

**Task Force C at St Lo
18th July, 1944
(Normandy, France)**

*A Rapid Fire Scenario V1.1
By Brad Smith*

Background

For several weeks the US 29th Division had been attempting to seize St Lo. To break the impasse, a mobile task force was formed to assault the town via the Isigny Highway. The Americans were unaware that the Germans had decided to withdraw but had left a force to delay the Americans thereby relieving pressure on other German forces north of the town.

US order of battle (Task Force C)

29th Cav Recon Troop (reg) - 3 x M8, 3 x jeeps with twin vmg , 9 figs inc 1 x bazooka

Coy A Platoon 747th Tank Bn - 1 x Sherman 75mm

Company 821st TD Bn – 3 x M10 Tank Destroyers

1st Bn 115th Inf Regt (reg – test @ 20)

HQ Coy – CO + 5 figs with 1 x 60mm mortar, 1 x jeep, 1 x light truck

Coy A – 10 figs inc 1 x bazooka, 1 x heavy truck

Coy B – as per Coy A

Coy C – as per Coy A

Supp Coy – 12 figs with 1 x hmg, 1 x mmg, 1x 81mm mortar, 1 x 57mm ATG, 1 x heavy truck, 1 x light truck

29th Field Art Regt (off board) – 1 battery of 2 x 155mm, 1 battery of 2 x 105mm

German order of battle (elements of 352nd Infantry Division)

352 Ersatz Bn (reg - test @ 20)

HQ – CO + 5 figs inc 1 x panzerschreck, 1 x Steyr car

Coy 1 – 8 figs inc 1 x panzerfaust

Coy 2 – as per Coy 1

Coy 3 – as per Coy 1

MG Coy – 9 figs, 2 x mmg, 1 x 81mm mortar

Supp Coy – 1 x 50mm ATG, 1 x heavy truck, 1 x 75mm IG, 1 x light truck, 6 figs

Battery 352nd AT Bn - 2 x 75mm PAK each with 1 x HT tow, 12 figs

Battery 1352 Art Regt (off board) - 2 x 105mm

Scenario

The game table is approx 5'x 6'. The game lasts 8 moves per side starting with US Turn 1. Woods are a continuous feature for movement, provide soft cover and restrict visibility. Orchards provide soft cover and restrict visibility. Elevations do not affect movement but block line of sight. Built up areas are undamaged unless shown as damaged on the map. The western edge of the table is US lines and the eastern edge is German lines.

US forces enter on US Turn 1 at point A with the 29th Cav leading and followed by forces as determined by the US player. German forces start concealed in and around St Lo as determined by the German player. German ATGs may start in built up areas. Observers are located off board and can observe the entire table. No connection tests are required for US artillery (except the further test to call down on targets that moved more than 6"). The German test requires any roll except a 1. Roads, elevations and built up areas are pre-registered and no tests of any type are required to call down IDF on those features.

Victory conditions

In addition to casualty points, the Germans receive 100 points if, at the end of the game, there are at least 10 debussed German troops east of the line B-C. In addition to casualty points, the Americans receive 100 points if, at the end of the game, there are less than 10 debussed German troops east of the line D-E. To achieve a victory, a side must accumulate at least 100 points with a margin of not less than 25 points. Any other outcome is a draw.

Sources

Beyond the Beachhead – J Balkoski (Stackpole Books) 1989

Scenario map

