

# V18 DICKIE'S BRIDGE

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## HISTORICAL ACCOUNT

**LOCATION:** Normandy, France

**DATE:** 31 July 1944

**COMMENTARY:** The launching of Operation Bluecoat was intended to provide yet another breakout opportunity for the British armies trapped in the confines of the Normandy bocage. At the tip of this thrust were the lightly armoured vehicles of the 2<sup>nd</sup> Household Cavalry Regiment whose job was to exploit any gaps in German defences and report upon what they found as they advanced.

By one of those fortunate coincidences of war the British troops advanced along a road which was unguarded by neither the 326 Infanterie Division nor the 2<sup>nd</sup> Fallschirmjaeger Division whose boundary ran down it. A scout car and armoured car successfully ran the gauntlet of a Panther tank, an 88mm gun and other assorted German troops to be able to report 'I say again, at 1030 hours, the bridge at 637436 is clear of enemy and intact'.

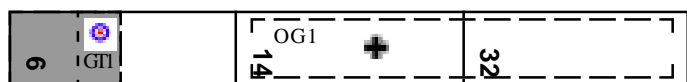
This report caused the diversion of the entire 11<sup>th</sup> Armoured Division to consolidate the gain of this vital bridge. The Normandy campaign was entering a new and more mobile phase of warfare.



## TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	END
BRITISH Moves First								

## THE BATTLEFIELD AND CONDITIONS



Only hexrows R-GG of mapboard 6 are playable.

Place overlay OG1 on Hex 14H1.

Treat all runway hexes and adjacent buildings as Open Ground.

All buildings are single storey.

All walls are hedges.

EC are dry.

Vehicle Dust (F11.74) is in effect but vehicles generate dust on a MP expenditure of 3MP or less.

## VICTORY CONDITIONS

The British player wins immediately if at the end of any player turn he has a vehicle in concealment terrain that has an LOS to the bridge hex 32S6 before game end.

## SCENARIO SPECIFIC RULES:

1 The British player may roll for Air Support in the RPh following each German player turn in which the Panther expended MP and/or ended its MPH not in concealment terrain. The air support availability dr receives a -1 drm for each 3 MP (FRU) expended by the Panther in the previous turn. Should Air Support be available, it consists of one FB with bombs.

2 For each Mobile British vehicle that remains on the same map board longer than two consecutive British MPH the German player is entitled to make a single dr on the chart below. The indicated unit enters on either 32Y1 or 32Y10 on the following game turn.

Dr 1-3 no effect

Dr 4 PSW 231 [8rad] armoured car

Dr 5 Sdkfz 10/4 halftrack

Dr 6 PSW 231 [8rad] armoured car or Sdkfz 10/4 halftrack (German player's choice)

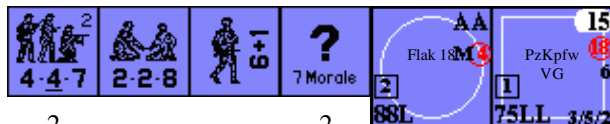
3 Riders are permitted on British AFV's.



**Elements 21<sup>st</sup> Panzer Division, 326 Infanterie Division and 2<sup>nd</sup> Fallschirmjaeger Division** set up Panther G on or south of hexrow S on mapboard 14 (may set up HIP in concealment terrain; place under a concealment counter once in LOS of an Allied unit); set up FlaK 18 and 2-2-8 crew on or south of hexrow S on mapboard 6; set up remaining forces in any of the following hexes: 32C4, 32C5, 32D5, 32E5, 32E4. No German unit may move off the board it sets up on. German units on mapboard 32 may not move until they have a LOS to a British unit. Bore sighting is NA. No unit has PF.

ELR: 3

SAN: 0



**Elements 2<sup>nd</sup> Household Cavalry Regiment, 11<sup>th</sup> Armoured Division** enter on the north edge of mapboard 6 (i.e. hexes 6R1-R9).

**Balance:** add 1 Game Turn.

ELR: 4

SAN: 0

