

NIGHT ATTACK ON BREVILLE - 12TH JUNE, 1944 Mark Piper

(East of Orne River, Normandy)

A Rapid Fire 2 Scenario V1.3 (24/02/06)

An introductory scenario for beginners

Background

The high ground around the village of Breville, known as the Breville Gap, dominated the positions of the British 6th Airborne Division, east of the Orne River. On the 11th June, the Black Watch, of the 51st Highland Division, put in an attack at first light towards the crossroads from the south-east. The assault encountered overwhelming resistance and failed. The following day German infantry, supported by tanks, put in three heavy counter-attacks on the 6th Airborne Division positions. It was decided to attack late that night at 2200 hrs from the north-west, hoping that the enemy would be exhausted and unprepared for any such attack. The 12th Parachute Battalion supported by a squadron of tanks from the 13th/18th Hussars and the guns of the divisional artillery, set off towards the village.

This is an introductory scenario for beginners to the second edition of Rapid Fire or limited time, space or troops. It includes representative troop types and supporting artillery on both sides.

The Wargame Scenario

The game table is approximately 6' X 4'. Buildings start damaged except the "Farm". Woods are open. Fields and orchards are soft cover and provide concealment for infantry, but do not restrict movement or visibility

The British win if they capture and hold Breville within 10 moves. The German player must prevent this to win. The game is a draw if both sides end the game with their forces still active in Breville, or if both sides are forced to withdraw. The game is played with the **Basic Rules**.

Sources

Normandy - Pegasus Bridge / Merville Battery, Carl Shilleto (Battleground Europe)

Orne Bridgehead - Lloyd Clark (Battlezone Normandy)

Drop Zone Normandy - Napier Crookenden

Normandy East map C from "Battle Depot - US Maps"

<http://homepage.mac.com/edk/maps/normandyeast.html>

D-Day 1944 (3) - Sword Beach & British Airborne Landings, Ken Ford (Osprey Campaign)

Battle of Breville (Battlefront scenario), R. Mark Davies

<http://www.fireandfury.com/extra/scenbrevilleoverview.shtml>

British Order of Battle (all elite except armour which are regular]
(elements 6th Airborne Division)

composite battalion, 5th Parachute Brigade

(12th Para Bn / D coy 12th Battalion Devonshire Regiment / 22nd Independent Parachute coy)

test @ 20 casualties

HQ	CO + 9, 2 X PIATs, 2" mortar
A, B, C companies	(each 8 figures)
Support company	6 figures, Vickers MMG, 3" mortar

Squadron 13th/18th Hussars, 27th Armoured Brigade

1 X 17pdr Sherman, 2 X 75mm Shermans

[off-board artillery] from 3rd British Infantry Division

1 X field battery (2 X 25pdr) + observer team on foot (2 figures)

1 X medium battery (2 X 155mm) + observer team on foot (2 figures)

British forces start deployed west of line C-D. Infantry may not used as tank riders.

German Order of Battle [all regular]

Elements of 857th Grenadier Regiment, 346th Infantry Division

3rd Battalion

test @ 20 casualties

HQ	CO + 5 figures
9 th , 10 th , 11 th rifle companies	(each 8 figures, panzerfaust)
12 th (Heavy Weapon) company	9 figures, 2 X MMG, 81mm mortar

14th (Anti-tank) company

1 X Marder III (75mm)
3 figures, light truck, towed single 20mm AA

[reinforcements]

4th Company, 2nd Battalion, 22nd Panzer Regiment (2 X PZ IV)

[Off-board artillery]	2 nd Battalion, Artillery Regiment 346
1 X battalion	2 X 105mm howitzer observer team on foot (2 figures)

The German forces not initially in buildings start dug-in and concealed east of line A-B. German forces start on reserve fire. German armour arrives at point E on German turn 3. Infantry may not used as tank riders.

Optional rules

Hedgerows provide soft cover, blocks LOS and counts as a linear obstacle for movement as detailed on page 33 of Rapid Fire. Approximately 75% of roads should be lined with hedgerows.

Night attack can be simulated using the rules on page 115 of rapid Fire.

Scenario Map (approximately 6' X 4')

