

## Battle of Noreuil

2<sup>nd</sup> April 1917

(German Rearguard Action)

*A Rapid Fire 2 scenario V1.0 (30/5/10)*

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### Background

As the German forces on the Western Front pulled back to a new line of defences (the Hindenburg Line) a series of rearguard actions occurred centred around outpost villages. On the 2<sup>nd</sup> April 1917 the battalions of the 13<sup>th</sup> Australian Infantry Brigade under the command of Brigadier General Glasgow were tasked with taking the village of Noreuil. The Germans had converted the sunken roads into a line of trenches with barbed wire around the village and had dug a reserve line to the north-east of Noreuil.



Australian soldiers consolidate in a captured German trench

### The Wargame Scenario

The game is played on an 8' x 6' table. Buildings start intact. Craters provide soft cover.

British brigade and German regimental HQs are considered highest level HQ for the units of their command only. If a *highest level HQ* suffers 100% casualties or is captured or dispersed by an enemy attack, any major unit under its command deducts 1 from morale throws and may not test for change of orders (rule 10.10). COs of highest Level HQs may attempt to rally routers by moving to within 3" (rule 10.12)

The -1 dice score modifier (if the unit's commanding officer [CO] is one of the casualties) also applies if the CO is not a casualty AND is not within 12" of all elements of the unit (18" for elite units), when the unit tests for morale.

If the unit's "highest level HQ" CO (i.e. British Brigade HQ or German Regimental HQ) is not within 24" of the unit's CO (36" if elite), when a unit tests, then an additional -1 dice score modifier also applies.

The game is 8 moves long.

To win the Australians must control all BUA in Noreuil AND have at least 16 figures east of the line F-G and north of the line B-H at game's end. To win the Germans must prevent the Australians achieving both their victory conditions. Any other result is a draw.

### Sources

To Villers-Bretonneux - Peter Edgar

The Official History of Australia in the War 1914-18 (Volume IV) - C.E.W. Bean

**Australian Order of Battle - all elite**  
13<sup>th</sup> Australian Infantry Brigade

Brigade HQ (Brigadier General Glasgow)

Formation CO + 5 figures

50<sup>th</sup> Battalion (test @ 20 casualties) - turn 1 @ A-B

HQ Unit CO + 2 figures

Assault company 10 figures, Lewis Gun (+1), Rifle Grenade Launcher  
(*Infiltration\*\**, *Pioneer\*\*\**)

3 x rifle companies each 9 figures, Lewis Gun (+1), Rifle Grenade Launcher

MG Platoon\* 3 figures, Vickers MMG

Lt Trench Mortar Section\*\* 3 figures, Stokes 3" light mortars

51<sup>st</sup> Battalion (as per 50<sup>th</sup> Battalion)

52<sup>nd</sup> Battalion (as per 50<sup>th</sup> Battalion)

13<sup>th</sup> Machine Gun Company (\*MMGs from brigade MG company have been attached to each battalion)

13<sup>th</sup> Light Trench Mortar Battery

(\*\*light mortars from brigade light trench mortar battery have been attached to each battalion)

**[off board artillery]**

12<sup>th</sup> (Army) Australian Field Artillery Brigade

1<sup>st</sup> Battery 18 pdr Field Gun, OP on foot

2<sup>nd</sup> Battery 18 pdr Field Gun, OP on foot

3<sup>rd</sup> Battery 4.5" Howitzer, OP on foot

**[air support]**

Artillery scout



Corgi Sopwith Camel acting as an artillery scout

### Australian scenario rules

Australian forces start on table as per the scenario map. Infantry and artillery do not start dug-in. The Allies move second.

*Infiltration Trained* (pages 38-39) - Elements trained in infiltration tactics rolls 2D6 when crossing obstacles and uses the lowest roll as the movement penalty for that turn.

*Bombers* (pages 44 & 53) - Elements designated as bombers carry out a grenade attack immediately prior to a close assault and before any enemy reserved fire is resolved. They can also fire but not throw grenades in the shooting stage of the same friendly turn.

*Pioneer Equipped* (page 81) - Any element of at least 4 figures equipped with pioneering equipment is delayed by barbed wire for one move once they are in contact *and also make a 4" gap*.

*Artillery scouts* (AOPS) are aircraft with an observation role in support of ground troops and if directing artillery can only control 1 battery per move.

*Observation Stage* - Identify target and test for spotting

- *Artillery scouts* - test to spot rule 15.23 (page 98)

*Movement Stage* - Place successful *artillery scouts* anywhere on the table.

*Reserved fire stage* - Enemy carries out reserved AA fire (page 99). *Artillery scouts* can only be targeted by dedicated AA guns.

*Firing* - If not driven off or shot down *artillery scouts* may observe for artillery

- friendly combat aircraft is also on table the enemy aircraft will fight that first and the *artillery scout* can continue to observe.

### Final Movement

Aircraft remain in position to receive any "normal" AA fire during the enemy's next turn



## German Order of Battle - regular

HQ, 119<sup>th</sup> Reserve Infantry Regiment

Formation CO + 5 figures

\* formation CO for both battalions & on board artillery of rearguard

I Battalion, 119<sup>th</sup> Reserve Infantry Regiment

HQ Unit CO + 3 figures, Bergman SMGs, AT rifle

1 <sup>st</sup> Company (Bombers)	12 figures, 2 x MG08/15 or captured Lewis Gun (+2)
2 <sup>nd</sup> & 3 <sup>rd</sup> Companies	each 9 figures, MG08/15 or captured Lewis Gun (+1)
MG Platoon	3 figures, Maxim MG08 MMG
Light Mortar Platoon	3 figures, 7.6cm mortar
Grenade Launcher Detachment	2 figures, Granatenwerfer Grenade Launcher

III Battalion, 180<sup>th</sup> Reserve Infantry Regiment (as per I Battalion, 119<sup>th</sup> RIR)

5<sup>th</sup> Battery, 26<sup>th</sup> Field Artillery Regiment

4 figures, 77mm Field Gun, horse limber, OP team

### [off board artillery]

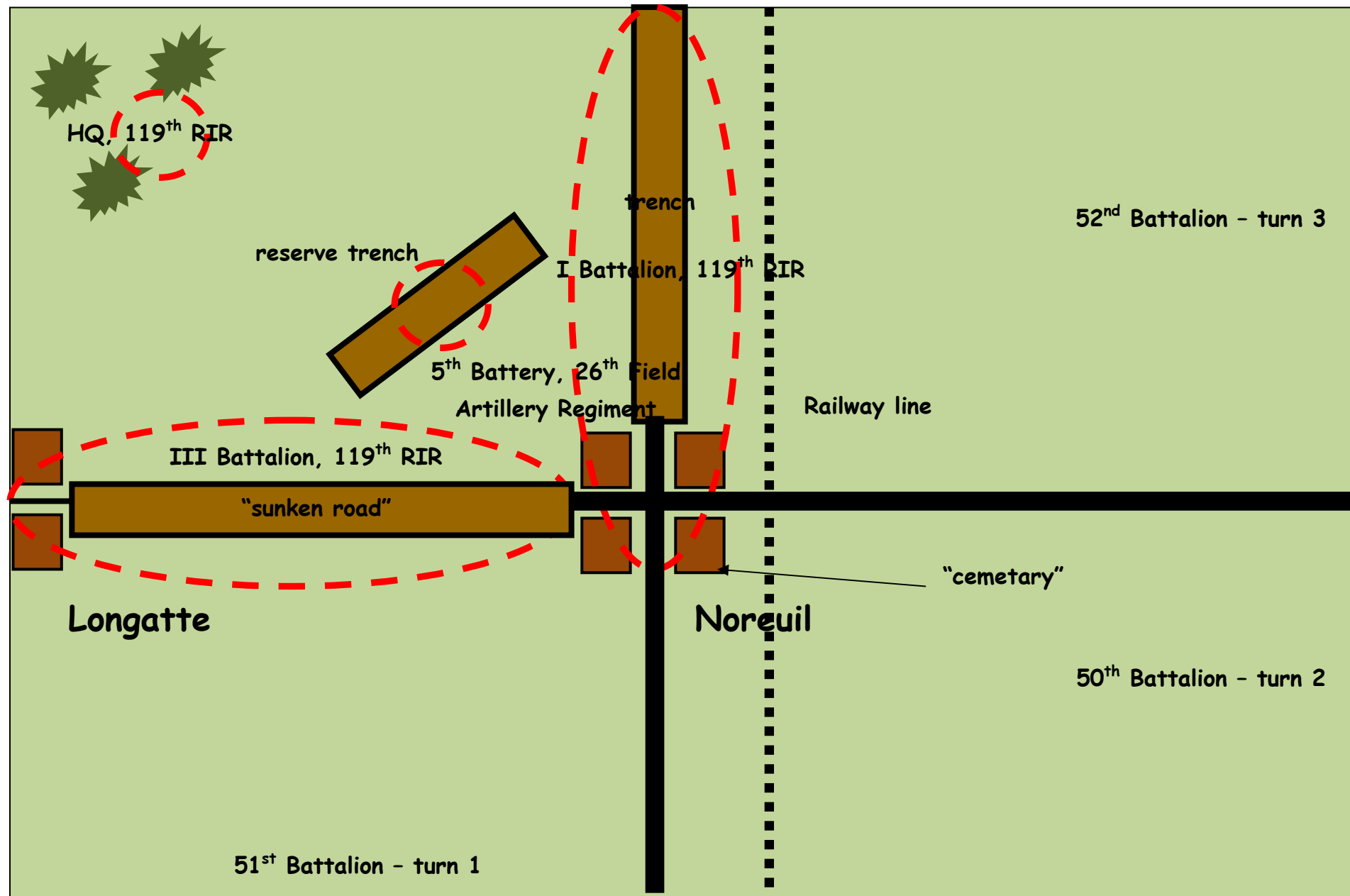
4<sup>th</sup> Battery, 26<sup>th</sup> Field Artillery Regiment (as per 4<sup>th</sup> battery)

4<sup>th</sup> Battery, 26<sup>th</sup> Field Artillery Regiment (as per 4<sup>th</sup> battery)

### German scenario rules

German forces start on table with weapons deployed in hard cover (not prepared defences). Up to one company and one support element or HQ can be held back in the reserve trench. The Germans move first.





A ← → B

← N

E  
D  
C