



# SCENARIO: THE GAP

British Army vs German Heer



# THE GAP

The tanks of the 23rd Hussars, accompanied by a company of infantry from the 3rd Monmouthshire Infantry are speeding towards the Souleuvre bridge - to relieve the beleaguered Lt. Powell and his armoured car patrol, and exploit this gaping hole in the German defences.

Lt. Powell had already recieved some reinforcements - Cromwell tanks from the North Hants Yeomanry, but his position was still quite precarious. The Hussars have to reach the bridge before the Germans discover the breach!

From intelligence gleaned from captured prisoners and eavesdropping on German radio transmissions, the Allies discovered that the Souleuvre bridge sat in the gap between two German divisions, and no provisions had been made for either unit to defend it

Exploiting this oversight could change the course of the battle for Normandy in one fell swoop - allowing Allied units to drive on the Vire and begin pushing towards Paris!

## The Forces:

### British Army

- » 1x Regular 2nd Lt + Attendant
- » 3x Regular Infantry Sections w/ 9x Rifles + 1x LMG
- » 1x Veteran Infantry Section w/ 2x SMGs, 1x Rifle, 1x LMG
- » 2x Regular Cromwell Tanks
- » 3x Regular Sherman V Tanks

### German Heer

- » 1x Veteran 1st Lt + Attendant
- » 2x Regular Heer Grenadier Squads w/ 2x SMGs, 2x Assault Rifles, 6x Rifles + 3x Panzerfausts
- » 1x Fallschirmjager Squad (Later War) w/ 8x Rifles + 2x LMGs
- » 2x Regular Panzer-schrek teams
- » 1x Veteran Sniper team
- » 1x Veteran Marder III Ausf M
- » 1x Veteran Puma Armoured Car

## Special Rules:

**Tank Riders:** To quickly support the beleaguered patrol at the Souleuvre crossing, the commanding officer of the 23rd Hussars has ordered his attached infantry to ride on the engine decks of the Sherman tanks.

All British infantry units in this scenario are tank riders.

A tank rider unit can mount onto or dismount from a tank counting it as a transport for these purposes. Once mounted the unit is replaced by a few tank rider models placed on the tank itself.

One unit of tank riders can ride upon one tank. As with other transported units the tank riders cannot be targeted whilst they ride upon their tank; however, unlike with other transported troops, tank riders must immediately disembark if the tank they are riding upon is shot at.

Regardless of what kind of weapon is shooting at the tank, so long as the firer is within range of the tank the tank rider unit immediately disembarks when the shot is declared and before rolling dice to determine hits. Units disembarking in this way immediately go 'down' or remain 'down' if they are down already.

**Bocage:** Bocage hedgerows block LOS unless either the shooter or the target unit is in base contact with them, or on top of elevated terrain like a hillock. Since these hedgerows were on top of large earth mounds, they also provide hard cover.

Hedgerows count as obstacles. Furthermore, units passing through them under Advance orders cannot fire after they move, to account for the extra effort it takes to get through thick vegetation.

Tanks have an especially hard time bursting through the hedgerows. Whenever a tracked vehicle tries to move through a hedgerow, roll a die. On a 1 or 2, the vehicle gets stuck and doesn't break through at all (as if the terrain was impassable) - its move ends. Vehicles with an armour value of 10 or greater get +1 to this roll. Once a tank has passed through a hedgerow, it makes a hole the width of the tank that no longer counts as an obstacle.

Tanks equipped with Culin Hedgerow Cutters automatically succeed in this roll, as long as they move at an Advance speed. If they cross a hedgerow at Run speed, they must roll as above, but get a +1 to the roll.





# The Scenario



## Set-up:

The British player places the Veteran Infantry Section and the two Cromwell tanks in the marked area. The rest of their force are held in reserve, arriving from Turn 2 onwards.

The German player divides his force into two waves - the first is composed of a Heer Grenadier Squad, the two Panzerschrek teams and the Sniper team. The rest is held in reserve, arriving from Turn 2 onwards.

## Objectives:

The German player must overrun the British defenders and secure the bridge before the Allies can rush reinforcements across it.

The British player must consolidate their position and push back the German reinforcements.

## First Turn:

The battle begins! The German first wave moves onto the table from their designated table edge. They do not need to pass an order test to make this move.

## Game Duration:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1,2 or 3, the game ends. On a 4,5 or 6 play another turn.

## Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows: The British player gains 2 Victory Points for every enemy unit killed.

The German player gains 2 Victory Points for every enemy unit killed.

*Make sure you've played the preceding scenario (Dickie's Bridge) before this one. Using the Firefight! skirmish rules, it follows Lt. Powell and his diminished armoured car squadron in their attempt to establish an observation post overlooking the bridge!*

