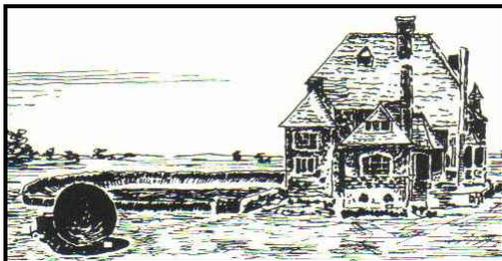


THE BRUNEVAL RAID

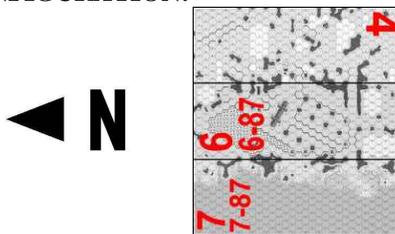
WWW Scenario 87

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CHANNEL COAST, February 28th 1942: At Bruneval, north of Le Havre, the Germans had installed an example of the Wurzburg radar system for air defense. British paratroopers were to drop into France, steal as much of the equipment as possible and bring it back to England. Flight Sergeant C.W.H. Cox, a R.A.F. radar expert, was detailed to accompany the mission.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The British win by having more victory points than the Germans at the end of the game. Any other result is a German win.

TURN RECORD CHART:

⊕ German sets up first	1	2	3	4 ⁺	5 ⁺	6	7	8	END
⊙ British moves first									

German garrison forces set-up or enter as indicated:

Set-up on hex 7AA5: Set-up on hex 7F2: Set-up in building at hex 6N4: Set-up in building at hex 6X5:

Set-up on any land hex: **Turn 4** - South edge road hexes 4GG5 and/or 6GG5: **Turn 5** - South edge road hex 4GG5:

C Company, 2nd Parachute Regiment - enter on turn 1 via paratroop drop per rule (99):

Landing Craft - enter on turn 5 from any west edge sea hex:

SPECIAL SCENARIO RULES:

WWW SSR 87.1: The French leader counter represents Flt. Sgt. Cox. His personal morale level is 9 but has no leadership functions, and his -2 DRM is *only* used as explained below.

WWW SSR 87.2: Building 6X5 represents the Wurzburg installation. Provided there is no German unit in the hex, each unbroken British squad in the hex may during the close combat phase roll 2 dice. If the result is a 4 or less a German radio counter is created in the hex. Flt. Sgt. Cox may apply his -2 DRM to EVERY roll if he is also present in the hex. The maximum number of radios so created cannot exceed 3. They are treated as captured equipment and have no function as radios. They may be carried at normal portage costs.

WWW SSR 87.3: Terrain: All islands and the west bank on board 7 do not exist; treat as water (sea) hexes. All marsh hexes are sandy beach; treat as bog hexes. Orchard hexes do not exist; treat as clear terrain. *VSQ* players may use customized boards 6-87 & 7-87.

WWW SSR 87.4: The entrenchments at 7AA5 and 7F2 represent fixed coastal defense positions. The heavy MGs may never move from these hexes but may fire normally. The Entrenchment DRMs apply to fire against these positions.

WWW SSR 87.5: Night rules are in effect until turn 7, when dawn breaks and normal day rules apply.

WWW SSR 87.6: The German 2-4-8 crews count as their radar technicians and owing to their high level of training receive an "8" morale level. They are not S.S. units so rule 83 does not apply.

WWW SSR 87.7: No German unit may move on turn 1 due to the surprise factor inherent in any airborne attack.

WWW SSR 87.8: Paratroops landing in a sea hex are permanently lost.

WWW SSR 87.9: Treat weather as calm, no wind and environmental conditions are wet.

WWW SSR 87.10: Sturmboats are used to represent Landing Craft (LC). All sturmboat rules apply except as modified below:

- There is no -1 DRM for IFT attacks against units on board.
- The LC may carry 2 Squads and up to 10 PP's of SW.
- LC are considered hull down targets vs. ordnance with an all round armor modifier of -5.
- Each LC has an inherent 4 FP AAMG. Normal CE rules apply, except they may still move if stunned. Passengers may never fire from them.

- British units may embark during an advance phase whilst landing craft are in an adjacent water hex. Units may only embark from a sandy beach hex.

WWW SSR 87.11: Victory Point Allocation.

British:
 Each "radio" moved off west edge 10 points
 Each German technician unit moved off west edge 5 points
 Each German technician unit eliminated 2 points

German:
 Each British squad or leader not moved off west edge in landing craft: 2 points
 Elimination of Flt, Sgt. Cox.: 15 points
 Capture of Flt, Sgt. Cox: 30 points

Note. Count victory points at the end of the game as if he has been captured if Flt. Sgt. Cox is left in a "broken" state on the board.

AFTERMATH: The British dropped in three groups. One group went astray and landed 2 miles to the south but managed to march back in time to hold off arriving German troops. A second party successfully stormed a coastal strongpoint whilst the third with Major D. Frost (later to achieve fame at Arnhem) in command took some German radar technicians prisoner and with help from Flt Sgt Cox dismantled the desired parts of the Wurzburg set. All parties then retired to the beach and embarked successfully on the landing craft.

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