HISTORICAL ACCOUNT

LOCATION: Le Hamel, Normandy, France

DATE: 6 June 1944

COMMENTARY: The battle-tested British 50th Northumbrian Division and the 8th Armoured Brigade formed the British XXX Corps. Their assignment was the middle of 5 beaches set for invasion on June 6, 1944 by the Allies. The opposition countered with elements of the veteran 352nd Infantry Division (the remaining units were stationed at Omaha) and the 716th Infantry Division which was formed from “volunteers” from Poland, Russia, and the Baltic States. H-Hour was set for 0730 hours.

Opposition was a mixed affair. The invaders in front of Le Hamel, La Riviere, and the Mount Flurry Battery were faced with well defended fortified positions which were not taken until later in the day. The specialized AFV’s called “Funnies” were used with great effect against the fortifications, minefields, and static defenses. The rest of the division made quick breaks into the French interior after initially being held up by German static defenses and scant opposition by the less than willing 716th. At day’s end a large and secure beach head was obtained by the British XXX Corps.

Construction on the Mulberry Harbour began on June 9th. Ironically in five short months in November 1944 the 50th Northumbrian Division, victor of Gold Beach, would be disbanded because of the lack of replacement personnel.

THE BATTLEFIELD AND CONDITIONS

Elements 716th Coastal Infantry Division and 352nd Infantry Division set up anywhere with at least 50% (FRD) of all MMC and Fortifications on or within 8 hexes of a beach hex. German units may be set up entrenched. German radios may be set up HIP and are revealed if moved in enemy LOS or an enemy unit enters its hex. A factor HIP minefield exists in Beach hexes adjacent to all hinterland hexes on every board. All non-interior building hex sides are fortified at all levels. EC are wet.

SCENARIO SPECIFIC RULES:

1. British SAN is 6 at the start of the game and is reduced to 3 at the start of GT4.
2. Bore Sighting is allowed.
3. All LC must use all MP while decreasing distance towards the beach.
4. All Tetradyhedrons are wired. The German player places a wired tetradyhedron on all ocean overlays. Place 10 on each board with no more than three adjacent to each other and all within two hexes of a beach hex (EXC: Board 40 receives an extra allotment which will be used to block the rivers mouth. Place an additional wired tetradyhedron in each of the following hexes: Overlay Be7 755 through 761 and on 40 FF4, FF5, and FF6).
5. Light Dust affects any fire not wholly entering hinterland hexes.
6. The Germans receive one battery of 80mm OBA with Normal Ammunition; radio contact may not be attempted prior to GT4.

VICTORY CONDITIONS

The British win if they clear 22G5 and 8 other multi-hex Locations of all Good Order German units by games end.

Counter artwork taken from Virtual ASL (VASL) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).