

ASSAULT ON PONT L'EVEQUE
22ND August, 1944
(EAST OF ANNEBAULT, NORMANDY)

Operation "Paddle" Scenario 3

A Rapid Fire Scenario V1.0
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Background

Despite being supported by armour and artillery, the German rearguard at Annebault was eventually overrun. The reconnaissance units moved through and advanced towards Pont l'Eveque, the last town before the River Seine. The terrain in and around the town made it obvious that any attack would not be easy and the British 5th Parachute Brigade would need to assault across two rivers before engaging in street fighting in the town itself.

British Order of Battle [all ELITE except Recon Regt]

**Elements 6th Airborne Division Armoured Reconnaissance Regiment (-)
[regular]**

Tank Squadron 2 X Cromwell tanks

5th Parachute Brigade (-), 6th Airborne Division

12th Parachute Battalion (-) test @ 17 casualties

 HQ CO + 9, 2 X PIATs, 2" mortar

 3 X rifle companies (each 7 figures)

 Support company 6 figures, Vickers MMG, 3" mortar

13th Parachute Battalion (-) as above

3rd Parachute Squadron (RE) 1 X bulldozer, 6 figures

off-board artillery

 2 X batteries, 151st Field Regiment (each 2 X 25pdr field guns)

 2 X observer teams (each 2 figures mounted in bren carriers)

German Order of Battle [all REGULAR]

Elements 716th Infantry Division

Infantry Battalion "Kampfgruppe" (-) Test @ 14 casualties

 HQ CO + 2, panzerschreck

 2 X rifle companies (each 8 figures, panzerfaust)

 MMG coy 6 figures, 1 X tripod MG42 MMG, 81mm mortar

 Support company 3 figures, 75mm PAK, truck

716th Engineer Battalion “Kampfgruppe” (-) Test @ 14 casualties

HQ CO + 5, panzerschreck

1 X engineer company (8 figures, panzerfaust, truck)

1 X engineer company (8 figures, 2 X flamethrowers, truck)

MMG coy 6 figures, 1 X tripod MG42 MMG, 81mm mortar, truck

Off-board artillery

1 X battery (2 X 105mm HOW), I Battalion, 1716th Artillery Regiment

1 X observer team (2 figures, kubelwagen)

Terrain

The game is played on an 9' X 5' table. *Elevations* are NOT continuous features for movement but block LOS. *Roads* increase movement if the entire move spent on road. *Built up areas* start undamaged and count as hard cover. *Woods* are a continuous feature for movement, provide soft cover and restrict visibility to 3". *Hedges* are a linear obstacle for movement, provide soft cover to troops directly behind and lock LOS. *Rivers* can only be crossed at a bridge or a ford. The western edge is deemed to be the “British Lines” and the eastern edge the “German Lines”, for morale purposes.

Scenario rules

The game length is 12 turns starting with British player turn 1 and ending with German player turn 12. The location of the fords is unknown to the British. When a British element first arrives at a ford roll a D6 (odds has been found, evens not found this turn). In subsequent turns each ford can be re-rolled for but each ford can only be rolled once each turn. Once discovered the ford can be used by any element in the British force. In addition the British engineer element can build a ford if it spends two turns stationary adjacent to any part of a river on the board.

Deployment and arrivals

The German forces start dug-in and concealed east of line A-B. British forces start west of the line C-D. German forces may start on reserve fire.

Victory Conditions

Each side scores casualty points as normal. In addition 75 points EACH is gained for possession (no opposing combat capable forces within 6") of the built-up areas in PONT L'EVEQUE. Either side wins if they have inflicted more casualties and the point's differential is more than 50 points at the end of the game. Any other result is a draw.

References

1. “A Traveller’s Guide to D-Day and the Battle for Normandy”, Carl Shilleto
2. “Rapid Fire – North West Europe supplement”, Colin Rumford
3. “Everything you ever wanted to know about the 6th Airborne Division in the Normandy campaign”, Command Post Quarterly #10, Mike Taylor

Scenario Map

This map translates to a 9' X 5' table using an approximate scale of 12" = 500 m or 1" = 42 m

