



*The 5th Wiltshires assault Hill 112, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 143: Caen 1944.*

# SCENARIO 4: GOLD BEACH

The British 50th (Northumbrian) Infantry Division attacked Gold Beach. Before them lay a network of crisscrossing minefields, barbed wire and German emplacements, bristling with firepower.

Gold was the third beach to be assaulted that morning, and it would also be one of the bloodiest. British forces came under intense enemy fire, and faced a myriad of obstacles and beach defences. Their goal was to establish a beachhead, and then push inland to the Route Nationale 13 highway to Bayeux, cutting off German access to the key city of Caen.

## OPPOSING FORCES

This scenario is played between an attacking British force and a defending German force.

British platoons should be taken from the **1944 – Normandy**

selector in the *Armies of Great Britain* book, but may include no vehicles other than Sherman tanks, DD Sherman tanks, and Hobart's Funnies. The entire force must start the game mounted in landing craft, but all landing craft are free. The rules for these specialized units are found in previous sections of this book.

German platoons should be taken from the **1944 – Atlantic Wall resistance nest** selector in the *Armies of Germany* book. Also, they get a free minefield section for each landing craft used by the attackers.

## SET-UP

From the attacker's point of view, the first 12" of the table from the defender's edge consists of deep water, the next 12" is shallow water, then 12" of beach (rough ground) and the last 12" is where the Germans deploy their units and their fortifications.



The German player places half of his forces (rounding up, they can start the game hidden), together with a good number of obstacles like barbed wire, low walls, sandbag emplacements, tank traps and ditches, and up to three bunkers, within 12" of his table edge – this is his deployment area. Then he places his mines and a good number of obstacles that are impassable to vehicles anywhere on the beach and/or water areas. Any units not deployed are held back in reserve.

The British player places no units at the start of the game. Instead he must nominate at least half his force as his first wave. Any units not included in the first wave are held back in reserve.

## SPECIAL RULES

### AMPHIBIOUS ASSAULT

This scenario uses the Amphibious Assault rules (see page 31).

### MINEFIELDS

The German force receives free minefield sections, as per the Minefield rules (see page 36).

### PREPARATORY BOMBARDMENT

Both the Germans and the British had access to a staggering amount of firepower. The Germans had several guns mounted inland, as well as those on the beach, while the Allies had a massive fleet of naval artillery.

The attackers automatically get a preparatory bombardment.

In addition, each player gets one extra free special artillery observer team (this is on top of the one offered by the British army special rules!). This team consists of an artillery observer and a second man who accompanies him, both armed with pistols. The turn after their artillery barrage is resolved, these special artillery observers can call in another barrage, and continue to do so as long as they are alive.

## OTHER INVASION BEACHES

It is of course possible to use this scenario as a basis to represent the attack on Juno Beach, after making opportune modifications as agreed amongst the players. You could, for example, replace the British force with an American one and recreate the assault on Omaha beach.

## OBJECTIVE

The British player must try to move as many of his units as he can into the defender's set-up zone and destroy the defending forces to establish a beachhead. The German player must try and stop him. Note that in this scenario, British units are allowed to deliberately move off the table from the German player's table edge to reach their objective.

## FIRST TURN

The battle begins. During turn 1, the British player must bring his entire first wave on to the table. These units can enter from any point on the British table edge. Note that no order test is required to move units onto the table as part of the first wave.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 9, roll a die. On a result of 1, 2 or 3, the game ends; on a roll of 4, 5 or 6, play one further turn.

## VICTORY!

At the end of the game, calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and the result is a draw!

The British player scores 1 victory point for every enemy unit destroyed. He also scores 1 victory point for each of his own units that ends the game in the enemy deployment area, and 2 victory points for each of his own unit that has moved off the enemy table edge before the end of the game.

The German player scores 1 victory point for every enemy unit destroyed.



*British forward observer team*