Dev 8 • Surprise Party

British Paratroopers have been sent behind enemy lines to take out   important enemy positions before a big push further into France. One of the main objectives is the German 15cm artillery batteries.

The British managed to surprise the Germans with an attack at dawn.
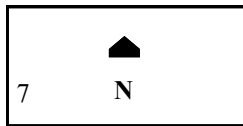
British Order of Battle	German Order of Battle
7 x Paratrooper 5-6-6	15 x Rifle Squads 4-6-4
3 x Bren mk1	1 x -2 leader
1 x Vickers HMG	4 x -1 leader
1 x Leader –2	4 x MG34
2 x Smoke	1 x MG37
2 x Grenades	2 x Sandbags
2 x Satchel charge	2 x Foxholes

MAP AND UNIT SETUP

British   7   **N**   **German**

German Setup
The Germans can set up anywhere on the map except for any of the edge hexes

British Setup
The British catch the Germans by surprise, so can set up anywhere on the map, but no closer than 2 hexes to any German occupied Hex.

British Victory Conditions.
The British win if they can kill the German –2 Leader and reduce the Germans to 5 Squads or less.

German Victory Conditions.
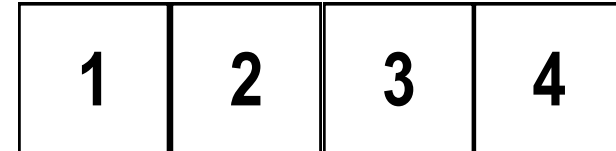The Germans win if they can end the game with more than 5 squads.

Special Scenario Rules.
The German player may swap full squads for half squads in any combination (within the limit of the counters) to create the 15 Rifle Squads.

Game Length
4 Turns

British go first

1	2	3	4

Designer Notes: This is a difficult scenario for the Germans as the British get to start within range and have the first turn. However I have seen Germans win quite convincingly with a good starting strategy. The low number of turns is meant to represent the fast reactions of German reinforcements. The rifle squads represent the trained artillery personal that were necessary to man the guns. That is why the British must reduce their numbers before retreating.

Historically the British won this particular combat due to the element of surprise. However the Germans won the battle purely because the British forces were spread too thin, attacking too many positions at once.

Comments and suggestions would be welcome.