

"Bathtub" D-Day – 6th June, 1944

A Flames of War Grand Battle Scenario

Operation Overlord, the Anglo-American invasion of Hitler's Fortress Europe, was a pivotal event in the Second World War.

This scenario allows a large table to accommodate a scaled down version of the fateful clashes of the invasion and associated operations. It provides a unique opportunity to recreate the start of the Normandy campaign.

Special Terrain rules:

- Flooded Areas and Marsh – the German defenders deliberately flooded areas inland from the beaches to make landing and exploitation difficult. All flooded and marsh areas are impassable to vehicles and gun teams other than man-packed. They are treated as difficult terrain for infantry and man-packed gun teams, and provide cover to any stand within or touching them.
- Rivers – The rivers along the Calvados coast were significant obstacles. They are treated as impassable to vehicles except at bridges and fords. Infantry and man-packed gun teams may use the River Crossing rules from Firestorm to assault across rivers.
- Bocage – most of the terrain in this area transitioned to bocage once you get inland from the beaches – small fields enclosed in high banks. All of the normal bocage rules apply (see the D-Day Battle Book)
- Villages – the villages in this area were mostly sturdy stone walled buildings. Any infantry stand touching or within a building is considered in bulletproof cover and concealed.
- Cliffs – Pointe du Hoc was a key battery site, separated from the beach area by cliffs. The cliffs are impassable to all teams except those with the Mountaineers special rule.

Deployment:

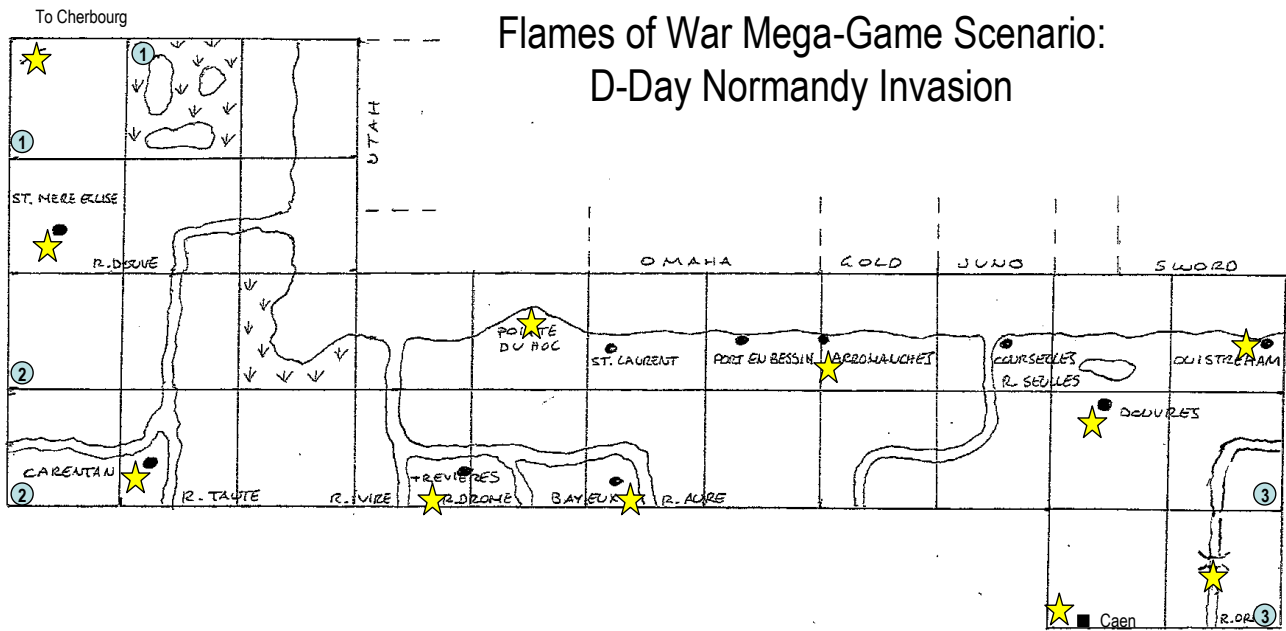
The German forces listed as on the table are deployed first. The Allied players take the first turn.

Rally Points – German units who deploy as beach defenders must place a marker to designate their rally point when they deploy. Half of their platoons must be held off table as delayed reserves, and arrive anywhere within 6" of the rally point when they arrive. Arriving reserves may not enter if their rally point is physically occupied by an Allied unit (unit must be in physical contact with the point).

Reinforcements:

Units listed as reinforcements will show the first turn they may arrive. The owning player rolls a d6 at the start of each turn commencing the turn noted. The reinforcement will enter on a roll of 3+, if not the player rolls again the following turn. Note that airborne unit arrival is separate from this process, see the Parachute Assault rules for details.

Map:



Forces:

British and Canadian Forces –

- 6th Airborne Division > represented by two Airlanding or Para companies of 1,000 points each, from the D-1 book. They are rated as Fearless Veteran and must follow the rules for Forces for Airborne Assaults special rule (D-1 page 54), and enters by coup de main (if airlanding - see special rule below), or by parachute drop (if para – see special rule below).

Player = _____

- 3rd British Infantry Division > represented by a British Rifle company of 2,000 points, from the Monty's Meatgrinder book. It is rated as Confident Trained and enters by amphibious assault at Sword Beach (see special rule below).

Player = _____

- 3rd Canadian Infantry Division > represented by a Canadian Rifle company of 2,000 points, from the Monty's Meatgrinder book. It is rated as Confident Trained and enters by amphibious assault at Juno Beach (see special rule below).

Player = _____

- 50th British Infantry Division > represented by a British Rifle company of 2,000 points, from the pdf file on the FOW website. It is rated as Confident Veteran and enters by amphibious assault at Gold Beach (see special rule below).

Player = _____

American Forces –

- 101st Airborne Division > represented by two Parachute Rifle companies of 1,000 points, from the D-1 book. They must follow the rules for Forces for Airborne Assaults special rule (D-1 page 54), and enters by parachute drop (see special rule below).

Player = _____

- 82nd Airborne Division > represented by two Parachute Rifle companies of 1,000 points, from the D-1 book. They must follow the rules for Forces for Airborne Assaults special rule (D-1 page 54), and enters by parachute drop (see special rule below).

Player = _____

- 29th Infantry Division > represented by an American Assault company of 2,000 points, from the Bloody Omaha book. It is rated as Confident Trained and enters by amphibious assault at Omaha Beach (see special rule below).

Player = _____

- 1st Infantry Division > represented by an American Assault company of 2,000 points, from the Bloody Omaha book. It is rated as Confident Veteran and enters by amphibious assault at Omaha Beach (see special rule below).

Player = _____

- 4th Infantry Division > represented by an American Assault company of 2,000 points, from the Bloody Omaha book (as 29th Division). It is rated as Confident Trained and enters by amphibious assault at Utah Beach (see special rule below).

Player = _____

- US Rangers > represented by two American Ranger companies, each of 1,000 points, from the Bloody Omaha book. They are rated as Fearless Trained and enter by amphibious assault (see special rule below).

Player 1 = _____

Player 2 = _____

- The Allied CiC receives 1 AVRE section and 1 flail platoon (see D-Day) that he can allocate amongst any of the Allied invasion forces.

Player = _____

German Forces –

- 711th Static Division > represented by two static companies of 1,200 points each, from the 716th Static Division pdf file on the FOW website. It is rated as Confident Trained, and is deployed at start anywhere within 48" of the eastern table edge. No more than 3 platoons may be deployed more than 24" from the coast. Any platoon deployed more than 24" from the coast may place a stand of Rommel's Asparagus anywhere within 8" of any of its stands. It uses the beach defenders rule.

Player = _____

- 716th Static Division > represented by two static companies of 1,200 points each, from the 716th Static Division pdf file on the FOW website. It is rated as Confident Trained, and is deployed at start anywhere between 48" and 96" from the eastern table edge and within 24" of the coast. It uses the beach defenders rule.

Player = _____

- 352nd Infantry Division > represented by two festung companies, each of 1,500 points, from the Bloody Omaha book. It is rated as Confident Veteran, and is deployed at start anywhere within 24" of the coast and between Arromanches and the River Vire. It uses the beach defenders rule.

Player = _____

- Kampfgruppe Meyer > this unit, from 352nd Infantry Division, formed the corps reserve for the beach defenses. It is represented by a 1,500 Fusilier Company from Bloody Omaha (p. 19). It is rated as Confident Veteran, and enters as a reinforcement at Bayeux. Begin rolling for its arrival on turn 6.

Player = _____

- 709th Static Division > represented by two static companies of 1,500 points each, from the 716th Static Division pdf file on the FOW website. It is rated as Confident Trained, and is deployed at start anywhere north of the River Douvre and within 24" of the coast. It uses the beach defenders rule.

Player = _____

- 91st Luftlande Division > represented by two grenadier companies each of 1,000 points, from the Fortress Europe book. It is rated as Confident Trained, and is deployed at start anywhere within 36" of the western table edge. Due to its lower rating, each company is allowed to field 1,300 points to compensate for their lower rating. The following support units retain their normal ratings, but increase in points cost by 15 per every 50 points spent:

- Fallschirmjager Platoon
- Assault Gun Platoon
- Rocket Launcher Battery

The division is allowed a looted panzer platoon with a single Renault R.35 tank. Otherwise, no armored vehicles may be chosen.

Player = _____

- 6th Fallschirmjager Regiment > represented by a Fallschirmjager company of 1,500 points, from the Fortress Europe book. It is rated as Fearless Veteran, and enters as a reinforcement from the western board edge within 24" of Carentan. Begin rolling for entry on turn 5.

Player = _____

- 21st Panzer Division > represented by a Panzergrenadier company and a StuG Batterie, each of 2,000 points, from the Monty's Meatgrinder book. Both are rated as Confident Veteran, and enter as a reinforcement from the southern board edge within 48" of the eastern board edge. Begin rolling for entry on turn 7. Neither unit may field any Heavy Tank Platoons.

Player 1 = _____

Player 2 = _____

- The German CiC receives 3 full strength Osttruppen platoons (see Bloody Omaha) that he can allocate amongst any of the German forces.

Player = _____

Beach Defenses –

Each German force with beach defense responsibility receives fortification points as follows:

- 709th Static Division – 20 points
- 711th Static Division – 20 points
- 716th Static Division – 20 points
- 352nd Infantry Division – 40 points

Fortifications may be chosen from the D-Day book (pg. 17) or from the core rules (pg. 217).

Turn Sequence –

The first 3 turns of the game are focused on the initial paratroop and glider assaults. These turns use the Night Fighting rules from the main rulebook (page 154). At the start of the German turn 4, the German CiC rolls 4 dice. On any result of 5+, morning breaks. If it does not break on turn 4, morning automatically breaks at the start of the German turn 5. Once morning has broken, all further turns are played in full daylight, and the beach assaults commence on the next Allied turn.

Parachute Assault:

The following special rules apply for the first 3 turns:

- Pathfinders – each airborne unit may place a single pathfinder marker prior to the start of the first turn. Markers must be placed over 12" from the coast, and within 24" of one of the unit's entry points.
- All Axis units start the game pinned down (and any AFVs are bailed out). No Axis unit may start mounted in a vehicle.
- No Axis unit deployed within 12" of the coast may move, fire or assault in any way, except that any unit that is the target of an Allied assault may fire defensive fire and fight in any assault combat normally. Once a unit has been activated in this way, it remains active thereafter and may move, fire and assault normally from that point forward.
- Wind Direction – the Allied CiC will roll for wind direction before the first game turn. The direction rolled applies for the entire table and the whole game.
- Each Allied force must attach all independent teams to a combat or weapons platoon prior to the start of the game.
- Allied board edge entry points are noted on the map – US 82nd Airborne (1), US 101st Airborne (2), British 6th Airborne (3)
- At the start of each Allied turn, each Allied commander rolls 1d6 for each platoon under his command. For each roll of 6 one platoon will enter that turn. Roll another die, on a 5+ the platoon may be deployed within 4" of a pathfinder marker; on any other roll it enters from one of the units board edge entry points. *Note that all parachute platoons must arrive prior to any other platoons, and then all airborne or glider platoons before any glider or airborne support platoons.*
- For each turn after the first add an additional +1 to the die roll for arriving platoons.
- The Night Training rule (p. 60, D Minus One) is used for this scenario

Amphibious Assault:

Commencing on turn 4, the Allied players begin their amphibious assault on their assigned beaches. The following special rules apply for the amphibious assaults:

- Pointe du Hoc – Don't Wait for Me, Ranger Reserves (Bloody Omaha pg. 57)
- All beaches – Amphibious Assaults , DD Tanks, Floating Artillery, DUKW trucks and Naval Gunfire Support (D-Day, pp. 11-15), plus Overwhelming Force, No Retreat, No Surrender and Interdiction (D-Day, p. 17). Note that any non-

parachute unit may purchase naval gunfire support as normal for the Hit the Beach mission.

Each beach is fought out as a Hit the Beach mission (see D-Day, p. 16) and follows all of the scenario rules except Ending the Battle / Deciding Who Won. The following rules are modified to reflect the large table:

- German units using the beach defenders rule must deploy at least half of their platoons in delayed reserve. Platoons arriving from delayed reserve arrive on the south table edge, no more than 48" from that company's original deployment zone.
- Naval gunfire support has a maximum range of 36" from the coast.

Airpower:

No player may purchase air support for the battle. Instead, the Allied player will receive pre-invasion airstrikes and then ongoing air support.

Pre-Invasion Airstrikes – prior to the first turn each Allied force attempting an amphibious assault receives an automatic air strike (roll for the number of planes normally).

Ongoing Air Support - the Allied CiC will roll for airpower each turn commencing with turn 3. Two separate flights (Typhoon and P-47 aircraft) are potentially available; the Allied CiC rolls 2d6 each turn and receives a flight of planes for each roll of 4+. Roll for the number of planes in each available flight as usual.

Weather:

The weather during D-Day was stormy and overcast, with considerable wind.

Winning the Game:

There are nine objectives shown on the map. If the Allied side controls nine or more of the objectives at the start of their turn the game immediately ends in a significant Allied victory, as they have made a very successful invasion.

If an immediate significant victory is not achieved by the end of turn 16, the game ends at dusk. If either side controls a majority of the objectives at the end of the game they score a victory, if no side has a majority then the game ends in a draw.