

EIGHT ARMIES IN NORMANDY

You are about to embark upon the Great Crusade, toward which we have striven these many months. The eyes of the world are upon you. The hopes and prayers of liberty-loving people everywhere march with you. In company with our brave Allies and brothers-in-arms on other fronts, you will bring about the destruction of the German war machine, the elimination of Nazi tyranny over the oppressed peoples of Europe, and security for ourselves in a free world."

– General Dwight D. Eisenhower

WORLD WAR II
1939-1945

FLAMES OF WAR.
THE WORLD WAR II MINIATURES GAME



Welcome to Normandy. The year is 1944 and the Allies are landing on the Normandy beaches into the teeth of the German fortifications. The paratroopers have landed inland and are making their way to the cost engaging German units as they encounter them.

Eight Armies in Normandy is a large scale Total War battle played by the Battlefront Miniatures employees to celebrate the relaunch of our Normandy theatre books.

We decided to focus our battle on Gold Beach and Omaha Beach. This allowed us to use British and US forces for the main assault, and we couldn't leave out the airborne so the paratroopers get to go after some difficult inland objectives and run interference on the German reserves. We obviously used some fuzzy scaling to get all the forces involved but this game was always about heaps of toy soldiers and fun over purist accuracy.

We played our giant game out over two days and had a heap of fun. It is our hope that this article acts as inspiration for you and your friends to pull out your toy soldier collections and play an all-out smash fest.

THE SCENARIO

For the scenario we used a modified version of Hit the Beach from the D-Day Intelligence handbook (also available in Das Book). We used the following mission rules with alterations as noted.

- Amphibious Assault
- Reserves. (Each Allied Paratrooper commander begins the game with one Combat platoon and the Company HQ on the board, all other Paratroopers enter the game as reserves.)
- Reserves (21. Panzer, Das Reich)
- Interdiction (see the Radar Station)
- Overwhelming Force (29th Infantry Division and 51st Highland Division)
- No Retreat, No surrender (See The Fortress has Fallen below).
- Prepared Positions (German defenders)

Plus we added a new one just for this game:

- Fighter Interception (Each turn the Radar Station remains under German control the Luftwaffe may intercept one Allied ground attack mission.)

OBJECTIVES

There are twelve objectives total on the map. Two of these are special objectives that affect the overall battle.

If the Allies hold all six objectives on one beach or seven or more across the two beachheads then they are victorious. Otherwise the Germans hold off the landings.

SPECIAL OBJECTIVES

The Radar Station: Once Captured the Germans lose their free fighter interception and now suffer the effects of interdiction for all their reinforcements. One captured, the station is considered disabled for the rest of the game.

The Fortress has Fallen: While held by the Allies, all 352. and 726. teams still on the table must take a Morale test at the end of each allied turn. If they fail then they immediately become pinned and must test to unpin at the start of their turn.



THE NORMANDY DEFENCES



6TH AIRBORNE DIVISION OBJECTIVES

The British airborne had one primary and two secondary objective to capture. The primary objective was the destruction of the Radar Station overlooking both beaches. The Radar Station allows the German forces to co-ordinate their limited air interception and have fighters engage incoming allied ground attack aircraft. Its destruction was key to controlling the skies over Normandy.

The secondary objectives involved capturing and holding the roads to Gold Beach.



82ND AIRBORNE DIVISION OBJECTIVES

The American paratroopers were tasked with severing the inland roads from Omaha beach. The key to this was the hamlet of Formigny which was the primary objective of the airborne units. By cutting this they would cut off supplies and reinforcements as well as severing communications between the beach defenders and the rear echelon troops.

The secondary objectives consisted of two buildings overlooking the roads running inland from the beaches. Capturing these would slow down German reinforcements headed for the beaches.



B21. PANZER ENTRY POINTS

6TH AIRBORNE DIV. ENTRY POINT

2. DAS REICH SS-PANZERKOMPANIE ENTRY POINTS

726. GRENADEIRREGIMENT DEPLOYMENT AREA

82ND AIRBORNE ENTRY POINT

50TH TYNE & TEES LANDING ZONE

352. INFANTERIEDIVISION DEPLOYMENT AREA

29TH INFANTRY DIV. LANDING ZONE



50TH TYNE & TEES DIVISION OBJECTIVES

The primary objective of the 50th Tyne and Tees was the capture of the concrete staircase leading of Gold Beach this would allow the tanks a solid access point to the top of the sea wall.

Secondary objectives included the ammunition depot just behind the defences and the road inland covered by a HMG Nest.



29TH INFANTRY DIVISION OBJECTIVES

The sea wall ramp was the top priority of the 29th Infantry Division on Omaha. This access point was the only way to get the tanks off the beach and up onto the sea wall.

Secondary objectives involved capturing the roads inland and knocking out the German pillboxes protecting these roads.



OFF-TABLE SUPPORT

As well as the forces on the following pages, the Allies had the following assets available:

Naval guns	200 pts
British Priority Air Support: Typhoons	220 pts
US Priority Air Support Thunderbolts	190 pts
Total	710 pts

The German forces do not have any air cover, but as long as they hold the radar station, they can intercept one Allied air strike per turn.

THE BRITISH - GOLD BEACH

6TH AIRBORNE BRIGADE (VICTOR PESCH)

The Parachute Companies of the 6th were dropped deep into enemy territory to safeguard the British and Canadian amphibious landings, securing vital bridges to cut off reinforcements, and neutralising coastal guns that threatened the entire fleet.

Lt-Colonel Pine-Coffin	50 pts	Para Machine Gun Platoon	160 pts
Company HQ	125 pts	Anti-Tank Platoon (2 Sections)	160 pts
3 PIAT		Airlanding Armoured Recce Platoon	170 pts
Parachute Platoons	690 pts	4 Tetrarch	
3 Platoons @ 230 pts each		Airlanding Light Battery	150 pts
Para Mortar Platoon	145 pts	4 M1A1 75mm pack howitzer	

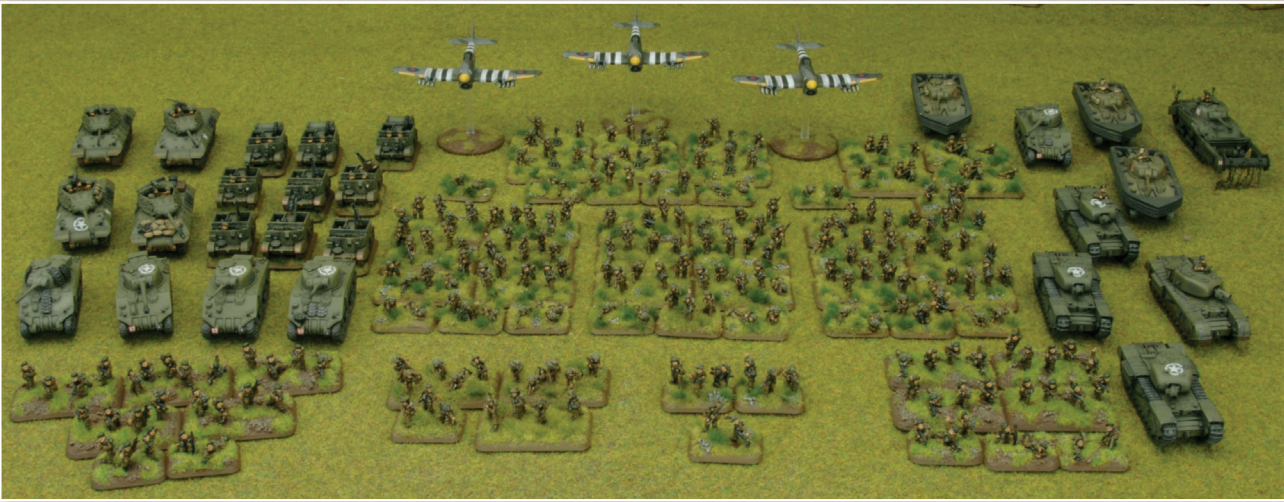


1,650 POINTS

50TH TYNE & TEES DIVISION (PHIL YATES)

The 50th Division was tasked with establishing a beachhead between Arromanches-les-Bains and Ver-sur-Mer, then head towards *Route Nationale 13*. They faced stiff resistance in many areas, but by the end of the day they had achieved all of their objectives, some Brigades advancing as much as 8 miles into German-occupied France.

1 ST WAVE		2 ND WAVE	
Stan Hollis	35 pts	Commando Company (1 section)	195 pts
Company HQ	30 pts	Carrier Platoon (3 sections)	260 pts
Rifle Platoons	525 pts	Assault Anti-Tank Platoon (SP), RA	310 pts
3 Platoons @ 175 pts each		4 M10	
Pioneer Platoon	90 pts	Field Battery (SP), RA	535 pts
Mortar Platoon	210 pts	8 guns, Floating Artillery	
HMG Platoon	165 pts	Independent Armoured Platoon	365 pts
Breaching Group	210 pts	Independent Armoured Platoon	365 pts
4 AVRE & 1 Sherman Flail			
DD Armoured Platoon	200 pts		
Commando Company (1 section)	195 pts		



3,690 POINTS

THE AMERICANS - OMAHA BEACH

82ND AIRBORNE (SEAN GOODISON)

On D-Day, the 82nd Airborne Division, were to land at the base of the Cotentin peninsula and sieze vital causeways, road junctions and river bridges, preventing the Germans from bringing reinforcements in to the area, and clearing the way for the amphibious force.

Turner Turnbull	25 pts	Parachute Field Artillery	135 pts
Company HQ with 3 Bazookas	90 pts	Glider Anti-tank platoon (3 guns)	75 pts
Para Rifle Platoons	530 pts	AB Div Recon Platoon	280 pts
2 Platoons @ 265 pts each		with support section & 4 AAMGs	
Glider Rifle Platoon	155 pts	AB Engineer Combat Platoon	295 pts
Parachute MG Platoon	170 pts	with supply cart & 3 Bazookas	
Parachute Mortar Platoon	125 pts		



1,880 POINTS

29TH INFANTRY DIVISION (JEAN-PAUL BRISIGOTTI)

The 29th Infantry Division disembarked its troopers on D-Day morning in what many survivors declared a hell on earth. Pushing their way up the beach they encountered mines, beach obstacles, a hundred foot sea wall and a murderous hail of shells and machine gun fire. Despite this small groups of men forced their way in amongst the German defenders destroying pillboxes and forming breaches for those soldiers landing in the second wave.

1 ST WAVE		2 ND WAVE	
Dutch Cota	25 pts	Towed Tank Destroyer Platoon	205 pts
Company HQ	10 pts	4 M5 3" guns with M3 half-tracks	
Boat Sections	720 pts	57mm AT Platoon	75 pts
4 Sections @ 120 pts each		Ranger Company	135 pts
Ranger Company	135 pts	Cavalry Recon Platoon	210 pts
HMG Platoon with 2 Bazookas	125 pts	Corps Armoured Field Artillery Battery	320 pts
Mortar Platoon	135 pts	2 Gun Sections, Floating Artillery	
57mm AT Platoon (DUKW Trucks)	155 pts	Corps AA Artillery (SP) Platoon	160 pts
Ammo and Pioneer Platoon	165 pts	Independent Tank Platoon	345 pts
2 Bazookas			
Cannon Platoon (DUKW Trucks)	155 pts		
DD Shermans (5 tanks)	345 pts		
Assault Engineer Combat Platoon	185 pts		
2 Bazookas			



3,605 POINTS

THE GERMANS - GOLD BEACH

726. GRENADEIERREGIMENT (MIKE HAUGHT)

Originally part of the 716. Infanteriedivision the 726. Grenadierregiment was brought forward to assist the 352nd in protecting the beaches from Omaha through to Juno. Though low on heavy support the troopers assigned to Gold Beach moved into a well-constructed defensive line consisting of heavy machinegun nests and bunkers.

Company HQ	160 pts
Panzerschreck team & 2 Snipers	
Festungs Grenadier Platoons	480 pts
4 Platoons @ 120 pts each	
Festungs Mortar Platoon (3 sections)	135 pts
Festungs Anti-Tank Platoon:	165 pts
3 4.7mm Pak 183(f) in gun pits	
StuG Platoon	285 pts
Festungs Artillery Battery	160 pts
4 leFH14/19(t) in gun pits	
Luftwaffe Anti-aircraft Assault Platoon	115 pts
2 8.8cm FlaK 36 with 8 crew & gun pits	

FORTIFICATIONS	
Anti Tank Pillbox 7.5cm	80 pts
HMG Pillbox	80 pts
Gun Pits x8	40 pts
HMG Nest x2	80 pts
Barbed Wire (5 Pieces)	50 pts
Static Rocket Launcher Battery	160 pts
FlaK Nest	25 pts
Trenches (9 pieces)	45 pts



2,050 POINTS

B 21. PANZER GEPANZERTE PANZERGRENADIER COMPANY (CASEY DAVIES)

When the Allied storm broke at midnight on 6 June 1944, 21. Panzerdivision was one of the first units to go into action. Rushing to the aid of the beleaguered defenders on Gold beach the Gepanzerte quickly became embroiled in a vicious battle with members of the British 6th Airborne.

Major Von Luck	100 pts
Company HQ	45 pts
Gepanzerte Panzergrenadier Platoon	430 pts
2 Platoons @ 215 pts each	
Gepanzerte Light AA Gun Platoon	120 pts
Self Propelled Infantry Gun Platoon	175 pts

Armoured Artillery Battery	205 pts
3 10.5cm (Sf) Lorraine Schlepper	
Beute StuH Platoon	260 pts
Panzer Platoon	380 pts
4 Panzer IV H	
Armoured Rocket launcher Battery	175 pts
4 Panzerwerfer 42 with 8-man crews	



3,280 POINTS

THE GERMANS - OMAHA BEACH

352. INFANTERIEDIVISION (WAYNE TURNER)

As the only fully combat ready division manning the Normandy defences the soldiers of the 352. Infanteriedivision were well trained well equipped and itching for a fight. Come D-Day their defences on Omaha proved to be the strongest of the Atlantic wall as the 29th Infantry Division were soon to discover.

Company HQ & Panzerschreck	65 pts
Veteran Festungs Grenadier Platoons	360 pts
2 platoons @ 180 pts each	
Festungs MG Platoon	100 pts
Festungs Mortar Platoon	185 pts
3 sections & Panzerknacker	
Festungs Infantry Gun Platoon	150 pts
2 15cm sIG33 & gun pits	
Festungs Anti-Tank Gun Platoon	155 pts
3 PaK40 & gun pits	
Festungs Anti-Aircraft Platoon	100 pts
3 3.7cm FlaK43 & gun pits	

Festungs Heavy Artillery Battery	310 pts
4 15cm sFH18 & gun pits	
Luftwaffe Anti-aircraft Assault Platoon	115 pts
2 8.8cm FlaK36 with 8 crew & gun pits	

FORTIFICATIONS	
Anti-Tank Pillbox - 8.8cm Pak43	250 pts
HMG Nest	40 pts
Flak Nest	25 pts
Barbed Wire - 3Pieces	30 pts
Gun Pits - 12	60 pts
HMG Pillbox	80 pts
APX Turret	45 pts



2,095 POINTS

2. DAS REICH SS-PANZERKOMPANIE (ADAM SIMUNOVICH)

Having been involved in conflicts on both fronts since the outbreak of the war, the 2. Das Reich consists of numerous veteran units who are well equipped to lead the counter-watacks against the Allied invaders in Normandy.

Ernst Barkmann	60 pts
Company HQ: 1 Panzer IV H	110 pts
SS-Panzer Platoon	435 pts
4 Panzer IV H	
SS-Panther Platoon	640 pts
3 Panther	

Gepanzerte SS-Panzergrenadier Platoon	260 pts
SS-Panzer AA Platoon	185 pts
3 Quad 2cm	
SS-Panzer Scout Platoon	185 pts
SS-Armoured Artillery Battery	265 pts
3 Wespe	



1,815 POINTS

GOLD BEACH



PHIL – 50TH TYNE & TEES DIVISION

It's been a very long time since I last did a beach assault and I was really looking forward to tackling Gold Beach. I wasn't disappointed and it was lots of fun.

When I found out that the Germans had stationed an assault gun unit on the beach, I rejigged the landing order to put a self-propelled anti-tank unit in the first wave. Pretty armour heavy for a beach assault, but I figured that overrunning the beach defences faster with fewer losses in the infantry would compensate for the inevitable losses in armour.

As the old saw goes, no plan survives contact with the enemy, or in my case unfavourable tides. The only things that came ashore in the first wave were the anti-tank guns and a platoon of infantry supported by a single DD tank that promptly drowned getting out of the surf. So much for a massed assault. My AVRE bunker busters didn't arrive until my infantry were off the beach and had already knocked out several bunkers by themselves. The anti-tank gunners were unable to harm the assault guns and the two DD tanks that finally reached dry land arrived just ahead of the reinforcing armoured platoons!

This chaos left my infantry to fight their way off the beach on their own. The first rifle platoon ashore didn't get far, but the second rifle commando platoon that followed pushed on through heavy artillery and machine-gun fire to reach the two seaside villages and assault the defenders. Both platoons were down to just a dozen men, although the riflemen had the company commander and CSM Hollis leading them into the fray. Avoiding the bunkers, they stormed through the Germans' defensive fire and routed them in an impressive display of musketry, then stopped every German counter-attack cold.

The two armoured platoons coming ashore with the tardy AVRE knocked out the German assault guns in short order despite heavy German shelling. The other main delay was the soft sand, churned up by German shells, which made movement to and up the assault bridges the AVRE tanks laid across the sea wall slow and painful. Once onto firm land, the tanks headed off into the interior to link up with the paras holding off the German armoured reserves.

All-in-all a great battle and a lot of fun, despite the inability of the navy to bring my troops ashore on time.



MIKE – 716. INFANTERIEDIVISION

I took command of the 716. Infanteriedivision in charge of the defence of Gold Beach. My troops were green and as such rated Trained. Rather than let this be a disadvantage, I chose to view it as letting me get more equipment.

Even though I knew the Paras would be coming on to the table in the rear area, I decided to put the bulk of my force on the beach to stop the British 50th Infantry Division. My reasoning was that the Paras could only get so far in the first few turns, by which time Casey's 21. Panzerdivision

should arrive to deal with them. My job would be to stop Phil's Brits from making any headway.

My secondary job was to protect the artillery and radar station. The station was defended by a pair of FlaK nests, some barbed wire, and trenches. I placed my best troops (Confident Veteran) on this objective and placed my 10cm artillery battery within the confines of the little fortress.

I had several machine-gun bunkers to protect the main beach backed up by a few machine-gun nests a bit further inland. I also had a bunker armed with a PaK 40 anti-tank gun, which was sighted along the beach, ready for the enemy tanks to unload.





JOHN-PAUL 29TH INFANTRY DIVISION

Standing shoulder-to-shoulder with Phil and facing a vast array of men, machine-guns, bunkers and artillery the task of storming the beach, all one foot, seemed a task which my near endless 29th Infantry force was easily going to accomplish. Given Wayne's fickle dice rolling past I was quietly counting my chickens as my plan, like so many before it, was simple: all I needed to do was get off the beach and head inland whilst waiting for the Paras to back me up and sweep our side of the board clear of the Hun.

When you have the ability to field every single unit in a force in such quantities that you should not really be attached to units and knowing the casualty rates on Omaha beach I was surprised by how tough it was to keep removing wave after wave of brave "little" men who were trying their best to breach the sea wall.

Not unlike the real battle, that small distance between the water and the sea wall was a killing ground and with Wayne's dice stuck on 4, 5 or 6 there was nothing my men did not endure. Wave after wave of infantry, guns and tanks hit the beaches, unlike Phil's who clearly had the tide against him, and wave after wave would move forward to be decimated by Wayne's forces and morale boosting presence. With the Paras' arrival I thought Sean and I would take the day only to discover that Adam who was only toying with us and despite getting no reserves onto the table rolled a trio of 5s right at point where the arrival of Barkman and the armour would help. As the battle wore on it was back and forth with casualties mounting up on both sides.

At the end of the day I am sure my casualty count far exceeded that of the actual battle as I gazed at a 6x4' table full of my dead. Although all the 'little' men live to fight another day it was chilling to imagine just what it must have been like to be part of the D-Day landings and what bravery it took to 'get off the beaches'.



OMAHA BEACH



WAYNE - 352. INFANTERIEDIVISION

My force was a Festungskompanie from 352. Infantry division with the simple role of defending the beach. In the front line I deployed my two Veteran Festungs Grenadier Platoons and a Festungs Machine-gun Platoon. Backing up the platoons on the beach was a number of bunkers. Three HMGs, two in nests and one in a pill box. To keep the Sherman DD tanks burning on the beach I had an 8.8cm PaK43/41 anti-tank gun pill box. My beach front positions defended a boat ramp off the beach over the sea wall. From the boat ramp a pair of roads led inland, one up a

hill towards our important Radar Station, the other led up the draw and through the village directly behind my positions.

Backing up the beach defences was a heap of extra firepower deployed behind the front line defences. These platoons firing on the beaches included 15cm heavy howitzers and 15cm infantry guns as well as 8cm mortars and 7.5cm PaK40 anti-tanks guns. Most were positioned in the draw, though the mortars were up on the hill in front of the Radar Station.

My plan was pretty basic. Fire on the beach and stop the Allies getting off it. I was pretty sure I'd do some considerable damage to them while I waited for reserves to arrive and counter-attack



VICTOR – 6TH AIRBORNE BRIGADE

I was in command of the 6th Airborne Brigade, with my deployment zone being on the Gold beach side on the table, adjacent to the radio tower.

My initial thoughts were to hold and build up reserves until I felt I could make a valiant effort to take the radar tower.

Getting all the reserves to band together was tougher than I thought through all the Bocage, and once Casey's Panzers started arriving, I had to focus my efforts on them. I succeeded in halting their advance, keeping the way clear for

Phil to come up from the beach (once he ploughed through Mike). I did lose my second Parachute Platoon that came on to Panzer IV machine gun fire, which was a heavy blow, but once my Tetrarchs and 6 pdrs arrived, they got their revenge (although they took their sweet time!) At this point I only held 1 objective with my Parachute platoon.

As soon as my artillery and mortars arrived and were in position to fire, I moved the 2 remaining Parachute platoons up the road towards the radio tower, while the artillery and mortars kept the defending troops pinned.

We managed to capture one additional objective, but the radar station was looking like a stretch.



BRITISH AIRBORNE LANDINGS



CASEY – 21. PANZERDIVISION

This D-Day game gave me the opportunity to use an army and units that I've always wanted to play, but have never had the opportunity to build.

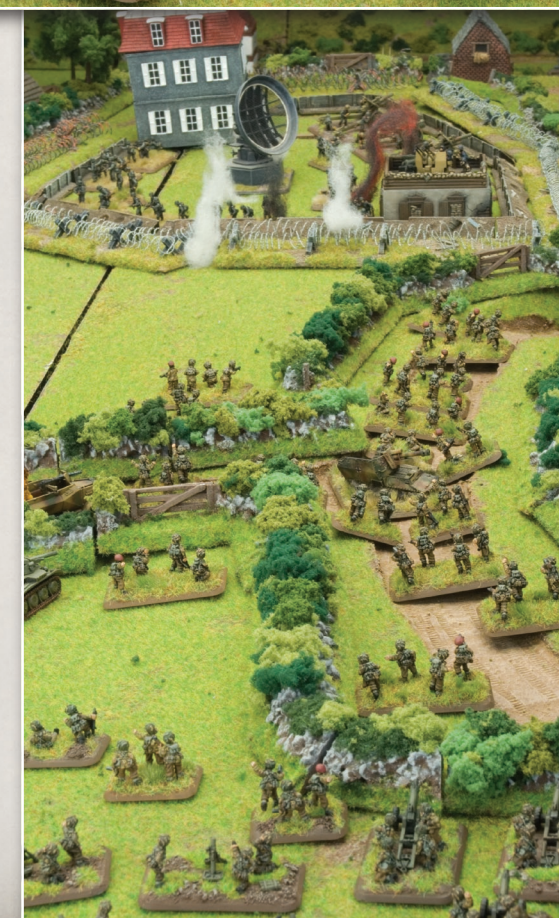
I've always liked playing armoured panzergrenadiers, so I thought a couple of Gepanzerte Panzergrenadier Platoons and HQ would be a great core to build the rest of the force around. With the adjustment of points in the new Earth & Steel, the half-tracks are less of a points sink than they have been in the past so they provide more bang for the buck. Since I knew that my main opposition was going to be paratroopers I figured the more machine-guns the better.

The great thing about 21. Panzer is all of the weird vehicles they can have in support, so the first options for support had to be a 7.5cm PaK40 Beute StuG platoon, 15cm Lorraine Schlepper SP Infantry Guns and some 10.5cm SP Artillery. I figured they would be fantastic for stopping allied armour and digging out those pesky paratroopers.

The next addition to the army was von Luck and some Panzer IVs as an all-purpose platoon. Von Luck proved invaluable in the game, I brought his platoon on as first reserve to gain benefit from his *Better Late Than Never* rule allowing him to re-roll a Reserves die each round. As it happened, his platoon also managed to arrive beside a British Paratrooper platoon that had doubled in the open, which they managed to wipe out.

The last addition to the list were some Panzerwerfer 42s. I've always been a fan of large Soviet Katy batteries, and this was a great opportunity to use their German counterparts. With lots of enemy infantry on the table they managed to cause havoc and a lot of confusion to the Paras. Double width templates, re-rolling misses, and always counting as ranging in on the first attempt makes them one of the best artillery options for the Germans, as well as the ability to stormtrooper away from their smoke.

Overall this force performed well, however British paratroopers are a tough nut to crack. I'm looking forward to trying the force out again soon.



US AIRBORNE LANDINGS



ADAM – 2. SS-PANZERDIVISION

Given command of the Das Reich SS-Panzerdivision I was assigned the job of holding our rear objectives on Omaha and dealing with the American paratroopers so I could advance and relieve our troops holding the beaches. My deployment zone was situated at the back of the board with limited room for panzers to manoeuvre due to large amounts of Bocage.

Having two long roads to advance down I decided it would be best to use my advance forces to tie up the paratroopers and ensure I held the objectives assigned to me. In keeping with this I pushed forward with as many panzers as the reinforcement gods were kind enough to give me. Although meeting with early success against the American light reconnaissance jeeps, the Bocage forced my panzers into effective kill zones for the allied air support which continued to plague my advancing tanks for the rest of the game, effectively taking out more of my panzers and half-tracks than even the bazooka armed paratroopers could.

These losses meant nothing for my troops were from the legendary Fearless Veteran Das Reich lead by Oberscharführer Ernst Barkmann. We rallied and pushed forward to rescue the last of Omaha beach's artillery batteries. This allowed

my troops to successfully recapture and protect the Omaha objectives from the Americans. This push unfortunately cost my armour dearly due to repeated ambushes and assaults from the Paratroopers hiding in the Bocage. My Wespes arrived late in the battle and bolstered our diminished long ranged fire support as my infantry rushed forward to take up defensive positions around the objectives. The American paratroopers proved to be a much harder force to crack then I had first anticipated as they made constant assaults against my Panzer IVs. They even made a daring assault to successful knock out Barkmann's Panther. This victory for the paratroopers was short lived however as Barkman quickly jumped into another tank to continue the advance.

Ultimately the damage was done and my depleted panzers never made it to the beaches. With such limited space to take advantage of the panzers' long range and manoeuvring capabilities the Americans paratroopers were able to keep me occupied in a war over Omaha's rear objectives. If given the opportunity at an open advance the steel might of the panzers would have given much more to the fight on D-Day.



SEAN – 82ND AIRBORNE

Taking on the role of the American paratroopers it was my job to capture Omaha beach's inland objectives and stop the armoured SS units from reinforcing the beach. My men deployed from the side of the board near the German table edge, surrounded by bocage.

My main objective was a roadway near the very back of the board. If I could take this objective then all the German forces on the beach would receive word they had been surrounded and start each round pinned down. In order to capture this early and help the boys on the beach I knew that the first reserve I would choose to bring on would be my reconnaissance jeeps. Being my fastest platoon it would be up to them to zip down the road and take the early objective. After that it would be up to me to dig in and wait for the beach defences to fall.

My main weakness in this battle was my inability to roll for reserves and I ended up fighting with a very small force. Also my initial plan of rushing towards the objective was interrupted by a platoon of Panzergrenadiers who punched a thousand holes in my jeeps with their machine-guns. It didn't help that I was deploying from within the bocage and had to spend a turn manoeuvring the jeeps through it.

Thankfully my infantry platoons redeemed my force, taking out a number of Panzers and causing general disarray in the bocage with their bazookas. They even managed to destroy the SS company commander and Barkmann's Panther in particularly daring assaults. The Combat Engineers cleared out some German artillery that was firing on the beaches and in return I was lent some much needed air support which turned Panzer IVs into scrap.

Although my men had a tough fight from start to finish, only receiving their anti-tank support in the last few turns, they did their job they had set out to do. The SS tanks never made it to the beaches and we captured and held two important objectives.

THE SMOKE CLEARS



The players (left to right): Victor Pesch, Kyran Henry, Adam Simunovich, Sean Goodison, Katie Small, Wayne Turner, Phil Yates, John-Paul Brisigotti and Mike Haught

After an exhausting eight hours of play over two days, the battlefield was littered with burning wrecks and valiant survivors.

GOLD BEACH

- By the end of the battle all three beach objectives were firmly in British hands with the German defences in complete disarray.
- Inland the British Paratroopers had managed to capture and hold one of the secondary objectives despite the appalling casualties inflicted upon them by the 21. Panzerdivision. The all-important Radar station remained firmly in German hands.

OMAHA BEACH

- After suffering horrendous casualties at the hand of the 352. the weary and battered soldiers of the 29th Infantry Division managed to capture the sea wall ramp and begin to head inland. The German defence had been dogged and the 352. could definitely claim Omaha has a victory for the Reich.
- The US paratroopers fared a little better than the troops on the beaches capturing one of the buildings covering the inland roads and in a surprise move striking the 352. in the rear destroying their artillery command and claiming one of the secondary beach objectives

