

Dev 1 • Storm The Bunkers

The British are conducting a major offensive. A weak spot has been discovered in the German line of defenses. British units have been sent out to storm the bunkers and silence the guns that could hold up the advance.



If the German guns can be silenced then the British will easily penetrate the line. However if the Germans can hold off the infantry long enough, German reinforcements can strengthen the position and put the whole attack in jeopardy.

British Order of Battle

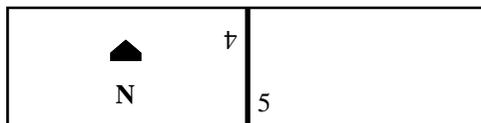
18 x Rifle Squads
2 x -2 leader
4 x -1 leader
6 x Bren
2 x Satchel Charge
2 x Grenades
2 x Light Barrage
8 x Smoke Factors

German Order of Battle

8 x Rifle Squads
1 x -2 leader
4 x -1 leader
3 x Panzer Grenadier
4 x MG34
1 x MG37
4 x Pak40L46
2 x Bunker
2 x Sandbags
1 x Foxholes

MAP AND UNIT SETUP

British



German

British Setup

The British set up anywhere on the western side of the canal on Map 4

German Setup

The German have pillboxes on B2 and B5 of Map 5. They can put the sandbags anywhere in Hex columns A or B.

The foxholes can be setup anywhere on the eastern side of the canal on Map 4 only.

Minefields can be setup anywhere on the eastern side of the canal on Map 4 or anywhere on Map 5.

The Panzer Grenadiers with a Leader and a single Support weapon can be setup anywhere on Map 4

The rest of the Germans can be set up anywhere on Map 5

British Victory Conditions.

The British win if he destroys all four Pak40 Guns before 8 Turns.

German Victory Conditions.

The Germans win if they have any Pak 40 Guns surviving after turn 8

Special Scenario Rules.

None

Game Length

8 Turns

British go first

1	2	3	4
5	6	7	8

Designer Notes: This scenario was based on a very detailed report of a German officer that included comments on the tactics and strategies used. Of particular interest was the question of how to best utilize the bunkers. Although they offer increased protection, they also become the main focus of any attack. Historically, the guns were placed in the Bunkers but I have left the option open to try different strategies.

The Game length has seen some changes from 6 to 8.

Comments and suggestions would be welcome.