Argentan, 1944
Eight Player Version
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 and turning the flank of 7th Army. After the failure of the Mortain counterattack, Allied forces flowed out into France, forcing the German forces back toward what became the Falaise pocket.

The key to the southern flank of the pocket was the city of Argentan, a critical target for the US forces. German forces from Panzergruppe West, including 9th and 116th Panzer divisions, mounted a desperate defense in this area, leading to large tank clashes and heavy fighting.

The scenario is based on the fighting in the area, which saw repeated attacks and counterattacks by mobile forces of each side. It sees an interesting situation, with German forces holding a thin line, trying to stop or delay the Allied advance, while the American forces have limited time to capture their objectives and trap the German forces.

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 streams in this area were not easily crossed. 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 late-season crop growth, and they are treated as 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

Argentan

A B C D

1 2 3 4
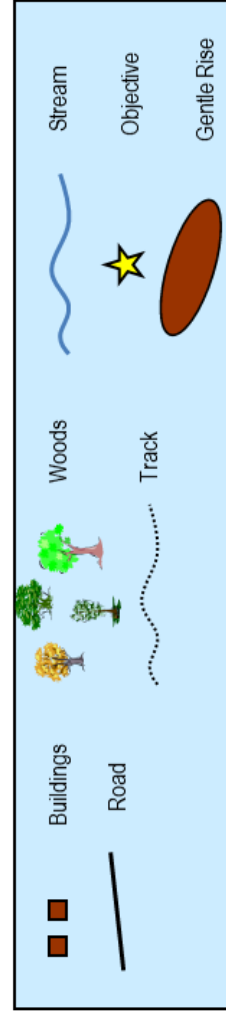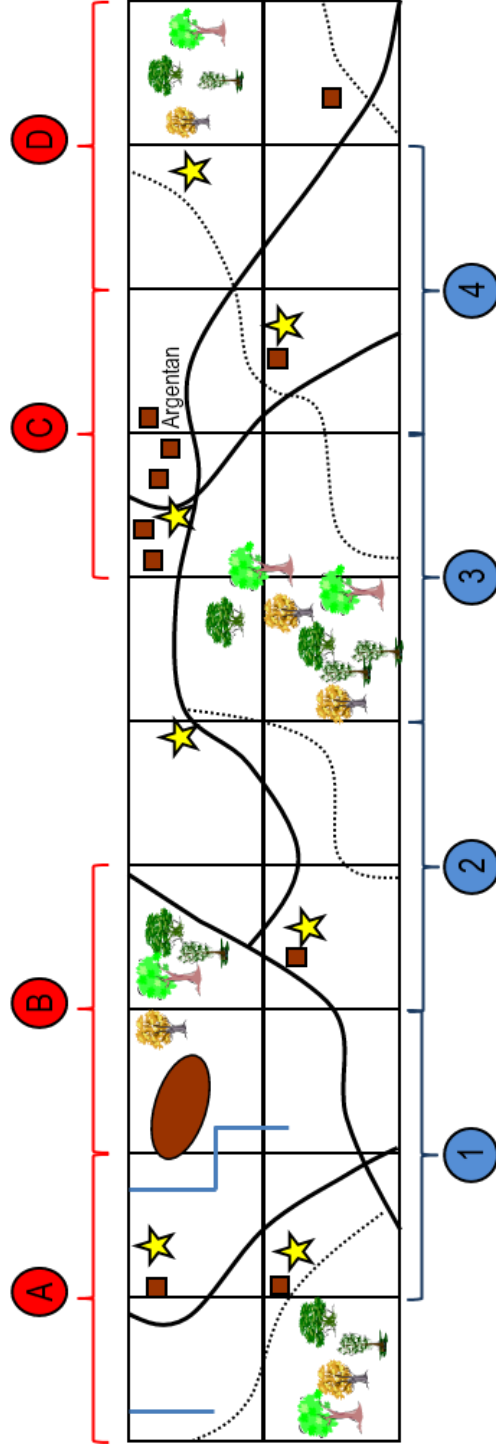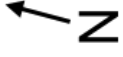
Bocage – the area had scattered bocage fields, so areas of bocage should be scattered across the table. Areas that are not woods should be covered in hedged fields.

Woods

Buildings

Road

Track

Stream

Objective

Gentle Rise

American Forces and Deployment –

Each American player may field a 120-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 (1-4). After the German on-table units are deployed, each American player may deploy any of their units with Spearhead on the table, within 18" of their deployment zone, but not within 16" of any German unit.

On turn one, all of each American player's units arrive, measuring their move from the player's deployment zone.

German Forces and Deployment –

Each German player may field a 120-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-D). Each German 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.

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

First Turn –

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

Time of Day and Weather –

The game starts in early morning, and mist covers the board for the first two turns. Mist limits visibility to a maximum of 24", and provides concealment to all teams, even in the open. Beginning with turn 3 the mist lifts and the effect ends.

Airpower –

Allied 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 compressed area that the German forces had been pushed back into.

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

Winning the Game –

The Germans were desperate to hold the flank of their corridor before the American forces overwhelmed them, while the Americans were pushing hard to cut the corridor.

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