Plugging the Gap

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The following is a fictional scenario set in the Western Front during mid June 1944. It is designed for use with the World War II Spearhead rule system. The original inspiration for the scenario came from the scenario "To the Beaches Beyond" in the "White Star Rising" scenario book. This scenario however, covers less area and contains fewer towns. It is an encounter between two reinforced brigades.

Background:

British forces have been pushing slowly forward in this sector, applying pressure on the now hard pressed German infantry formations. A breakthrough finally occurred when a German infantry regiment breaks allowing a British infantry brigade, with supporting infantry tanks, to push forward into the gap.

The British commander is tasked with gaining and holding ground. In due course this limited penetration will be exploited by additional armoured formations which are being moved to the sector. However, this more fluid battle could easily result in the loss of ground should the expected German counterattack be effective.

The Germans, while initially caught off guard, have ordered a reserve Kamfgruppe forward. The Panzer formation is ordered to “plug the gap” before a more serious breach occurs in the German line. However, always ready to reward local success, a German counter penetration of the British sector could well restore the situation and no doubt result in Iron Crosses all round.

The Map:

The map is based on a 1.8m x 1.2m table.

Due to some issues drawing the map the terrain features have come out smaller than they should be. Therefore, use the map as a guide only.

Refer to the special rules for additional clarification on the terrain.
Orders of Battle:

The forces engaged are as follows:

British:

227th Infantry Brigade, 15th (Scottish) Division:

- One Infantry brigade of three infantry battalions at full TO&E. No RASC.

British Divisional Assets:

- One HMG company of three HMGs, without the mortar, for attachment to any one infantry battalion.
- One Regiment from 31st Tank Brigade: One Infantry tank regiment of Churchill tanks. Two squadrons are Churchill VII with 75mm, one squadron Churchill IV with 6pdrs. The regiment may be attached out in support of the infantry battalions, by squadron, or be retained as a fighting "battalion".
- One 25pdr regiment with 8 fire missions per "battery" of two stands all off table. One battery to be attached per battalion each with a FAO. Special British artillery rules apply.
- Two sorties of rocket armed Typhoons.

All British troops are regular.

German:

Kampfgruppe Wünsche, containing elements of 12th SS Panzer Division "Hitlerjugend" including:

- Kampfgruppe HQ in Kuble wagons and trucks.
- II Abteilung, 12th SS Panzer Regiment: One Panzer battalion equipped with Panzer IV H. Use TO&E less engineers stand. Include one self-propelled AA.
- 3rd Battalion, 26th Panzer Grenadier Regiment: One Panzer Grenadier battalion in Sdkfz 251s less support platoon, but with self-propelled 150mm gun platoon and self-propelled 20mm AA.
- 2nd Battalion, 26th Panzer Grenadier Regiment: One Panzer Grenadier battalion in trucks. Full TO&E.

German Divisional and Army Support Assets:

- Elements from SS Panzerjager Battalion 12: One anti-tank company of three JagdPanzer IV with 75mm/L48.
- Two stands of Tiger Is from Schwere Pz Abt 503. Treat as veteran for suppression recovery.
- One Reconnaissance Company of two armoured car stands.
- Two 105mm artillery battalions, each of three stands, off-table each with one on-table FAO. Each battalion has four fire missions. Each artillery battalion has one FAO.

For the purposes of the game German fighting battalions may cross-attach. All German troops are regular.

German divisional and army support assets may be attached in support to any fighting battalion. In addition, an adhoc "battalion" battlegroup can be formed under direct command of the Regimental HQ. This can use elements from any divisional assets and two infantry stands from one fighting battalion. This adhoc battlegroup cannot be larger than 9 stands.

Special Rules:

The river is a significant obstacle. It reduces movement of all infantry, tracked and half-tracked vehicles that attempt to cross it by applying a half turn movement penalty. This means that a stand cannot combat move.
across it. All wheeled vehicles can only cross at a bridge.

Due to the nature of the scenario no pre-game reconnaissance or prepared fire missions are allowed. No flank marches allowed. The game lasts a maximum of 14 turns.

Low cloud cover greatly reduces air support. Two sorties of rocket armed Typhoons are available during the game. Each turn the British player rolls a D6. If a six is rolled a single stand of Typhoons arrives and randomly attacks one of the three German battalions. Once both sorties have arrived no further air support is available.

The fields block visibility to troops lining their edges or from spotters on the same level. Treat all movement within fields as broken ground. Stands in town sectors, not outskirts, increase the range they can spot enemy by 3”.

**Victory Conditions:**

The German achieve minor victory if they capture and hold both towns and the two hills, on the German side, that dominate the road between the towns. The gap in the line has been plugged. The Germans achieve a major victory if they achieve the above and also exits the Panzer battalion off the road in the British players entry area.

The British claim a minor victory if they capture and hold both towns and the two hills (on the German side) that dominate the road between the towns. This position provides a strong kick off position for future advances. In addition, a major British victory is achieved if in addition they capture and hold at least one bridge and the high ground on the opposite side of the bridge.