

Norrey and Putot, June 8, 1944

A Flames of War Mega-Game Scenario

Allied concerns around the Normandy landings were many, but one of the most critical was the potential for a heavy panzer counterattack early on against the beachhead. The best tank country, by far, was in the center of the British sector, so the role of defeating the potential counterattack was given to the 3rd Canadian Division.

A portion of the 21st Panzer Division managed to attack late on D-Day itself (see our Rommel to the Sea scenario), but a significant attack by the three potentially available panzer divisions (21st, Lehr and 12th SS) would come only on the second and third days.

On June 7th, Canadian forces continued their push south toward their objectives, good holding ground to protect the beachhead. On the left, the Canadian 9th Brigade initially made very good progress, and then ran into a buzz saw against 21st Panzer and 12th SS Panzer divisions (see our Authie and Buron scenario).

In contrast, the 7th Canadian Brigade, on the division's right flank, made a solid advance on the 7th, reached their objectives, and was able to deploy for defense. It was well they did, because on the next day they were the focus of attack from both the 12th SS Panzer and newly arrived Panzer Lehr Divisions.

In a long day of heavy fighting, Canadian forces were assailed from three sides, but managed (with counterattacks) to hold their positions. At the end of the fighting, the panzer threat to the beachhead had been blunted.

This scenario uses a large tabletop to show a scaled down version of the area west of the Mue River where the fighting occurred. The scenario focuses on the action as German forces launch their assaults.

Special Terrain rules:

- Buildings – The small villages in this area were built solidly. Any stand touching a building should be treated as in concealing terrain and bulletproof cover.
- Fields – most of the terrain in this area was cultivated, but the early June fields offered no significant cover or impediment to movement.
- Low Hedges - roughly 1/4 of the fields placed on the table should be bordered by low, light hedges, which provide concealment but not cover to teams directly behind them, but do not otherwise block any line of sight.
- Le Mue – a stream feeding into the Seullès, it had steep banks and was wooded along both banks. It is treated as very difficult going. It is lined with trees and bushes, which is treated as woods.
- Woods – woods are treated as per the normal FOW rules.

Deployment:

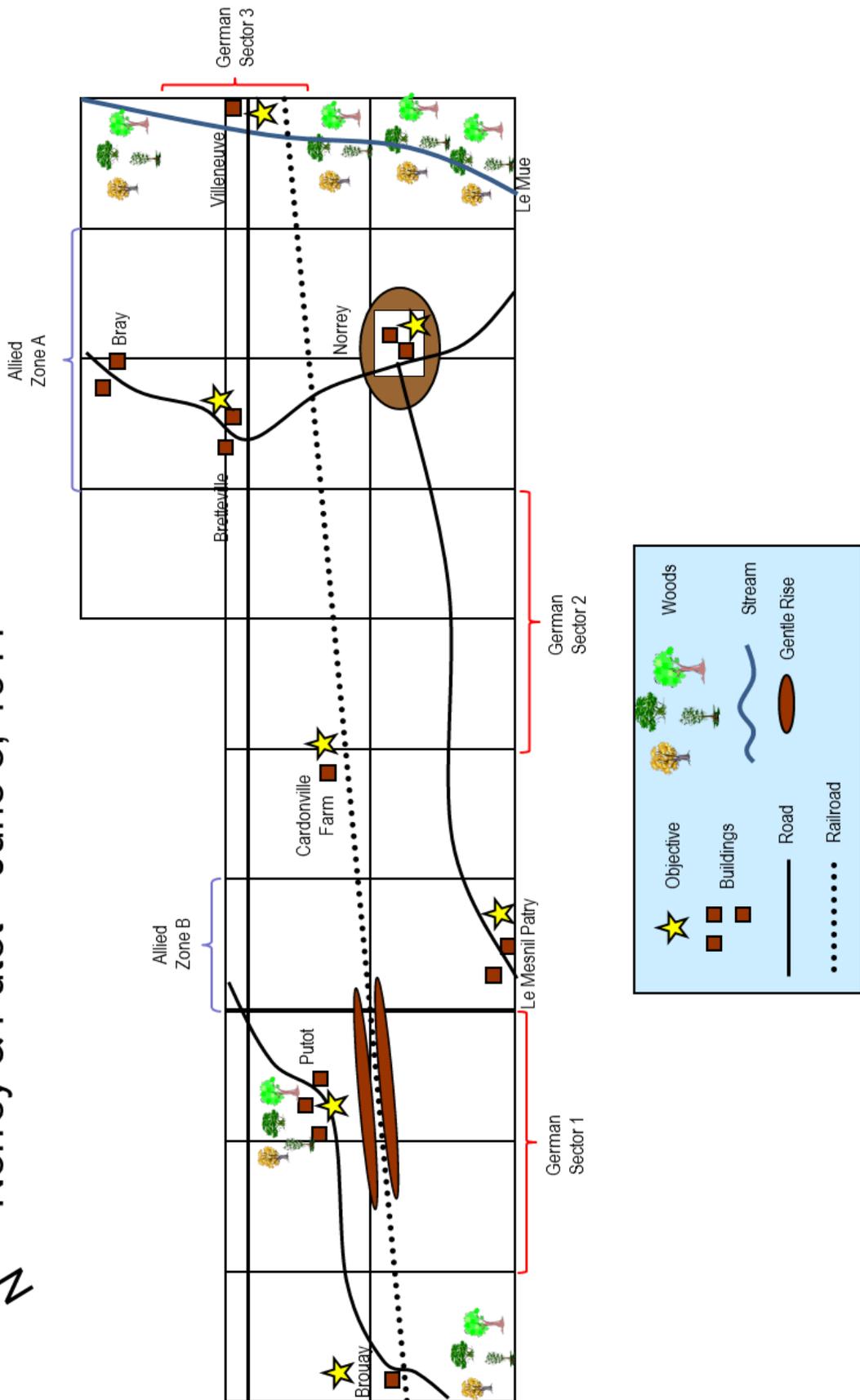
The game starts with both sides having a mix of forces in position and moving up.

Canadian forces starting the game on the table deploy first, in their individual deployment zones. They have built out defensive positions overnight, so they count as dug in and gone to ground on turn one.

The Axis forces then take the first turn, with their off table forces entering from their assigned arrival zones.

Map:

FOW Mega-Game Norrey & Putot – June 8, 1944



Axis Forces:

2/902nd PzGrenadier, Lehr	Player -
<p>Rating: units are rated as specified in the list Core List: Gepanzerte Panzergrenadierkompanie / Panzer Lehr from Atlantik Wall Points: 1500 Added units: none Prohibited units: Schwere SS Panzer platoons, Panther Platoons, Dug in Panzer platoons or radio controlled tank platoons Deployment: enters on turn one from Axis sector 1</p>	

26th PzGrenadier, 12th SS Panzer Division -	Player -
<p>Rating: units are rated as specified in the list Core List: Panzergrenadierkompanie/ 12th SS Panzer from Atlantik Wall Points: 1500 Added units: none Prohibited units: Panther, Jagdpanther, Sturmpanzer or schwere panzer platoons, Barkmann, Fallschirmjagers Deployment: enters on turn one from Axis sector 2</p>	

I/ 12th SS Panzer, 12th SS Panzer Division -	Player -
<p>Rating: units are rated as specified in the list Core List: Panzerkompanie/ 12th SS Panzer from Atlantik Wall Points: 1500 Added units: none Prohibited units: PzKw IV, Jagdpanther, Sturmpanzer or schwere panzer platoons, Barkmann, Fallschirmjagers Deployment: enters on turn one from Axis sector 3</p>	

I/902nd PzGrenadier, Lehr	Player -
<p>Rating: units are rated as specified in the list Core List: Gepanzerte Panzergrenadierkompanie / Panzer Lehr from Atlantik Wall Points: 1500 Added units: none Prohibited units: Schwere SS Panzer platoons, Panther Platoons, Dug in Panzer platoons or radio controlled tank platoons Deployment: reserve unit; enters at Le Mesnil Patry</p>	

Allied Forces:

I / Royal Winnipeg Rifles -	Player -
	<p>Rating: units are rated as specified in the list Core List: Canadian 3rd Divn Assault Company, Overlord Points: 1500 Added units: full strength assault platoon, plus 2 carrier patrols, within 12" of Cardonville farm; Prohibited units: none Deployment: anywhere north of the railroad and within 12" of Putot, unless otherwise specified</p>
I / Regina Rifle Regiment -	Player -
	<p>Rating: units are rated as specified in the list Core List: Canadian 3rd Divn Assault Company, Overlord Points: 1500 Added units: one Canadian AT platoon with one section (p. 146); may ambush anywhere within 12" of Norrey Prohibited units: none Deployment: anywhere within 12" of Norrey</p>
II / Regina Rifle Regiment -	Player -
	<p>Rating: units are rated as specified in the list Core List: Canadian 3rd Divn Assault Company, Overlord Points: 1500 Added units: none Prohibited units: none Deployment: anywhere within 12" of Bretteville or Bray</p>
2nd Canadian Armd Brigade -	Player -
	<p>Rating: units are rated as specified in the list Core List: Canadian Independent Armored Squadron, Overlord Points: 1500 Added units: none Prohibited units: none Deployment: reserve, enters from Allied Zone A</p>

Special Rules:

Added Units:

Canadian forces were heavily reinforced with AT assets based on their role stopping the panzers.

- Canadian assault companies may field two Assault AT or Corps AT Platoons (SP), instead of the usual one

Ferocious Debut:

This was the first action for the over strength 12th SS troops, and they fought fanatically but without a lot of tactical skill.

To reflect this, they use the following rule (in addition to their normal “One Way Trip to Heaven” rule) – Wave Attacks:

- *Infantry units from the 12SS Panzer Division are hit as if they are trained. For all other game purposes they are treated as veterans. In addition, due to their oversize platoons, they do not remove the first stand they lose each turn (any hits still count for pinning, etc.).*

Canadian Artillery:

7th Canadian Brigade’s supporting artillery was planned to be concentrated around Bray in order to combine and cover the entirety of the brigade’s positions. Any Canadian artillery units fielded may either deploy with their unit, or within 18” of Bray at the commander’s discretion.

Fire zones protecting the forward positions had been pre-plotted and ranged in prior to the battle, which made the Canadian artillery particularly devastating during the action. Canadian artillery (not mortars) receives a +1 to the die roll on their first attempt to range in each turn.

Airpower:

The Allies had overwhelming air support for the invasion, although the planes were allocated for many roles other than ground support.

Each turn, the Allied CiC rolls 1d6 and on a 3-4 receives one 2 plane Typhoon strike, on a 5-6 receives one 3 plane Typhoon strike. Airstrikes may be used anywhere on the table.

Weather:

Although the weather was not ideal, it primarily inhibited the ability of Allied ground support and is reflected in the availability roll above. The weather has no other effect.

Naval Gunfire:

Naval gunfire was critical to the outcome of the battle; several units from Panzer Lehr were virtually annihilated by naval bombardment during the fighting. Commencing on turn 2, The Allied CiC receives one heavy cruiser bombardment each turn, which may be spotted for by any Allied Company command or 2iC team. The guns have range to hit anywhere on the table.

Time of Day:

The fighting in this sector started early in the morning and extended late into the evening.

To reflect this, turns one through 5 are normal turns, while turn 6 uses the dusk rules. Turn 7 is a night turn. At the end of turn 7 roll 1d6, on 1-3 night has fallen and the game ends, on a 4-6 there is time for one more push and an eighth turn is played, again using the night rules. The game automatically ends at the end of turn eight.

Dusk:

Dusk turns are treated as daylight turns, except visibility is limited beyond 24” in the fading light. Use the same procedure for shooting as for a night turn, except when rolling for distance to see a target add 24” to the result (so on a roll of 1 a unit is a visible target out to 24 + 4 = 28 inches, etc.).

Winning the Game:

This action represented a desperate struggle over the critical ground leading to the beaches.

To reflect this, there are 7 objectives on the tabletop. When the game ends, if either side holds 5 or more objectives they have won a strategic victory. If neither side wins a strategic victory, whichever side holds the majority of objectives wins a tactical victory. If neither side holds a majority then the result is a draw.