



SCENARIO: DOG WHITE BEACH

US Rangers vs German Heer





DOG WHITE BEACH



"Keep the sand out of your weapons. Keep those actions clear. I'll see you on the beach." - Captain Miller

Omaha beach featured some of the fiercest fighting seen on D-Day. Due to faulty floatation devices and being launched to far out, the US Rangers had no armour support.

They were attacking up the beach into the teeth of the German defences, flayed by machine gun fire from the clifftops, while mortars and artillery guns blasted away at them.

This scenario follows the exploits of a single squad, charging headlong up the beach, towards the defile that will allow them to outflank the enemy positions and attack into the town of Vierville beyond.

*"Bangalores up the line! Bangalores up the line" -*Captain Miller

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German Heer

teams.

2x Regular MMG

1x Regular Sniper

5x Inexperienced

Soldiers w/ Rifles

The Forces:

US Rangers

- » Cpt Miller (Veteran 2nd Lt. w/ SMG)
- » Sgt Horvarth (Veteran NCO w/ Rifle)
- » Pvt. Mellish (Veteran Soldier w/ Rifle)
- » Pvt. Reiben (Veteran Soldier w/ BAR)
- » Pvt. Jackson
- (Veteran Sniper)
- » Pvt. Caparzo (Veteran w/ Rifle)
- » Medic Wade (Veteran Medic)

Special Rules:

Firefight!: This scenario uses the unofficial Firefight! rules for Bolt Action which can be found at the front of this publication.

The Bunker: Dominating the centre of the battlefield is a monolithic concrete artillery bunker, packed to the gunwhales with German infantry. The MG-42s emplaced in the bunker are able to savage the American forces attacking up the beach.

At the end of each turn, any American unit within the bunker's arc of fire (see map) rolls 1d6. On a 6, they immediately take a hit, as if they had been hit by enemy weapons fire.

Units in the area marked in red cannot be targeted by the bunker.

Units that are in any kind of cover (craters, beach obstacles etc) roll 2d6 and pick the lowest result.

Units that are within 1" of an NPC squad do not have to roll, but the NPC squad is automatically reduced by 1 man, in addition to rolling for itself.

NPC Squads: At the start of the game, place two 10-man squads of US Infantry in base contact with the ramp of each Landing Craft.

When the US player draws his first order dice each turn, the US Infantry squads move 6" towards the shingle. They must move towards the shingle, but the US player can choose the direction of the move.

These infantry squads can be targeted by normal shooting attacks and will be engaged by the Bunker at the end of the turn. They cannot shoot back.

If a US Infantry squad makes it into base contact with the barbed wire, remove a 6" section. This will allow units to pass through the previously impassable barrier.

Beach Obstacles: The Hedgehogs and Hemmbalken all count as hard cover.

The area of shingle indicated in dark brown counts as light cover.

The barbed wire fences are impassable until one of the NPC US Infantry squads move into base contact with it, at which point remove a 6" section, allowing other units to pass through.

The cliff faces are impassable to all movement.

The Scenario



Set-up:

The German player deploys his units in the indicated areas on the clifftop.

The US player places his two 10-man NPC infantry squads in base contact with the landing craft, and the remainder of his force in the marked areas.

Objectives:

The US player must get his entire force (excluding the NPC infantry squads) across the beach and exit the table via the area marked US exit on the map.

The German player must prevent the US from escaping from the beach.

First Turn:

The battle begins! There is no first wave or reserves in this scenario, all units must be deployed at the start of the game.

Game Duration:

The game lasts until the US forces (excluding the NPC infantry squads) have escaped the beach, or have been killed.

Victory:

At the end of the game, calculate who as won by adding up the Victory Points as follows. The US Player gains 2 Victory Points for each unit that exits the table via the marked beach exit.

The German Player gains 3 Victory Points for each US unit killed.

We'll be following the trials and travails of Captain Miller and his Rangers in more scenarios during our D-Day campaign. If any of the squad are killed, replace them with an unnamed soldier with the same weapon.