



A Hard days fighting Lingevres

Wednesday, June 14th 1944

Scenario written by Proff Pender

General overview

Situation

D-Day has come and gone, and both sides have engaged in some very heavy fighting for the Allied Bridgehead in Europe. Field Marshall Montgomery has settled on a Strategic tactic of pinning the majority of the German armour against his army group. His attempt to throw the 7th Armoured Division around 1st SS Pz Korps left flank has ended in a bloody rebuff and both sides are now looking to gain more ground and keep the pressure on the other side.

To this end, 21st Army group has decided to push in the front held by the Panzer Lehr Division. 50th (Northumbrian) Division has been given the task of capturing the areas of Lingevres and Verriers and then to take and hold the area known as Tessel wood.

Throughout the night of the 13/14th of June 50th Div moved up the assault Brigades and prepared to launch the first attacks on the morning of the 14th.

The Scenario follows the attack by the 9th Durham Light Infantry and A Sqn of the 4/7th Dragoon Guards on the village of Lingevres and the subsequent counter-attack by the Pz Lehr.

Scenario length

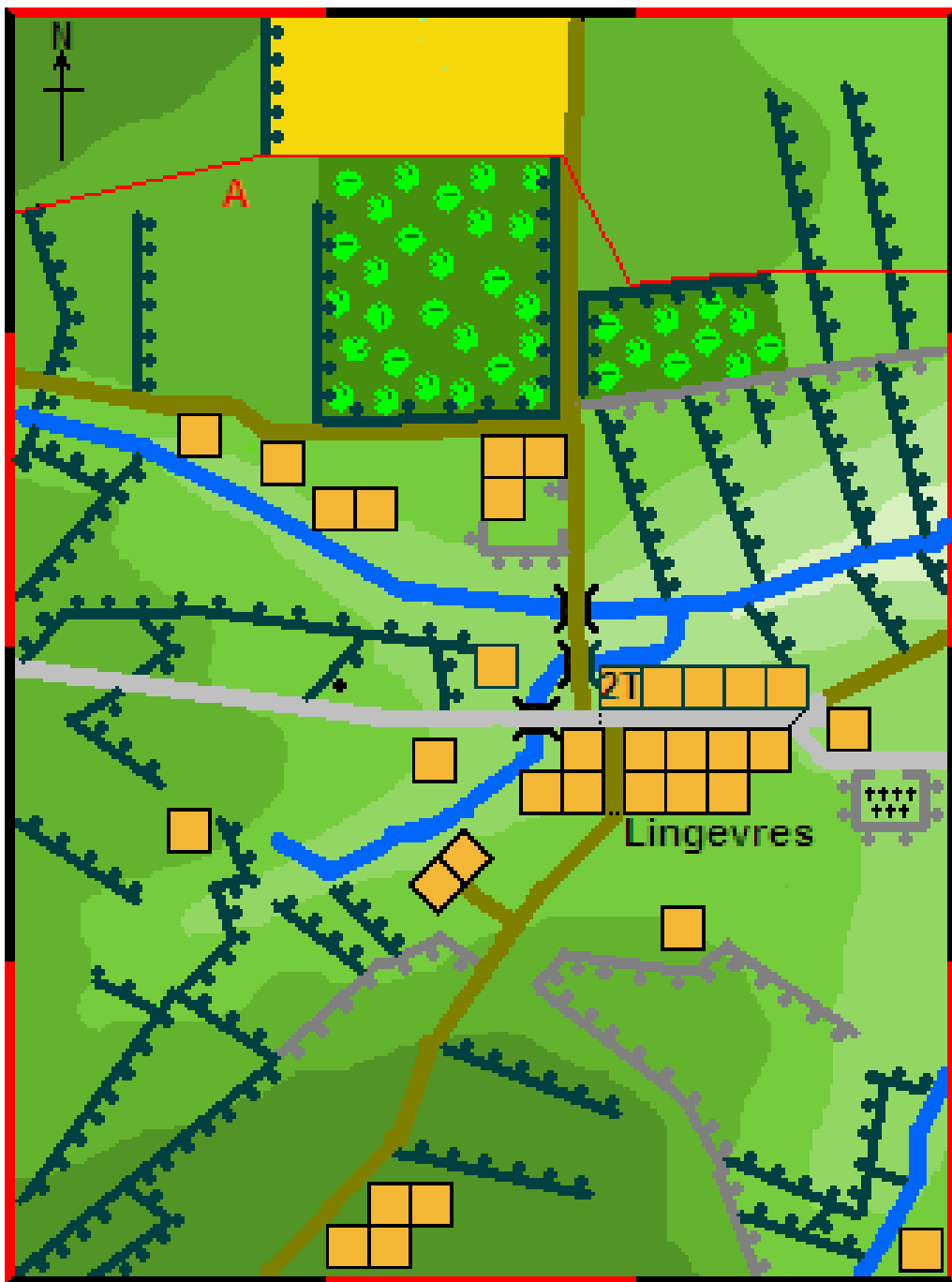
Phase 1 is 12 turns long 10:15 –14:15 hrs (British move first)

Interphase (regroup and reorganization)

Phase 2 is 10 turns long 16:30 – 18:10 hrs (Germans move first)

Victory Conditions
















The Allies win by holding the village of Lingevres. To do this there must be no undisturbed German units within 8 inches of Lingevres by the end of phase 2.



Map notes

West to East red line marked A is the German frontline, all German units deploy to the south of this line.

Terrain legend

	Level 0 Terrain		cornfield - tall crops		bridge
	Level 1 Terrain		woods with underbrush		1 stand stone built up sector
	Level 2 Terrain		bocage hedgerow		Church- 2 stand stone built up sector
	Level 3 Terrain		stone wall		paved road
	Level 4 Terrain		shallow stream		unpaved road

The town of Lingeuvres consists of the 15 contiguous BUS to the North and South of the paved road to the right of the map near the bridges. For victory conditions, it does NOT include the smaller built up areas scattered through the rest of the map.

Note that the town and stream lie in a valley, with higher areas to both the North and South.



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Allied Player Briefing

Situation

Colonel H.Woods Officer Commanding 9th Durham Light Infantry

Your Battalion has moved up to the frontline just north of Lingevres during the night of the 13th of June. Your Brigade (151st Bde of the 50th Division) has been given the task of capturing the villages of Lingevres and Verriers and your battalion has been assigned Lingevres as its objective. You have just returned from the Brigade commanders 'O' Group and have given your orders to your Company commanders. Due to the lateness of the Bde 'O' Group you have had to delay 'H' Hour until 10:15 Hrs this morning (14th). A Company will be front Left and C Company will be Front right, B and D Companies will form the reserve and will be held until called forward.

The Fire Plan has been worked to include the large wood to the front of C Company and will be hit from 'H' -10, also 'Tiffies' will add their fire power to the initial barrage and will then stay over the area to provide strafing runs on targets of opportunity.

You have split your command group in two, you will follow A Company whilst your Battalion 2 i/c Major John Mogg, will go in behind C Company.

It is now 10:05 Hrs and the first rounds of the Artillery have started to hit the woods in front of C Company. The Tanks from the 4/7th DG have linked up with their respective Companies; Today promises to be a long one.

Mission

- Phase 1 – Capture and clear all enemy units from the village of Lingevres which lays 1000 Meters to your south.
- Phase 2 – Hold Lingevres until relieved by the 2nd Battalion the Glosters.

Allied Deployment and Special Rules

Deployment and Reinforcement schedule

Phase 1 Turn 1

A Company and C Company enter table on Northern edge, the Two command groups enter behind the companies along with Element 1 of A Sqn 4/7th DG. The Carrier Platoon enters to the east of the Battalion. The 2nd Tactical air group FAC comes on with the command groups.

Phase 1 Turn 3

B & D Companies move on from the Northern edge and are allowed to rapid advance if wished. The second half of A Sqn may deploy with these two Companies or may be held back by the Allied Player.

Phase 1 turn 4 Onwards

Any remaining allied ME may come on as the Allied player wishes they may use rapid advance on their turn of entry.

Interphase - the British perform their interphase activities after the Germans.

1. All units return to good order.
2. All infantry/gun units may start phase 2 in improved positions. All vehicles may start phase 2 "hull-down".
3. The Battalion mortars must come on the board. They can be placed anywhere behind the British Front line in improved positions. They are considered "emplaced" at the beginning of phase 2.
4. Vickers MG units are considered emplaced at the beginning of phase 2 and may use "grazing fire".
5. Units may move in the interface period as follows:
 - a. They may assume any facing.
 - b. They may conform to any linear terrain within 3" of their phase 1 end positions, but may not move closer than 4" to a German unit. Note that the Germans will have moved 4" away from British units in their interface period.

Discipline Rating

All Allied ME are rated as Veteran until at 50% losses.
Once an ME is at 50% or below, treat it as Experienced.

Off Board Artillery

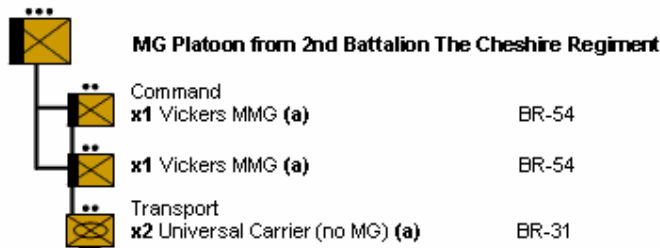
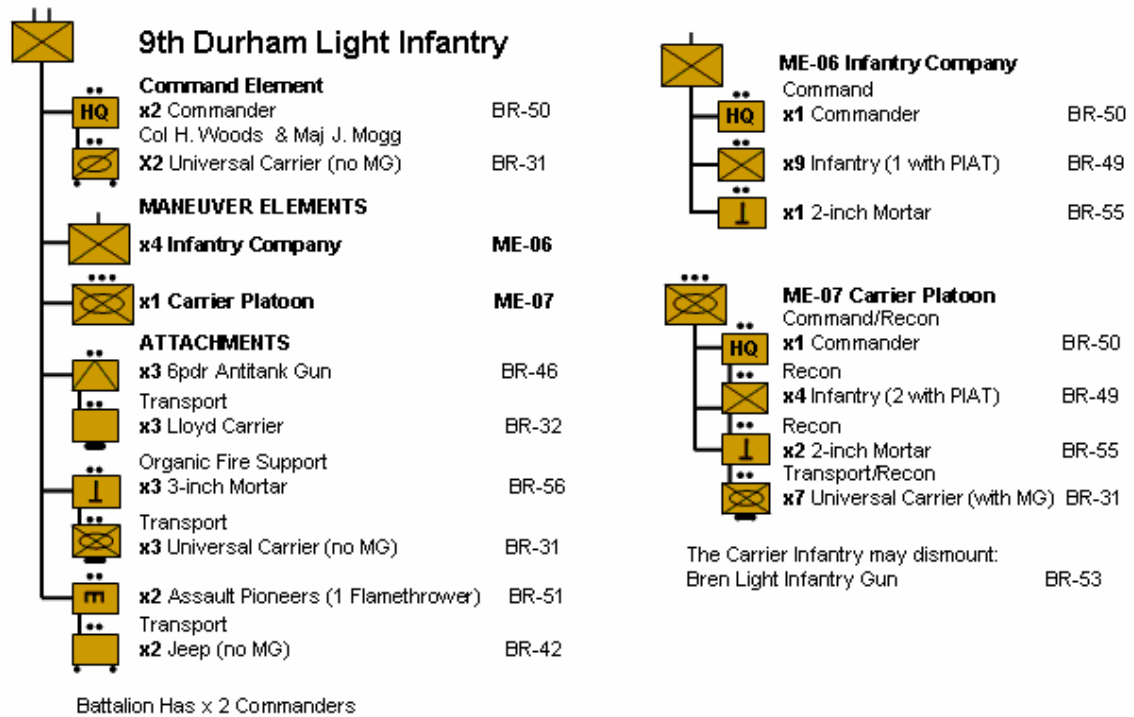
1. All Allied Fire support comes in from the northern table edge.
2. All Fire support except the mortars is considered Direct Fire support throughout phase 1 and General Fire Support for Phase 2.
3. The Battalions 3 inch Mortars are off-board until phase 2, at which time they set up on the map.
4. Before the German deploys his forces for phase 1 the British player may plot one fire mission from 4 25-pounder batteries (16 large templates - base attack

factor -1V/0T). This attack arrives automatically in the IDF phase of British turn 1. This attack must be plotted before the German deploys his forces. The British player may use an 8x2 template shelling pattern, an 8x1 concentration pattern, or 4x2 concentration pattern. This attack is NOT subject to random shelling modifiers.

Air Support

The British player has two Typhoon airstrikes available. They must be called by the FAC stand as per the air support rules on pp. 43-44 of the rulebook. The FAC and the Typhoons themselves are considered Veteran. The FAC may call for one airstrike in a turn, and a total of 2 successful calls can be made during the course of the game. Strikes that are not used in phase 1 are available for phase 2. An unsuccessful call for an airstrike does not count against the total. The type of attack (Horizontal Bombing or Tank Busting) is selected before the call for the airstrike is made. Aircraft which survive anti-aircraft fire during their initial attack (are not suppressed, disordered, or shot down), can return automatically to make a strafing attack on the following turn.

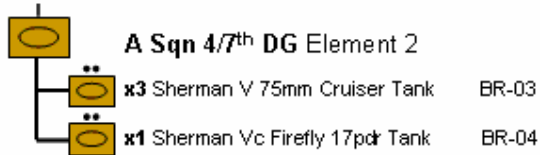
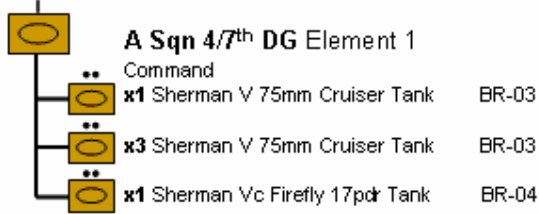
Allied Forces Including Reinforcements



(a) Vickers MMGs may fire from their carriers when mounted, but may not conduct Grazing Fire while so doing (see website Playtest Rules page). Vickers MMG may conduct grazing fire while dismounted if they spend one turn to emplace.

A Sqn 4/7th Dragoon Guards

The squadron comes onto the board in two elements as follows:



The Allied player decides which Element comes on first and which comes on with the two Reserve Companies.

Off-Board Direct Fire Support



Air Support





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Situation

Hauptmann Muller Officer Commanding II/902nd PzGr Regt Pz Lehr Div

Your Battalion has been holding the Lingevres area for the past 4 days, you hold the left flank of your Regiment's sector and have been involved in fairly heavy fighting against British units to your front. Your battalion was hit by naval gunfire on the night of the 9th/10th and suffered heavy losses, which combined with the recent fighting you have struggled to replace. At present you are at roughly 70% strength overall. The village of Verriers, which lays 1.5 Km to your NE, is held by the Regiment's I Battalion. Division has allocated the Panthers of Pz Ko' 6 & 7 to your Battalion and also elements of the Flak and Panzerjäger Battalions.

You have just returned from a tour of your Kompanie positions and are enjoying a chat and quick breakfast with your Battalion 2i/c, when you notice increased allied air activity over the area held by 5th Kompanie. As you turn to your 2i/c the wood that is the anchor point for 5th Kompanie erupts in a hail of artillery explosions. Your turn to your 2 i/c tell him to inform Regiment and head towards 5th Kompanie to assess the damage, today is going to be along day.

Mission

You are to hold the village of Lingevres and the surrounding area.
If this is lost you are to counter attack as soon as is possible and re-establish your former positions.

German Deployment and special rules

Deployment and Reinforcement schedule phase 1

At Start

5th Kompanie is deployed in the main woods to the north of Lingeves and may deploy west of the North/South road may start in IP. 6th Kompanie is to the 5th rear right and covers East of the North/South road, Both Kompanies must be north of the East/West stream. 7th Kompanie is held in reserve off table.

Battalion Hq and Elements of 8th Kompanie must be within 5 inches of the church in Lingeves. The two Elements of the Divisional Flak & JagdPanzer ME may set up as they wish. 2 Panthers from the 7th Kompanie may deploy with 5th Kompanie or within Lingeves.

Turn 6

1st Battery I/ Pz Art Regt 130 is available as general support

Interphase - Germans conduct their interphase activities first

1. Units must move at least 4" away from the nearest Allied unit unless they are in a BUS. Units in a BUS are not required to move, but may do so if they desire.
2. All units are returned to Good order.
3. Units may assume any facing.

Phase 2

7th Pz Ko and 7th Ko II/902nd arrive from the SE on or in the area of

Phase 2 Turn 3

2nd & 3rd Batteries I/Pz Art Regt 130 are available for General Support. An additional FO is available for this artillery.

Discipline Ratings

All II/902nd PzGr ME' are rated as Veteran.

All 6th & 7th Pz Ko Elements are rated as Experienced, this is because All evidence points to the lack of skill shown by the crews On this day.

Off-Board Artillery

902nd 120mm Mortars are direct support and fire in from the Southern table edge.

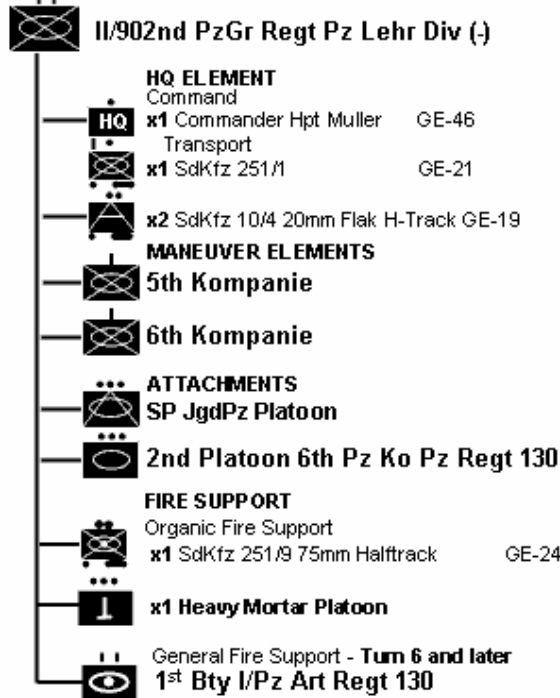
All I/Pz Art regt 130 Batteries are General Support and fire originates from the South table edge.

Notes:

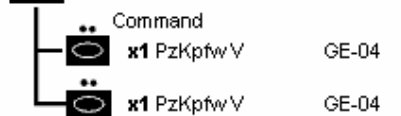
Some of the German infantry is GE-044S, which is a prototype card of German infantry with a integral Panzerschreck. All other German infantry are armed with Panzerfausts.

Note that the German halftracks may carry 3 T class passengers instead of the usual 2.

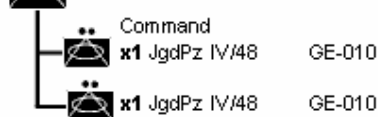
German Forces for Phase 1



2nd Platoon 6th Pz Ko Pz Regt 130



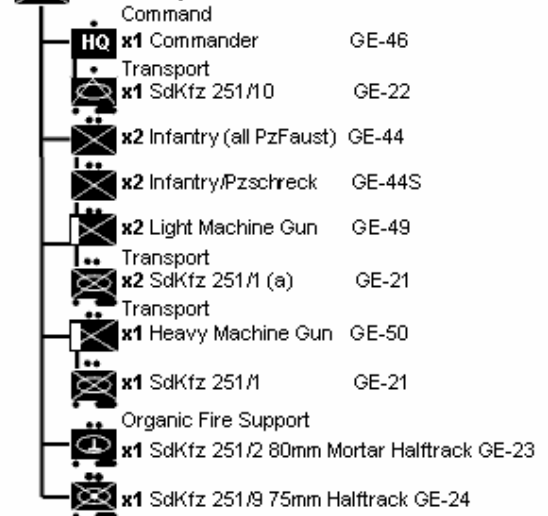
SP JgdPz Platoon



Heavy Mortar Platoon

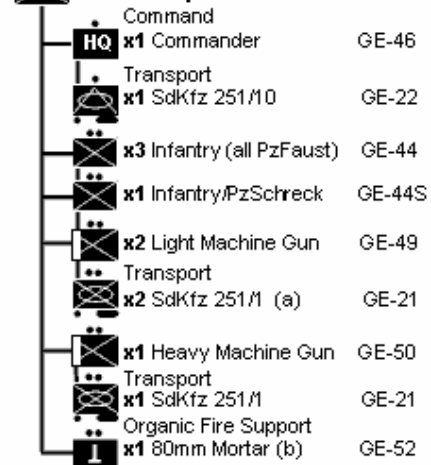


5th Kompanie



(a) For this scenario each SdKfz 251/I can carry 3 T class passenger rather than 2

6th Kompanie



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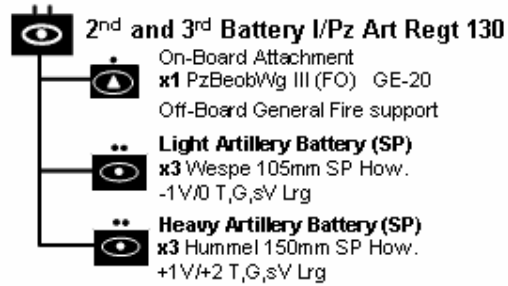
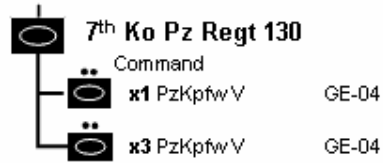
(b) The mortar lost its organic transport in the naval bombardment

1st Bty I/Pz Art Regt 130



The PzBeobWg contains 1 FO GE-48 who can call for fire while mounted or dismount from the vehicle.

German reinforcements for phase 2



The PzBeobWg contains 1 FO GE-48 who can call for fire while mounted or dismount from the vehicle.



Scenario designers notes and historical aftermath

When I decided to write this scenario I wanted to get the feel of the close in nature of the battle that the accounts I have read explained. People may notice it is a very small area; this is on purpose as the fighting did take place within a very tiny area.

Hopefully players will get the benefit from this and will appreciate how hard it was for both sides during the day.

Both the 6th & 7th Pz Kompanies performed badly this day, which is why they have a rating of experienced. This may seem harsh but when you consider the losses they incurred against 4/7th DG losses I think you will see where I am coming from with this.

9th DLI moved off with A Co. front left and C Co. front right, both companies ran into a murderous fire from the woods to the north of Lingeves. The Battalion CO Col H. Woods had hoped that the prep Barrage would have suppressed the defenders. A Co. was soon taking tremendous casualties and C Co. then suffered the same fate. Woods then ordered the Battalion 2i/c to bring up the two reserve Companies (B/D) and push on through C Co and seize the objective. Shortly after this Col H. Woods was hit by shrapnel and was KIA. Maj John. Mogg the Battalion 2i/c regrouped the reserve Companies and pushed into the village, fierce fighting ensued with the Grenadiers of 6th Kompanie II/902nd PzGr Regt and the Platoon of Panthers from the 6th Ko Pz Regt 130. Around 14:00 Maj Mogg had secured Lingeves and prepared to beat off the expected counter attack.

Around 16:30 hrs the counter attack had formed and was launched by the remains of 5th & 6th Ko II/902nd and backed up by the 7th Ko II/902nd and the 7th Pz Ko. This attack was beaten off but it cost the Durham's all but 1 of their 6 lb Anti-Tank Guns and D Co was reduced the strength of a weak Platoon.

It had been a bloody day for all involved.

9th DLI had lost 22 Officers and 226 other ranks killed or wounded.

A sqn 4/7th DG had lost 4 Shermans including a Firefly

II/902nd PzGr Regt had lost a total of 257 men killed, wounded and missing.

6th & 7th Pz Ko had lost 9 of the 10 Panthers in the battle. 6 of them were victims of a single Firefly.

Hope you enjoy the Scenario.

Credits

Paddy Green, Initial help with map design, and working out unit symbols for the scenario, also for agreeing to play test and give guidance.

Mark Hayes, Unit information for Panzer Lehr.