in battalion strength was easily beaten off yesterday. Despite a preparatory artillery bombardment that suppressed your own men for a time, the British failed to keep close behind their artillery and compounded their error by advancing across the open ground from Ranville, where they became easy prey for your own artillery and mortars. They managed to gain a lodgement in the Chateau St. Côme Haras, but that threat was removed today by your aggressive counter-attacks.

However, the British at Amfréville have now been reinforced – tanks have been seen prowling the area and a lot more 'Red Devils' have joined the defenders, who have until now been largely 'Commandos'. The divisional commander informs you that he is shifting elements of the Grenadier-Regiment 858 to support your own regiment in defence and also to provide you with the additional capacity for offensive operations against the British bridgehead. You also have a company of pioneers and a company of Marder Panzerjäger under command, which should prove extremely useful.

Mission

Your mission is to maintain control of the village of Bréville and the associated high ground (crested by the Château St. Côme Haras), thereby threatening the security of the northern flank of the British bridgehead east of the Orne.

Execution

Your forces are listed in detail below. Essentially, your force consists of II Battalion and the 13th, 14th & 15th Companies of Grenadier-Regiment 857, the 1st Company of Pioniere-Abteilung 346 and the 1st Company of Panzerjäger-Abteilung 346, equipped with Marders. Some companies are slightly under strength and are recovering from today's attacks against Amfréville.

You are currently maintaining two rifle companies in the immediate proximity of Bréville and the chateau, with the third company dug in around regimental headquarters at Bas de Bréville. This allows you to rotate one company out of the line each day and thus keep the men fresh – it also provides you with a reserve with which to counter-attack in the event of the inevitable British attack. Your pioneers have been busy constructing trenches and emplacements and are also dug in to the rear. Your support elements are distributed among the rifle companies as required.

Your trump card is the company of Marders. They are currently laagered for the night in all-round defence of your HQ, but will be able to move quickly to reinforce the front line if required.

German Starting Positions and Notes

- Up to two rifle companies (plus the two FOs and the support weapons of 8th, 14th & 15th Companies) may be dug in around Bréville village and the Château St-Cômes Haras (in Area 'B'). At least two Troop or Gun stands must be positioned in or adjacent to the forward strong point marked on the map ('X' marks the spot – two fortified built-up sectors, counting as pillboxes). The company of Marders may be deployed (hull-down) as desired by the German commander within Areas 'B' or 'C' – they may not however be cross-attached to other companies. The remainder of the kampfguppe must be deployed (dug in) around Bas de Bréville (Area 'C').
- 5. & 6. Kompanie are still recovering from the day's exertions – they may not therefore claim the 'No Casualties' +1 modifier on the Manoeuvre Table. The German commander must therefore decide whether the fresh 7. Kompanie is to be one of the forward two companies in Bréville or is to be the reserve company in Bas de Bréville.
- The Forward Observers (FOs) may not direct mortars – they may only direct the artillery of Artillerie-Regiment 346.
- The FOs may pre-register one Defensive Fire (DF) target per battery. The mortars may also be pre-registered by the infantry commanders. The enemy need only be suspected for pre-registered DF concentration missions to be called – actually spotting the enemy is not necessary. Additionally, mortars and artillery directed at vacated German positions will also count as being pre-registered.
- Thanks to the effects of Allied air interdiction of the railways, artillery ammunition is in short supply. For this reason, III Abteilung, Artillerie-Regiment 346, may fire only three battalion-concentration fire missions. The battalion may not be split into individual battery missions, nor may it fire any other types of mission.
- The on-table battery of I Abteilung, Artillerie-Regiment 346 and the mortars of the Grenadier-Regiment 857 may fire unlimited quantities of random shelling, shelling or concentration missions. They may also fire one smoke or mixed smoke/shelling mission.
- Modelling note: the Marders used by 346. Infanterie Division were the Panzerjäger 38(t) Ausf M Marder III (front-engined, with the gun mounted toward the rear of the hull – the same chassis as the Flakpanzer 38(t)). Unfortunately, I can't yet find a model of this beast in 15mm.
- The scenario starts with a British Preparatory barrage at 2150 (turn 0). Movement begins at 2200 (turn 1) and the game ends at the end of the 0200hrs turn (turn 25). British move first
- German artillery missions are covered in the main rule book and in the German Artillery Tutorial on the Battlefront website at www.fireandfury.com

Bréville

German Defending Forces

Kampfgruppe, Grenadier-Regiment 857, 346. Infanterie Division

HEADQUARTERS ELEMENT

Stabkompanie, Grenadier-Regiment 857 [experienced]

HQ Command
x1 Commander GE-46

Transport
x1 Kübelwagen GE-34

MANOEUVRE ELEMENTS

II Abteilung, Grenadier-Regiment 857

HQ **Stabkompanie** [experienced]

HQ Command
x1 Commander GE-46

Transport
x1 French Car use GE-34

5. Kompanie (-) [experienced]

HQ Command
x1 Commander GE-46

x5 Infantry (3 Panzerfaust) GE-44

x2 Light Machine Gun GE-49

6. Kompanie (-) [experienced]

HQ Command
x1 Commander GE-46

x5 Infantry (3 Panzerfaust) GE-44

x3 Light Machine Gun GE-49

7. Kompanie (-) [experienced]

HQ Command
x1 Commander GE-46

x6 Infantry (3 Panzerfaust) GE-44

x2 Light Machine Gun GE-49

ATTACHMENTS **8. (Schwere) Kompanie** [experienced]

x4 Panzerschreck GE-51

x2 Heavy Machine Gun GE-50

Organic Fire Support
x3 8cm Mortar GE-52

Off-Table Elements, III Abteilung, Artillerie-Regiment 346

General Fire Support

7. Kompanie

x2 Russian 122mm Howitzer

8. Kompanie

x2 Russian 122mm Howitzer

9. Kompanie

x2 Russian 122mm Howitzer

ATTACHMENTS

Off-Table Organic Fire Support

13. (Granatenwerfer) Kompanie, Grenadier-Regiment 857

x2 12cm Mortar

14. (Panzerjäger) Kompanie, Grenadier-Regiment 857 [experienced] (a)

x2 7.5cm PaK 40 GE-41

Transport
x2 French Tractor (use Opel Blitz) use GE-35

15. (Flak) Kompanie, Grenadier-Regiment 857 [experienced] (a)

x2 2cm FlaK 38 GE-43

Transport
x2 French Tractor (use Opel Blitz) use GE-35

ATTACHED MANOEUVRE ELEMENTS

Elements, Panzerjäger-Abteilung 346

1. (Panzerjäger) Kompanie [experienced]

Command
x1 Panzerjäger 38(t) Ausf M Marder III use GE-07.1 (c)

x4 Panzerjäger 38(t) Ausf M Marder III use GE-07.1 (c)

Elements, Pionier-Abteilung 346

1. Kompanie [trained]

Command
x1 Commander GE-46

x6 Pioniere (3 Flamethrower) GE-47

x3 Light Machine Gun GE-49

On-Table Elements,

I Abteilung, Artillerie-Regiment 346

On-Table Fire Support Attachment [experienced] (a)
x2 Forward Observer GE-48

Transport
x2 Kübelwagen GE-34

Direct Fire Support Element (b)

1. Kompanie [trained]

Command
x1 Commander GE-46

Transport
x1 Kübelwagen GE-34

x2 Russian 76.2mm Divisional Cannon RU-12

Transport
x2 French Tractor (use Opel Blitz) use GE-35

(a) These units may be attached to any maneuver element. They retain their discipline rating.

(b) The on-table elements of Artillerie-Regiment 346 may either conduct direct fire or provide indirect fire support for other units as Direct Support. They may alternatively be kept off-table.

(c) The Marder II card (GE-07.1) actually better suits the statistics for the 7.5cm PaK 40-equipped Marder III Ausf M than the Marder III card (GE-63), which is for the Marder III Ausf G, equipped with the 7.62cm PaK 36(r).