

## Rommel to the Sea, 1944

### *A Flames of War Mega-Game Scenario*

The greatest fear of the Allied command on D-Day was a rapid counterthrust by Rommel and his panzer forces.

Historically, only the 21<sup>st</sup> Panzer Division was in a position to respond to the landings quickly, and its counterattack between Juno and Sword beaches actually reached to within sight of the sea by nightfall on the invasion day.

This scenario uses a large tabletop to show a scaled down version of the area between Caen and the two beaches where the critical fighting occurred. The scenario focuses on the afternoon and evening fighting, as isolated German forces resisted further Allied advances the Rommel's Panzers pushed toward the beaches.

### 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.
- Hedgerows – the villages of Lebisey and Bieville are bordered by hedgerows, which follow the normal FOW rules – they block LOS unless teams are directly adjacent to them, offer bulletproof cover, and are very difficult going. No other hedgerows are present on the table.
- Le Dan – a stream feeding into the Orne, it had steep banks and was transformed in places into an anti-tank obstacle for German training exercises. It is treated as very difficult going. It is lined with trees and bushes, offering concealment to infantry and man packed gun teams.
- Woods – woods are treated as per the normal FOW rules.

### Deployment:

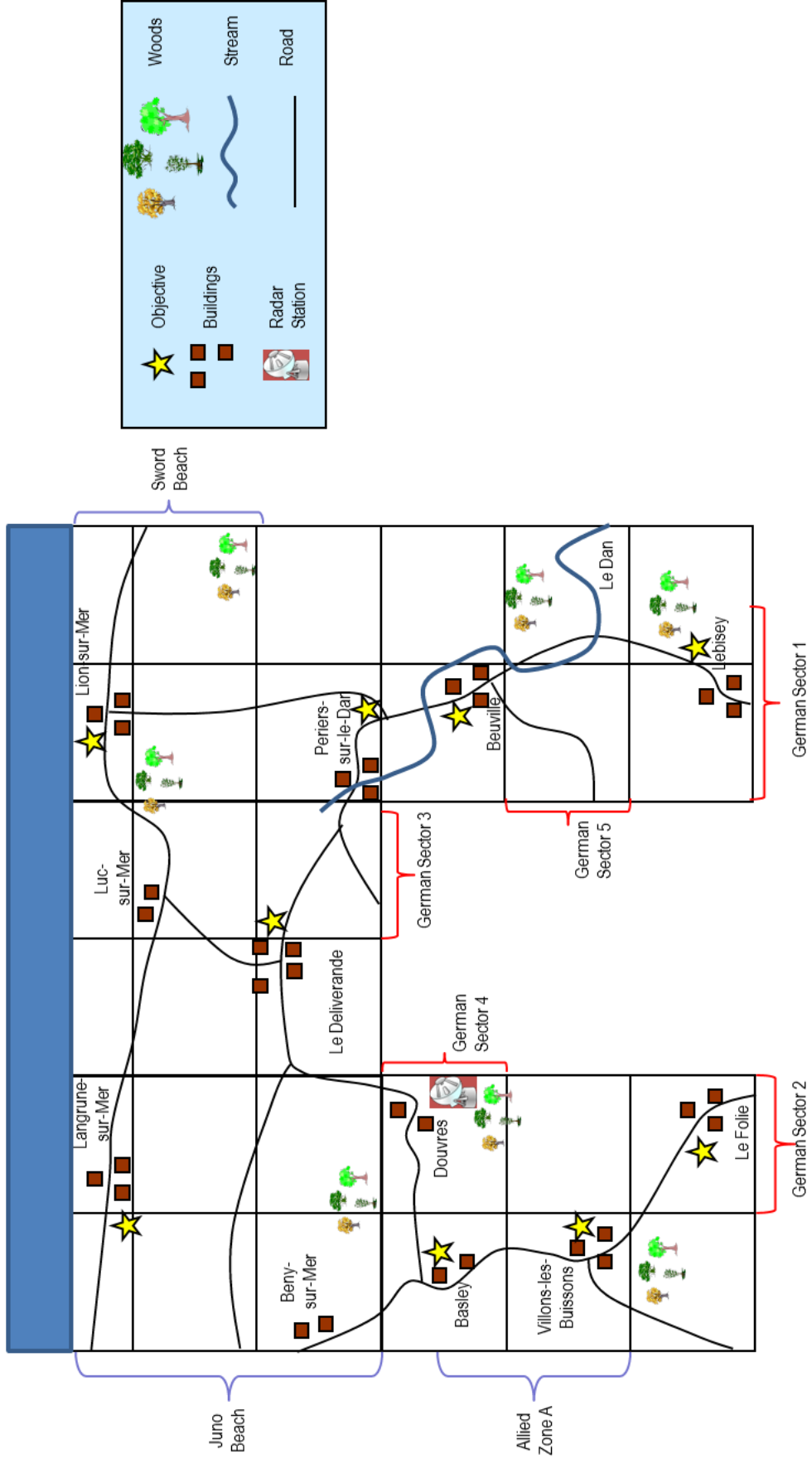
The game starts with both sides having a mix of forces in position and moving up.

The Axis starting forces are deployed on table first, as noted in each force's deployment. Unless otherwise noted in their deployment info, none of the Axis forces starting on table are gone to ground, or dug in.

The Allied forces then take deploy any on table forces, and then take the first turn.

Map:

# FOW Mega-Game Rommel to the Sea – June, 1944



## Axis Forces:

<b>KG Rauch, 21<sup>st</sup> Panzer Division -</b>	<b>Player -</b>
<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> Panzergrenadierkompanie I 21<sup>st</sup> Panzer from Atlantik Wall  <b>Points:</b> 1500  <b>Added units:</b> none  <b>Prohibited units:</b> schwere panzer platoons, dug in panzer platoons, fortifications, Von Luck  <b>Deployment:</b> enters on turn one from Axis sector 3</p>	

<b>KG Oppeln, 21<sup>st</sup> Panzer Division -</b>	<b>Player -</b>
<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> Panzerkompanie/ 21<sup>st</sup> Panzer from Atlantik Wall  <b>Points:</b> 1500  <b>Added units:</b> none  <b>Prohibited units:</b> schwere panzer platoons  <b>Deployment:</b> enters on turn one from Axis sector 5</p>	

<b>Alarm, 21<sup>st</sup> Panzer Division -</b>	<b>Player -</b>
<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> Panzergrenadierkompanie or Beute StuG Batterie/ 21<sup>st</sup> Panzer from Atlantik Wall  <b>Points:</b> 1500  <b>Added units:</b> none  <b>Prohibited units:</b> schwere panzer platoons, dug in panzer platoons, fortifications, Von Luck  <b>Deployment:</b> enters on turn one from Axis sector 2</p>	

<b>I/736 Grenadier Regiment</b>	<b>Player -</b>
<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> Grenadierkompanie from Atlantik Wall  <b>Points:</b> 1500  <b>Added units:</b> none  <b>Prohibited units:</b> none  <b>Deployment:</b> deployed within 12" of Lebisey</p>	

<b>II/736 Grenadier Regiment</b>	<b>Player -</b>
<p><b>Rating:</b> units are rated as specified in the list  <b>Core List:</b> Grenadierkompanie from Atlantik Wall  <b>Points:</b> 1500  <b>Added units:</b> none  <b>Prohibited units:</b> none  <b>Deployment:</b> deployed within 12" of Douvres</p>	

## Allied Forces:

<b>2<sup>nd</sup> Bn, King's Own Shropshire Infantry -</b>	<b>Player -</b>
<b>Rating:</b> units are rated as specified in the list <b>Core List:</b> British 3 <sup>rd</sup> Divn Assault Company, Overlord <b>Points:</b> 1500 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> deploy within 12" of Beauville	

<b>Staffordshire Yeomanry -</b>	<b>Player -</b>
<b>Rating:</b> units are rated as specified in the list <b>Core List:</b> British Independent Armored Squadron, Overlord <b>Points:</b> 1500 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> deploy within 12" of Lion-sur-Mer	

<b>2<sup>nd</sup> Bn, Royal Ulster Rifles -</b>	<b>Player -</b>
<b>Rating:</b> units are rated as specified in the list <b>Core List:</b> British 3 <sup>rd</sup> Divn Assault Company, Overlord <b>Points:</b> 1500 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> enter on turn one from Sword Beach entry area	

<b>North Nova Scotia Highlanders -</b>	<b>Player -</b>
<b>Rating:</b> units are rated as specified in the list <b>Core List:</b> Canadian 3 <sup>rd</sup> Divn Assault Company, Overlord <b>Points:</b> 1500 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> enter on turn one from Allied Zone A	

<b>Fort Garry Horse -</b>	<b>Player -</b>
<b>Rating:</b> units are rated as specified in the list <b>Core List:</b> Canadian Independent Armored Squadron, Overlord <b>Points:</b> 1500 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> enter on turn one from Juno Beach entry 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 3 plane Typhoon strike, on a 5-6 receives two 2 plane Typhoon strikes. These 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.

### **Time of Day:**

It was late in the day by the time 21<sup>st</sup> Panzer managed to clear the chokepoint of Caen and assemble for its counterattack, so not much daylight remained to push the Allies back into the sea.

The game will end at darkness. Turns one through 5 are normal turns, while turn 6 uses the dusk rules. At the end of turn 6 roll 1d6, on 1-3 night has fallen and the game ends, on a 4-6 there is just enough light for one more push and a seventh turn is played, again using the dusk rules. The game automatically ends at the end of turn seven.

## Winning the Game:

This action represented the best chance the Axis forces had to contain and delay the Allied landings. The opportunity to split the Allied forces would not recur, as the Allied buildup continued day and night after the landings.

To reflect this, there are 11 objectives on the tabletop (nine single and the radar station which counts as two objectives):

- If either side starts their turn holding eight 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.