Roncey Pocket, 1944
Flames of War Mega-Game Scenario

Operation Cobra in July of 1944 saw the American forces make a significant rupture in the German line in Normandy, with exploiting armor flowing through deep into the German rear. Significant German forces were gradually pushed back into an area southeast of Countances, centered on the village of Roncey. American forces pushed around both flanks, encircling the resulting pocket.

The scenario is based on the fighting in the area, which saw very fluid, mobile engagements throughout the area as the German forces attempted to break out. It sees an interesting situation, with American forces holding a thin line, with lots of reserves moving up, while the German forces have limited time to breakout before being overwhelmed.

Special Terrain rules:
- Buildings – the scattered villages of the region were used by both sides for defensive cover. Any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Streams – the rivers in this area were normally slow and easily crossed, but the Germans had encouraged flooding across Normandy in an effort to make Allied advances and paratroop landings more difficult. Streams are obstacles requiring a cross check, with fords and bridges treated as terrain but without requiring a cross check.
- Fields – the board should reflect numerous fields in the areas not covered by woods or villages. The fields are plowed and have mid-season crop growth, and they are treated low terrain.
- Bocage – there are scattered areas of bocage in this area. Bocage consists of fields, bordered on all sides by either tall hedges or bocage hedges. Both tall and bocage hedges are tall terrain, and tall hedges require a cross check to cross, and bocage hedges requiring a cross check with a -1 modifier to cross.

Deployment:
See the Forces and Deployment sections below.

Map:

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N →

Roncey
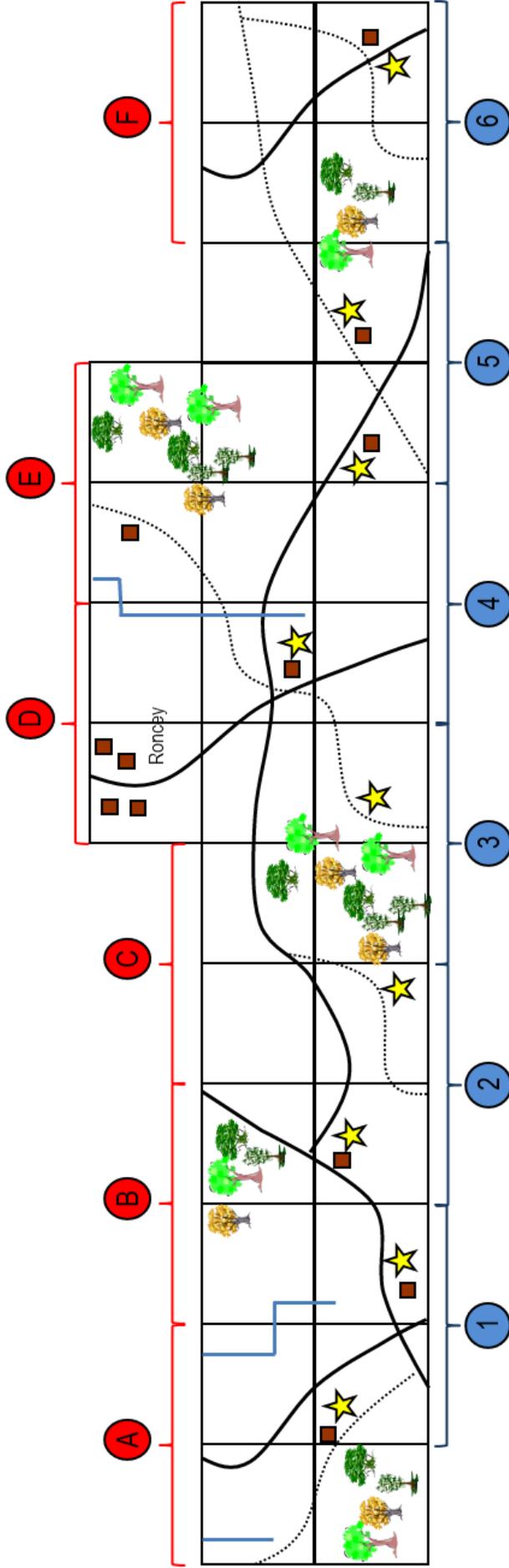
Bocage – the area had scattered bocage fields, so areas of bocage should be scattered across the table

Buildings

Road

Woods

Track

Stream

Objective

A B C D E F

1 2 3 4 5 6

American Forces and Deployment –

Each American player may field a 100 point force drawn from Fortress Europe or D-Day: Americans.

Prior to the start of the game, the American CiC will assign each American force to a sector (1-6). Each American player may deploy up to 1 infantry or gun unit on the table, within 24" of their deployment zone. These units start in prepared positions.

Each American player may also hold one unit in ambush. They deploy their ambushing unit using the normal Flames of War rules, but it must deploy within 6 inches of the table edge within their deployment zone.

All of each American player's remaining forces arrive two units per turn, and measure their arrival move from the player's deployment zone.

German Forces and Deployment –

Each German player may field a 125 point force drawn from Fortress Europe or D-Day: Germans.

Prior to the start of the game, the German CiC will assign each German force to a sector (A-F). On turn one, all of each German player's units arrive, measuring their move from the player's deployment zone

> **SS Units:** German players may alternatively run their forces as SS to reflect the mix of 2nd SS and 17th SS troops breaking out of the pocket. The entire force must then use the SS rules, but may field 150 points.
>
> SS units are fearless (motivation 3+) and aggressive (hit on a 3+). They are trained (skill 4+). SS formation command units are veteran (skill 3+) and any SS unit within 6" of the formation leader may use their rating for skill checks.

First Turn –

After American deployment has been completed, the German forces receive the first turn.

Time of Day and Weather –

The German forces started their breakout during the night. The first two turns are night turns.

The weather during the breakout was generally good. Weather plays no role in the game.

Airpower –

American forces had achieved total air superiority over Normandy by this point in the campaign. Allied "*jabos*" constantly harassed the German forces, and they were particularly active against the cluster of vehicles pressed into the Roncey pocket.

To reflect this, no player may include air support in their force. Each turn, the Allied CiC receives access to three flights of P-47s, but they must roll for each flight to arrive each turn.

American Artillery Support –

American forces had access to call on significant amounts of artillery support, which was critical to containing the pocket.

To reflect this, each American player has access to a 4-gun off board 105mm Field Artillery Battery. They may purchase an observer team or AOP if desired, or they may use their command teams with the observer ability to range in the support fire.

Measure the range of the battery from the American table edge at any point in that player's sector.

Winning the Game –

The Germans were desperate to escape before overwhelming American forces blocked their way, so they must seize control of the exit areas quickly.

To reflect this, there are nine objectives placed on the table. If the German forces control 4 or more objectives at the end of turn 6 they have won. If the American forces control 7 or more objectives at the end of turn 6 they have won. Any other result is a draw.