

Utah Beach - 6 June 1944

A scenario for Flames of War using the **One-Day Campaign** rules
by Chris Slee (sleech@ozemail.com.au)

"Looking back I have no doubt that the participation of the 101st and 82nd Airborne Divisions together made possible the success of the amphibious landing and the overall success of the Normandy operation."

Brigadier General James Gavin, 82nd Airborne Division

Overview

The success of the Operation Overlord on 6 June 1944 depended on the success of the airborne operation conducted earlier that night known as Operation Neptune. This involved landing an advance force by parachute to secure resources vital to the success of D-Day.

The nature of these resources fell into two broad categories. The parachute infantry were tasked either with destroying coastal guns and other German offensive weapons, with securing bridges which would allow the Allied forces to get off the beaches, or with destroying bridges and other choke points which would allow the German forces to move in reinforcements to contest the landings. This campaign scenario allows players to re-create this aspect of the Normandy landings. The preliminary battles centre on the objectives of destroying coastal guns and securing a bridge to prevent reserves.

The points for victory in each preliminary battle and in the final beach landing do not follow the normal method of awarding victory points as stated in the Flames of War rule book. This is because the campaign is objective-based in a different way to the standard rules. In fact, the points system may be done away with entirely in the campaign and the objectives used alone to determine the degree of victory achieved.

Although this campaign uses US forces, it can be easily played using British Airborne or Airlanding and Commonwealth forces.

Please send any comments, corrections, suggestions and battle reports to [Chris Slee](mailto:Chris.Slee).

Requirements

This campaign requires little that a small gaming group or wargaming club cannot provide:

- Flames of War main rule book;
- The supplements Festung Europa/ Fortress Europe, D-1, D-Day, Bloody Omaha;
- At least a 6' x 4' table (180cm x 120cm). However, a 6' x 4' table (180cm x 120cm) and two 4' x 4' tables (120cm x 120cm) is recommended;
- Enough terrain or other types of markers to create the tables as described below;
- 2000 points of German forces;

- 2000 points of US forces for the final missions and at least 1000 points of US paratroops (2 x 1000 point companies is preferable) for the preliminary missions.

Preliminary Battles

The battles in the first half of the campaign are fought with late-war forces of 1000 points each. There are no limits on the composition of the forces except in that they must be from a compatible **Flames of War** Late War sources book such as Festung Europa/ Fortress Europe, D-Day or D-1. The outcome of each preliminary battle affects the set up of the final battle.

It is assumed that these actions are being repeated by other forces all along the Utah invasion sector and these battles are indicative of the progress of all other similar battles. That is, if the guns are destroyed and the bridge secured in these battles (or not), we can assume the same results overall in all similar battles in preparation for the main landing.

The size of the board used in the preliminary battles is 4' (120cm) x 4' (120cm).

Historical Allied Forces: US Parachute Rifle Company (D-1), US Glider Rifle Company (D-1)

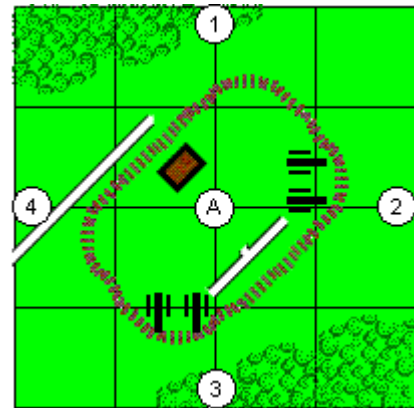
Historical German Forces: German Grenadierkompanie (Festung Europa/ Fortress Europe), German Pionierkompanie (Festung Europa/ Fortress Europe), Fallschirmjagerkompanie (Festung Europa/ Fortress Europe), German FestungKompanie (PDF on Flames of War website).

Silence the Guns

Allied Player: The objective of this battle is the coastal guns which can rain shells onto the beach as the Allied forces are landing. These guns need to be destroyed in order to make the landings safer for the troops.

German Player: The coastal guns are a key part of Field Marshall Rommel's Atlantic Wall. There's something happening tonight but the radio traffic is confused. Protecting the guns is your sole responsibility.

The Allied player's force must be compatible with the requirements of the **Seize and Hold** mission in D-1. The German player may use any allowable late war force. Both forces may total not more than 1000 points.



This battle uses the **Seize and Hold** mission from D-1 as the basis of the game. All the rules of that scenario apply except where noted below.

Objective: At stake in this game is the ability of German coastal guns to fire on Allied troops landing on Utah Beach. If the guns are not destroyed at the end of the six turns, the German player is allowed the **Naval Gunfire Support** rule from the D-Day supplement in the final battle. If the guns are destroyed, the German player does not have this capacity.

The bunkers and communicating trench use all the rules in the main rule book relating to bunkers and fortifications except that they cannot fire in their own defense. Their guns are solely for strategic coastal bombardment rather than for tactical advantage.

Deployment: The German player deploys at (A) and all German reserves arrive on the board along the road at (4). All units deployed on the board begin marked as bailed out and pinned to simulate the surprise nature of the Allied attack. All Allied units come on as reserves. Role 1D6 for each platoon as it comes onto the board. For 1-4, the platoon arrives on the board at the location marked with that number. If the result is (5), the Allied player chooses which of the four sides to arrive on. If the result is (6), the German player chooses which of the four sides the platoon arrives on.

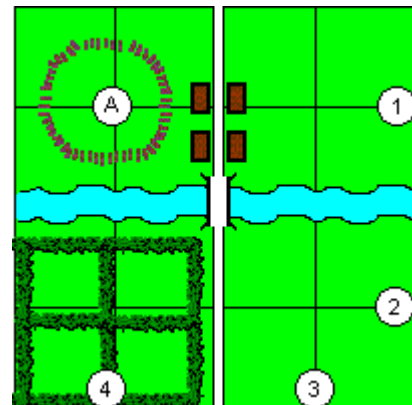
Ending the Battle: The battle ends at the end of turn 6 or either when the the Allied force has been destroyed or forced to flee the board or when the two coastal gun bunkers have been destroyed.

Number of Objectives Held (and other Conditions)	Victory Result	Points
German player prevents Allies from destroying any coastal gun emplacements	Naval Gunfire Support allowed in the final battle.	German Win 6-1
German player prevents Allies from destroying both coastal gun emplacements	Naval Gunfire Support allowed in turns 1 and 2 only.	Allied Win 4-3
Allied player destroy two coastal gun emplacements	No Naval Gunfire Support	Allied Win 6-1

Capture the Bridge

Allied Player: Reconnaissance shows that the German armoured units are being pooled several miles away from the coast so that they can be reacted where they are most needed in case of invasion. By destroying key bridges and road junctions, the ability to move these forces is severely curtailed.

German Player: Key bridges must be kept open in order to allow the movement of armoured units forward to support the front line infantry. These bridges must be an important objective in any potential Allied invasion plans and so it is vital that we hold them.



The Allied player's force must be compatible with the requirements of the Seize and Hold mission in D-1. The German player may use any allowable late war force. Both forces may total not more than 1000 points.

This battle uses the **Seize and Hold** mission from D-1 as the basis of the game. All the rules of that scenario apply except that the Allied forces enter as described on the map below.

Objective: At stake in this game is the ability of the German player to bring up the reserves to reinforce the defenders at Utah Beach trying to prevent the Allied landings. The Allied player must dig in on both sides of the bridge with a platoon strength force in order to achieve this objective. If the bridge is held by the Allies, the German player may

not deploy armoured units on the board at the start of the final battle and they are only allowable as reserves from turn three (much like the Delayed Reserves rule).

Deployment: The German player deploys at (A) and all reserves arrive on the board along the road from either edge of the board. All units deployed on the board begin marked as bailed out and pinned to simulate the surprise nature of the Allied attack. All Allied units come on as reserves. Role 1D6 for each platoon as it comes onto the board. For 1-4, the platoon arrives on the board at the location marked with that number. If the result is (5), the Allied player chooses which of the four sides to arrive on. If the result is (6), the German player chooses which of the four sides the platoon arrives on.

Ending the Battle: The battle ends on or after turn 6 either when the Allied force has been repulsed or when the Allied force has dug in a platoon strength unit on troops along the bridge. Platoon strength is defined as the number of stands that make up a full strength infantry platoon whether this is made up of a single platoon or two half-strength platoons, etc.

Number of Objectives Held (and other Conditions)	Victory Result	Points
German player prevents Allies securing the bridge	Initial deployment of German armour on the board is allowed	German Win 6-1
Allied player holds one side of the bridge	German armour is initially not deployed on the board and is only allowed in reserves	German Win 4-3
Allied player holds both sides of the bridge	German armour is initially not deployed on the board and is only allowed as delayed reserves	Allied Win 6-1

The Final Battle

The battle after lunch is fought with late-war forces of 2000 points each. The forces used in the final battle need not be similar to the forces used in the preliminary battles. For example, the Allied player may choose US 82nd Airborne Division parachute companies for the preliminary battles and a boat company from the 4th Infantry Division for the final battle.

The German player has several restrictions or benefits based on the outcome of the preliminary battles. These are listed under the results of each of the preliminary battles above.

The size of the board used for the final battle is 4' (120cm) wide by 6' (180cm) long.

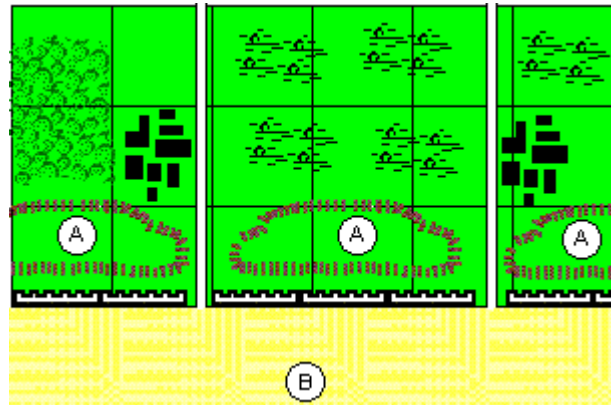
Historical Allied Forces: US Boat Company (D-Day, Bloody Omaha), US Rifle Company (Festung Europa/Fortress Europe), US Ranger Company (Festung Europa/Fortress Europe, Bloody Omaha)

Historical German Forces: German Grenadierkompanie (Festung Europa/Fortress Europe), German Pionierkompanie (Festung Europa/Fortress Europe), Fallschirmjagerkompanie (Festung Europa/Fortress Europe), German FestungKompanie (PDF on Flames of War website).

Utah Beach Landing

Allied Player: *"This is it, boys! Either the paras have done their job and we get an easy of it or they haven't and we're mincemeat. We're almost there. The ramp's down. Go! Go! Go!"*

German Player: *"Gott im Himmel! I've never seen so many ships! Luckily we have our coastal guns and our tanks are not far away. What do you mean you can't raise them on the radio?"*



The Allied player's force must be compatible with the requirements of the **Beach Assault** mission in D-Day. The German player may use any allowable late war force, although the deployment of these forces is modified by the results of the preliminary battles as detailed above. Both forces may total not more than 2000 points.

Victory and defeat: For each side in the final battle, victory is determined by how many of the roads leading away from the beach have been secured by the Allied forces. If the Allied forces are pushed off the beach and back into the sea, obviously the German forces have won a significant victory and the future course of the war may have been changed.

Deployment: The German player deploys at the locations marked (A). German reserves arrive on the board along the roads on the opposite edge of the board from the beach. The Allied player deploys along the beach (B) as per the rules for the **Beach Assault** scenario outlined in the D-Day supplement.

Ending the Battle: The battle ends on or after turn 6 either when the Allied assault has been repulsed or when the Allied forces have secured one or both objective markers placed on the roads four inches from the edge of the board.

Number of Objectives Held (and other Conditions)	Victory Result	Points
German player prevents Allies gaining the beach	German Stunning Victory	German Win 6-1
German player prevents Allies from gaining any objectives	German Major Victory	German Win 5-2
Allied player holds one objective	Allied Minor Victory	Allied Win 4-3
Allied player holds two objectives	Allied Stunning Victory	Allied Win 6-1