

Red Devils and Panzers, 1944

A Flames of War Mega-Game Scenario

The crucial left flank of the Allied D-Day landings was manned by the British 6th Airborne Division, tasked with taking the critical Pegasus Bridge over the Orne and Orne Canal, silencing the coastal battery at Merville, and establishing a defensive perimeter between the Orne and Dives Rivers.

The Allies were opposed in this area by coastal troops, backed up by units of the 21st Panzer Division not employed against the British and Canadian beachheads west of the Orne. In this area fragmented and desperate counterattacks were mounted against the paras, who struggled to hold their positions while heavier troops pushed up from the beaches.

This scenario uses a large tabletop to show a scaled down version of the area east of the Orne where the heaviest fighting occurred. The scenario focuses on the German assaults launched throughout the fateful day.

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 impediments 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.
- Marsh – the eastern edge of the battlefield was mostly flooded. Marsh areas are very difficult going, and offer no cover to troops crossing or occupying them.
- Le Divette – a stream feeding into the Orne, it was swollen and had soggy banks. It is treated as very difficult going, impassable to any wheeled vehicles and non-man packed gun teams.
- 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.

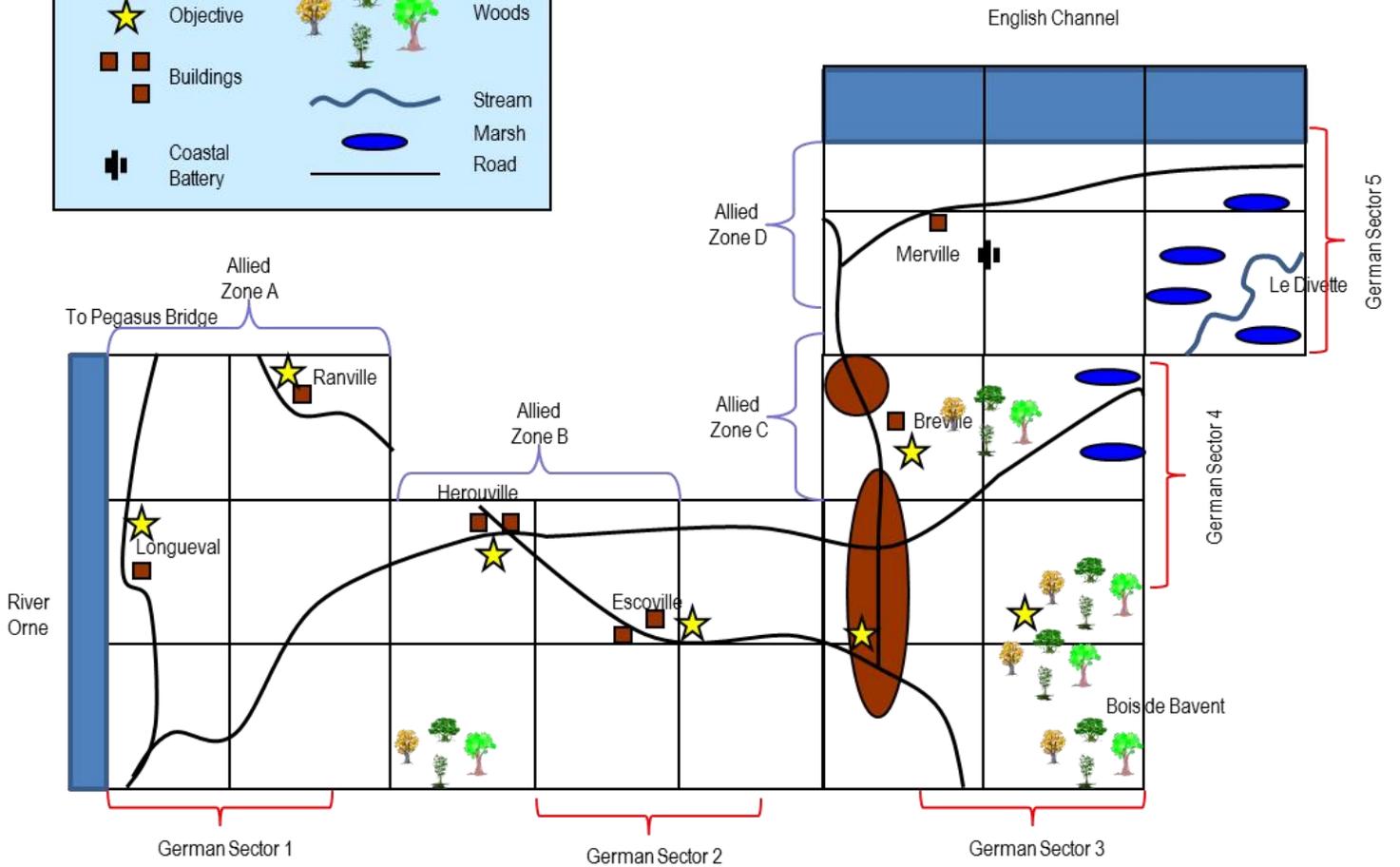
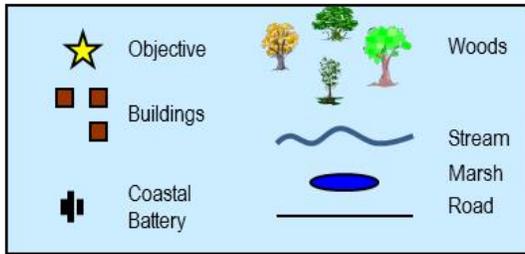
British Airborne forces start the game on the table, within 24” of their deployment zones. They are still organizing and assembling, so they do not count as dug in or gone to ground on turn one.

The Axis then deploys the Merville garrison within the battery defenses. The garrison is considered dug in and gone to ground.

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

Map:

FOW Mega-Game Red Devils and Panzers – June, 1944



Axis Forces:

KG von Luck, 21st Panzer Division -	Player -
<p>Rating: units are rated as specified in the list Core List: Panzergrenadierkompanie / 21st Panzer from Atlantik Wall Points: 1500 Added units: receives von Luck warrior at no charge Prohibited units: schwere panzer platoons, dug in panzer platoons, fortifications, Von Luck Deployment: enters on turn one – random sector*</p>	

KG, 21st Panzer Division -	Player -
<p>Rating: units are rated as specified in the list Core List: Panzerkompanie or StuG Batterie / 21st Panzer from Atlantik Wall Points: 1500 Added units: none Prohibited units: schwere panzer platoons Deployment: enters on turn two – random sector*</p>	

Elements, 711 Festung Division	Player -
<p>Rating: units are rated as specified in the list Core List: Grenadierkompanie from Atlantik Wall Points: 1500 Added units: none Prohibited units: Armor support choices (platoons) limited to 21 Panzer platoon (p. 103), Beutepanzer platoon (p. 153) or Beute StuG or StuH platoons (p. 55) only Deployment: enters on turn one – random sector*</p>	

Elements, 716 Festung Division	Player -
<p>Rating: units are rated as specified in the list Core List: Grenadierkompanie from Atlantik Wall Points: 1500 Added units: none Prohibited units: Armor support choices (platoons) limited to 21 Panzer platoon (p. 103), Beutepanzer platoon (p. 153) or Beute StuG or StuH platoons (p. 55) only Deployment: enters on turn one – random sector*</p>	

Allied Forces:

3rd Parachute Brigade -	Player -
Rating: units are rated as specified in the list Core List: British Para or Airlanding Company, Overlord Points: 1500 Added units: none Prohibited units: none Deployment: any deployment zone	
5th Parachute Brigade -	Player -
Rating: units are rated as specified in the list Core List: British Para or Airlanding Company, Overlord Points: 1500 Added units: none Prohibited units: none Deployment: any deployment zone	
1st Special Service Force -	Player -
Rating: units are rated as specified in the list Core List: British Commando Company, Overlord Points: 1500 Added units: none Prohibited units: none Deployment: arrives on turn two	
Inns of Court Regiment -	Player -
Rating: units are rated as specified in the list Core List: British Independent Armored Squadron, Overlord Points: 1500 Added units: none Prohibited units: none Deployment: enter on turn two, any deployment area	

Special Rules:

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.

Scattered Arrivals:

German forces were caught by surprise with the Allied air drops, and scrambled into action piecemeal to try to contain the paratroopers. German forces arrive in random sectors – each force on arrival rolls 1d6 and arrives in that sector. If a six is rolled the force may arrive in the sector of the players' choosing.

Naval Gunfire:

Naval gunfire was incredibly effective during this engagement. To reflect this, each allied force is allowed to purchase naval gunfire support from their list. If it is purchased, they receive both an AOP observer and an independent observer rifle team to accompany their force.

Time of Day:

From the time of landings early in the morning German forces launched sporadic assaults on the area.

The game will start in darkness (turn one is a night turn). Turn two is early dawn – movement is unaffected but visibility is rolled for as per night turns, except the observing player rolls 2d6 and uses the higher roll.

At the end of turn 6 roll 1d6, on a 1-3 the game ends, on a 4-6 a seventh turn is played. The game automatically ends at the end of turn seven.

Winning the Game:

This action represented a desperate struggle to hold the Allied forces west of the Orne.

To reflect this, there are 9 objectives on the tabletop (the Merville Battery counts as two):

- If either side starts their turn after turn three holding six or more objectives the game immediately ends with a strategic victory for that side.
- If neither side wins a strategic victory, when the game ends whichever side holds the majority of objectives wins a tactical victory. If neither side holds a majority then the result is a draw.