

SHIMI's MARCH

Lord Lovet
and his
British Commando's
on
June 6-8, 1944

SHIMI'S MARCH A CAMPAIGN FOR CMBN

THIS IS A 10 SCENARIO CAMPAIGN DESIGNED FOR ALLIES VS AI, AND IS BASED AROUND THE EXPLOITS OF LORD LOVET AND HIS BRITISH COMMANDO'S ON D-DAY JUNE 6TH, 1944 THRU JUNE 8TH. THOUGH FICTIONAL IN NATURE THERE ARE SOME HISTORICAL ASPECTS TO THE CAMPAIGN.

THE FIRST BATTLE 'HAM AND JAM' IS A RECREATION OF MAJOR JOHN HOWARD AND 6TH BRITISH AIRBOURNE UNITS LANDING VIA GLIDERS TO SECURE THE ORNE RIVER AND 'PEGASUS' BRIDGE'S AND TO HOLD ON UNTIL THE COMMANDO'S PUSH INLAND TO RELIEVE THEM (BATTLE - PEGAGUS CROSSING).

OTHER BATTLES SIMULATE THE COUNTRY SIDE OF NORMANDY AND REFLECT SOME OF THE ACTION AS DESCRIBED IN THE ACCOUNTS THAT HAVE BEEN DOCUMENTED.

THE BATTLES:

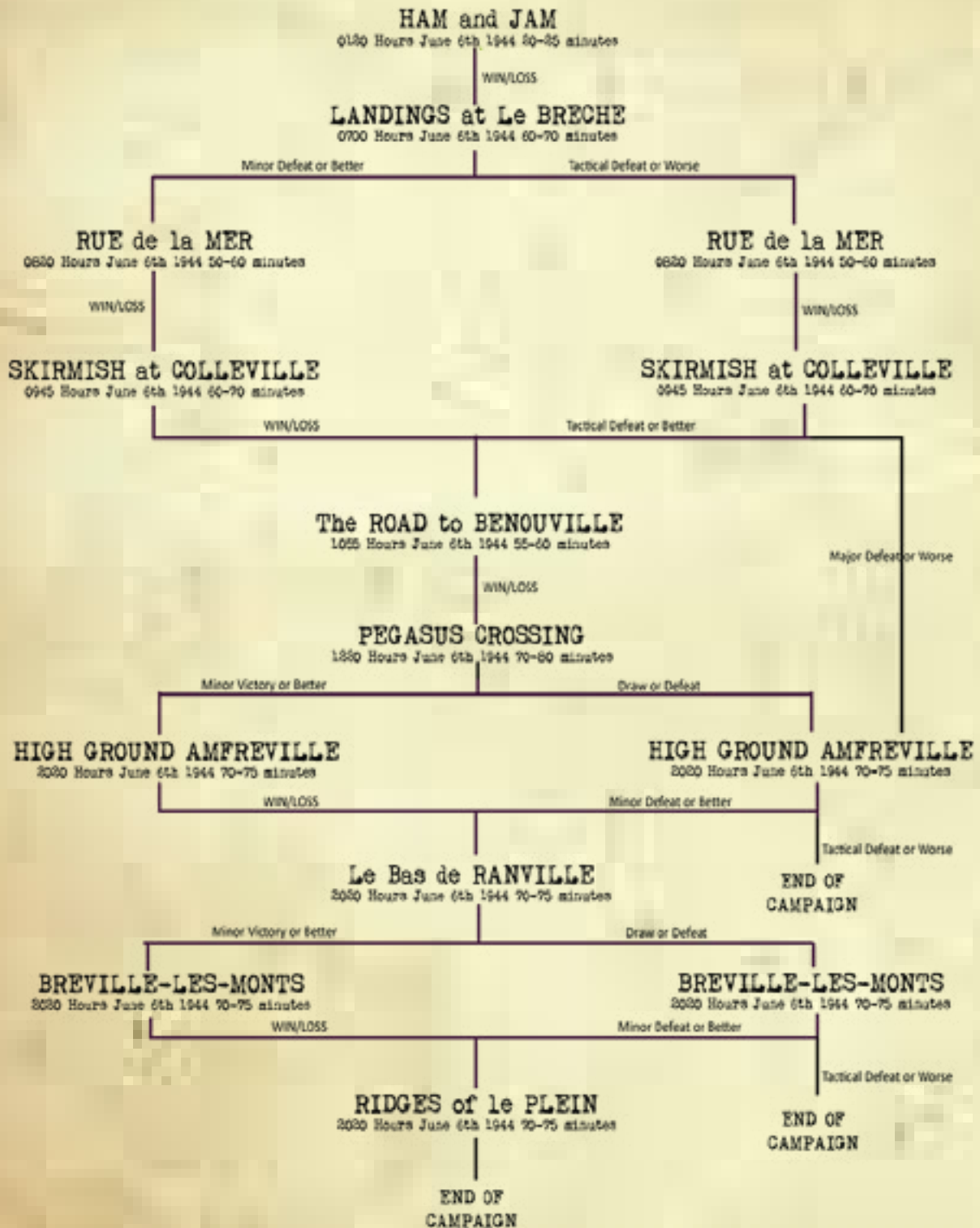
- HAM AND JAM
- LANDINGS AT LE BRECHE
- RUE DE LA MER
- SKIRMISH AT COLLEVILLE
- THE ROAD TO BENOUVILLE
- PEGASUS CROSSING
- HIGH GROUND AMFREVILLE
- LE BAS DE RANVILLE
- BREVILLE-LES-MONTS
- RIDGES OF LE PLEIN

THE TEAM:

- FREDROCKER - CAMPAIGN DESIGN, SCENARIO CREATION
- ITHIKIAL - PLAYTESTING
- MJKERNER - PLAYTESTING
- ENICED73 - PLAYTESTING
- RICHTIG - PLAYTESTING
- DUTCH GRENADIER - PLAYTESTING

SPECIAL THANKS TO ALL THE ABOVE AND TO MEMBERS OF THE FGM COMMUNITY WHO PROVIDE THE SUPPORT NEEDED TO PUT TOGETHER A PROJECT LIKE THIS.

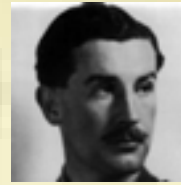
CAMPAIGN FLOW CHART



Allied Order of Battle

1st Brigade HQ (core unit)

Lord Lovet - Headquarters Section
2IC Section
Jeep and Universal Carrier
Forward Observer Party
Bren Detachment
Sniper Section
AntiTank Detachment

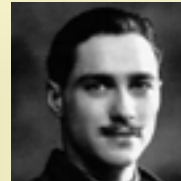


No. 4 Commando (core unit)

Lt. Col. Dawson - Headquarters Section
Major Menday - 2IC Section
Forward Observer Party
Breach Detachment
A TROOP
 Capt. Thorburn - Headquarters Section
 Pioneer Platoon
 3x Medium Mortar Detachments
 Bren Detachment
 Machinegun Detachment
C TROOP
 Capt. Style - Headquarters Section
 1 Section HQ
 2 Section (Sniper)
 3x Platoon (Rifle)
 Breach Detachment
E TROOP
 Capt. Burt
 1 Section HQ
 2 Section (Sniper)
 3x Platoon (Rifle)

6th Airbourne Battalion (non-core, Ham and Jam Battle)

Major John Howard - Headquarters Section
1 Section HQ
A COMPANY
 HQ Section
 1 Section HQ
 4x Platoon (Air Landing)
C COMPANY
 HQ Section
 4x Platoon (Air Landing)



- There will be assorted 'attached' units to the core units for individual battles.

HAM and JAM

0120 Hours, June 6, 1944

Overcast, Gentle Breeze from NW, Cool and Damp

20 minutes (with possible 15 minutes extension)

Situation -

The opening blow of D-Day as units from the British C/6th AB Battalion land via glider in and around the Orne River and the Canal de Caen a la Mer. The units are tasked with securing two bridges and a section of roadway. Once secure the units must hold them until forces from the morning landings reach and relieve them.

Logistics have not been kind to the glider landings, many dropzones have been missed. Troops are scattered in groups within 3 different setup zones.

Intellegence - (Allied receives initial 30% intel)

German troops in the area are considered to be combat lacking with not much motivation. Many troops are on leave in Paris. Initial reports state a Company (Reinforced) of Grenadiers are guarding the two bridges.

Objectives -

- Pegasus Bridge (Occupy - 500 points)
- Orne River Bridge (Occupy - 500 points)
- Roadway (Occupy 250 points)

Forces -

6th Airbourne Battalion (non-core)

Major John Howard - Headquarters Section

1 Section HQ

A COMPANY

HQ Section ## (5-10 minutes)

1 Section HQ ## (5-10 minutes)

3x Platoon (Air Landing)

1x Platoon (Air Landing) ## (5-10 minutes)

C COMPANY

HQ Section

1x Platoon (Air Landing)

3x Platoon (Air Landing) ## (5-10 minutes)

Notes -

You have a small timeframe but superior troops, move fast use limited smoke for cover and push, push, push. Secure the Bridges first and then try to take on the roadway.



Map of the Orne River and Pegasus Bridges. Note the DropZone area's you will be working from.

LANDINGS at Le BRECHE

0700 Hours, June 6, 1944

Overcast, Gentle Breeze from NW, Cool and Damp

60 minutes (with possible 10 minutes extension)

Situation -

D-Day is on and a flotilla of ships are stationed off the coast of Normandie. Landing craft are hitting the beaches in 5 locations, but near the town of Le Breche units of Lord Lovets Commando's are about to hit the shore.

Troops will be landed in 3 waves (each seperated by 5-10 minutes). Care should be taken to get off the beach as soon as possible.

Utilization of Naval Destroyers for shock factor and smoke is important.

Intellegence - (no early intel)

German troops in the area are considered to be regular type grenadiers with many fortification to defend from. Reports indicate that there is much barbed wire, mines, hedgehogs, and bunkers in the landing zone. We can expect pin-point accuracy on enemy artillery fire.

Objectives -

Town of Le Breche (Occupy - 250 points)

Advance Line A (Touch - 50 points)

Advance Line B (Touch - 50 points)

Farmsted - South end of map (Occupy - 250 points)

Advance Area C Southeast corner of map (Occupy - 250 points)

Forces -

No. 4 COMMANDO (core unit)

Lt. Col. Dawson - Headquarters Section

Maj. Munday - 2IC Section

A TROOP No. 4 Commando (core unit) ## (10-15 minutes)

Capt. Thorburn - Headquarters Section

Pioneer Platoon

3x Medium Mortar (On Map)

Bren Detachment

MG Detachment

C TROOP No. 4 Commando (core unit) ## (5 minutes)

Capt. Style - Headquarters Section

1 Section HQ

2 Section (Sniper)

3x Platoon (Rifle)

Breach Detachment

LANDINGS at Le BRECHE - (CONTINUED)

E TROOP No. 4 Commando (core unit)

Capt. Burt - Headquarters Section

1 Section HQ

2 Section (Sniper)

3x Platoon (Rifle)

Breach Detachment

1st BRIGADE (core unit) ## (10 minutes)

Lord Lovet - Headquarters Section

2IC Section

Forward Observer Party

Bren Detachment

Sniper Section

AntiTank Detachment

Universal Carrier

Jeep (radio)

Destroyer (HMS Scorpion)

Destroyer (HMS Salzak) ## (5 minute)

107mm Mortar Troop (off map) ## (10 minute)

Notes -

Protect your FO's as they are the only ones who can call in Naval Fire.

RUE de la MER

0820 Hours, June 6, 1944

Thick Haze, Gentle Breeze from West, Warm and Damp

50 minutes (with possible 10 minutes extension)

Situation -

C Troop No. 4 Commando led by Captain Style moves inland along the Rue de la Mer clearing the way of enemy positions and securing the Road that leads to the town of Colleville.

Intellegence - (no early intel)

Reports indicate that less then a company of German Grenadiers are in the area.

Objectives -

Advance Line A (Touch - 100 points)

Advance Line B (Touch - 125 points)

Road to Colleville - South end of map (Occupy - 250 points)

Forces -

C TROOP No. 4 Commando (core unit)

Capt. Style - Headquarters Section

1 Section HQ

2 Section (Sniper)

3x Platoon (Rifle)

Breach Detachment

(attached)

2x Sniper Section

2x Light Mortar Detachment

1x Medium Mortar Detachment

1x Bren Detachment

1x Scout Detachment

Armored Car (Daimler II) ## (5 minutes)

Scout Car (Daimler Dingo) ## (5-10 minutes)

Notes -

Keep your casualties under 20% and you get 100 points.

SKIRMISH at COLLEVILLE

0945 Hours, June 6, 1944

Hazy, Gentle Breeze from West, Warm and Damp

60 minutes (with possible 10 minutes extension)

Situation -

E Troop No. 4 Commando led by Captain Burt along with reinforcement led by Lord Lovet attack the town of Colleville. Secure Colleville and start your advance out of the south side of the town along Rue de la Mer.

Intellegence - (no early intel)

Reports have come in that the Germans are making a small stand at the town of Colleville. A minimum of a Company of Fusiliers are in the area. These troops are tougher then any enemy we have met so far today.

Objectives -

- Advance Line A (Touch - 50 points)
- Advance Line B (Touch - 75 points)
- Town of Colleville (Occupy - 250 points)
- Advance Area A (Occupy - 125 points)

Forces -

E TROOP No. 4 Commando (core unit)

- Capt. Burt - Headquarters Section
- 1 Section HQ
- 2 Section (Sniper)
- 3x Platoon (Rifle)

1st BRIGADE (core unit) ## (5-15 minutes)

- Lord Lovet - Headquarters Section
- 2IC Section
- Forward Observer Party
- Bren Detachment
- Sniper Section
- AntiTank Detachment

(attached)

- 1x Breach Detachment
- Armored Car (Humber III)
- Churchill VII

3 inch Mortar Section (off map) ## (15 minutes)

Notes -

Keep your casualties under 30% and you get 100 points. Inflict enemy casualties of more then 30% get another 100 points.

The ROAD to BENOUVILLE

1055 Hours, June 6, 1944

Overcast, Gentle Breeze from West, Warm and Damp

55 minutes (with possible 5 minutes extension)

Situation -

A and C Troop of No. 4 Commando led by Captain Thorburn (A Troop) and Captain Style (C Troop) along with reinforcement led by Lt. Colonel Dawson (No. 4 Commando HQ) are tasked with clearing the area around Lebeau Farmstead, The Rue de Bellevue, and the Road to Chateau de Benouville.

C Troop will be assigned to push on through the eastern quadrant in order to reach Major Howard and the C/6th AB units that have been holding 2 bridges since 0300.

Intellegence - (no early intel)

German forces are nill (less than a couple platoons) but G2 reports that delaying tactics with FO's and Mortar fire seem to be the theme of the day.

Objectives -

Advance Line A (Touch - 100 points)

Advance Line B (Touch - 200 points)

Exit Area (East Side of Map) (All of C Troop - points)

Forces -

A TROOP No. 4 Commando (core unit)

Capt. Thorburn - Headquarters Section

Pioneer Platoon

3x Medium Mortar (On Map)

Bren Detachment

MG Detachment

C TROOP No. 4 Commando (core unit)

Capt. Style - Headquarters Section

1 Section HQ

2 Section (Sniper)

Breach Detachment

3x Platoon (Rifle)

NO. 4 COMMANDO HQ (core unit) ## (5-10 minutes)

Lt. Col. Dawson - Headquarters Section

Maj. Menday - 2IC Section

Breach Detachment

The Road to BENOUVILLE - (CONTINUED)

(attached)

FO Party

Universal Carrier and Loyd Carrier and Jeep (radio)

Light Tank Stuart III

Light Tank Stuart V

Field Gun Troop (off map) ## (10 minute)

4x 25 pdr Howitzer

Notes -

You must exit most of C Troop in order to have a chance to win.

PEGASUS CROSSING

1220 Hours, June 6, 1944

Overcast, Gentle Breeze from NorthEast, Warm and Dry

70 minutes (with possible 10 minutes extension)

Situation -

C/6th AB Units led by Major John Howard have been holding on by a thread securing two bridges that cross both the Orne River and the Canal de Caen alla Mur. Lord Lovet and units of the No. 4 Commando led by Lt. Col. Dawson are advancing on the area to relieve the 6th AB Units. German counterattacks have been occurring on a regular basis since sunrise and the British Airbourne Troops are in a bad way.

Intellegence - (no early intel)

After securing the two bridges, the Germans have pushed more than 2 companies of Grenadiers into the area to counterattack and take back the bridges. They have also been shelling the area with some big artillery (120mm or larger) during the morning hours.

Objectives -

- Pegasus Bridge (Occupy - 100 points)
- Orne River Bridge (Occupy - 150 points)
- Advance Area A (Occupy 300 points)

Forces -

6th Airbourne Battalion (non-core)

- Major John Howard - Headquarters Section
- 2IC Section
- Antitank Section
- 2x Mortar Section (on map)
- 3x Platoon (Parachute-independent)

1st Brigade HQ (core unit) ## (5-15 minutes)

- Lord Lovet - Headquarters Section
- 2IC Section
- Bren Detachment
- Sniper Section
- AntiTank Detachment

(attached)(non-core)

- B Company (Rifle) ## (5-15 minutes)
 - 1 Section HQ
 - 2 Section Sniper
 - 3x Platoon (Rifle)
- 2x Bren Detachment ## (5-15 minutes)
- 2x Scout Detachment ## (5-15 minutes)
- Sniper Detachment ## (5-15 minutes)
- Machinegun Detachment ## (5-15 minutes)

PEGASUS CROSSING - (CONTINUED)

NO. 4 COMMANDO HQ (core unit) ## (20-30 minutes)

Lt. Col. Dawson - Headquarters Section

Maj. Munday - 2IC Section

A TROOP No. 4 Commando (core unit)

Capt. Thorburn - Headquarters Section ## (15 minutes)

Pioneer Platoon ## (20-30 minutes)

Mortar Platoon (on map) ## (20-30 minutes)

Bren Detachment ## (15 minutes)

MG Detachment ## (15 minutes)

Medium Mortar Detachment ## (15 minutes)

E TROOP No. 4 Commando (core unit) ## (20-30 minutes)

Capt. Burt - Headquarters Section

1 Section HQ

2 Section (Sniper)

3x Platoon (Rifle)

Notes -

Keep your casualties under 25% and you get 200 points. Inflict enemy casualties of more than 30% get another 200 points.

HIGH GROUND AMFREVILLE

2020 Hours, June 6, 1944

Overcast, Light Breeze from NorthWest, Warm and Dry

70 minutes (with possible 5 minutes extension)

Situation -

After relieving the C/6th Airbourne Units, and letting some of our supplies and vehicles catch up to us. C Troop led by Captain Style and E Troop led by Captain Burt are tasked to secure the high ground area of Amfreville so that No. 4 Commando can rest for the night. Units from No. 4 Commando and Lord Lovet's Brigade Headquarters will be arriving in the area shortly.

Intellegence - (no early intel)

Early intel reports state that there is some enemy armor in the vacinity and that heavy Mortar fire can be expected.

Objectives -

Hauger Village (Occupy - 300 points)

HQ Setup Area (Occupy - 300 points)

Advance Line A (Touch - 200 points)

Forces -

No. 4 COMMANDO (core unit)

Lt. Col. Dawson - Headquarters Section ## (15-20 minutes)

Major Menday - 2IC Section ## (15-20 minutes)

Forward Observer Party ## (15-20 minutes)

Breach Detachment ## (15-20 minutes)

3x Jeep (Multipurpose) ## (15-20 minutes)

Humbar IV Armored Car ## (15-20 minutes)

(attached)

Mortar Section (Medium)

Field Gun Battery (Light)

C TROOP (core unit)

Capt. Style - Headquarters Section

1 Section HQ

2 Section (Sniper)

3x Platoon (Rifle)

Breach Detachment

(attached)

Antitank Detachment

Scout Detachment

Forward Observer Party

1x Platoon (Rifle) ## (10-15 minutes)

HIGH GROUND AMFREVILLE - (CONTINUED)

E TROOP (core unit)

Capt. Burt - Headquarters Section ## (10-15 minutes)

1 Section HQ ## (10-15 minutes)

2 Section (Sniper) ## (10-15 minutes)

2x Platoon (Rifle)

1x Platoon (Rifle) ## (10-15 minutes)

(attached)

Bren Carrier ## (10-15 minutes)

2x Jeep (Multipurpose) ## (10-15 minutes)

4x Bedford QLD GS Truck ## (10-15 minutes)

1st BRIGADE HQ (core unit) ## (20 minutes)

Lord Lovet - Headquarters Section

2IC Section

Jeep (Radio)

Universal Carrier

Forward Observer Party

Bren Detachment

Sniper Section

AntiTank Detachment

(attached)

M5A1 Halftrack

MORTAR TROOP (Heavy) (non core) ## (15-20 minutes)

MORTAR TROOP (Heavy) (non core) ## (20 minutes)

Le BAS De RANVILLE

0705 Hours, June 7, 1944

Overcast, Gentle Breeze from NW, Warm and Dry

80 minutes (with possible 10 minute extension)

Situation -

No. 4 Commando is tasked with setting up an HQ position near the town of Ranville. Lt. Col. Dawson has tasked C Troop commander Captain Style to lead an attack on a bridge and secure the area. Following the attack No. 4 Commando HQ and 1st Brigade HQ (Lord Lovet) will push on past 2 advance lines and into the area where a Brigade HQ site will be setup.

INTELLEGEENCE - (no early intel)

Last evenings final air reports shows a minimum of 2 German Companies well dug in with assorted vehicles.

OBJECTIVES -

- Bridge (Occupy - 75 points)
- Advance Line A (Touch - 100 points)
- Advance Line B (Touch - 100 points)
- Proposed HQ Site (Occupy - 500 points)

FORCES -

NO. 4 COMMANDO (core unit) ## (10 minutes)

- Lt. Col. Dawson - Headquarters Section
- Maj. Munday - 2IC Section
- Breach Detachment (attached)
- Field Observation Party (attached)
- 2x Churchill VII Tank (attached)

C TROOP No. 4 Commando (core unit)

- Capt. Style - Headquarters Section
- 1 Section HQ
- 2 Section (Sniper)
- 3x Platoons (Rifle)

1st BRIGADE HQ (core units) ##(15-30 minutes)

- Lord Lovet - Headquarters Section
- 2IC Section
- Field Observation Party (attached)
- Bren Detachment (attached)
- Sniper Section (attached)
- Antitank Detachment (attached)
- 2x Sherman III Tank (attached)
- Jeep (Radio)
- 3x Multipurpose Jeep (stolen)

Le BAS De RANVILLE - (CONTINUED)

A COMPANY (Rifle)

Headquarters Section

1 Section HQ

2 Section (Sniper)

2x Platoon (Rifle)

MORTAR TROOP(Heavy)

107mm Mortars x4 Tubes

FIELD GUN BATTERY (88mm) ## (10 minutes)

FIELD GUN BATTERY (88mm) ## (15-30 minutes)

SCORING -

Enemy Casualties 35% 100 points

Friendly Casualties 25% 100 points

BREVILLE LES MONTS

1200 Hours, June 7, 1944

Overcast, Light Wind from South, Warm and Dry

50 minutes (with possible 15 minute extension)

Captain Burt of E Troop has been assigned to clear out the enemy in the town of Breville Les Monts. The town needs to be cleared as the crossroads will be a key to advancing inland towards Caen in the coming days.

INTELLEGENCE - (no early intel)

Latest Recon shows a group of stragglers are dug in and willing to make a stand for the town.

OBJECTIVES -

Breville Les Monts (Occupy - 700 points)

Phase Line A (Touch - 150 points)

FORCES -

E TROOP No. 4 Commando (core unit)

Capt. Burt - Headquarters Section

1 Section HQ

2 Section (Sniper)

3x Platoons (Rifle)

Carrier (Loyd) (attached)

2x Hmber IV Armored Car (attached)

Tank Destroyer (Achilles) (attached)

SCORING -

Enemy Casualties 30% 200 points

Friendly Casualties 25% 200 points

RIDGES OF LE PLEIN

0630 Hours, June 8, 1944

Mist, Gentle Breeze from the West, Cool and Damp

60 minutes (with possible 10 minute extension)

No. 4 Commando is ordered to take the high ground along the ridges of Le Plein. The enemy has dug in in this area and has been shelling Allied Troops.

OBJECTIVES -

Advance Line A (Touch - 250 points)

Advance Line L (Touch - 250 points)

Advance Line R (Touch - 250 points)

Advance Line C (Touch - 250 points)

FORCES -

NO. 4 COMMANDO (core unit)

Lt. Col. Dawson - Headquarters Section

Maj. Munday - 2IC Section

2x Churchill VII Infantry Tank (attached)

Churchill V Close Support Tank (attached)

A TROOP No. 4 Commando (core unit)

Capt. Thorburn - Headquarters Section

Pioneer Platoon

3x Medium Mortar Detachment (attached)

Bren Detachment (attached)

Machinegun Detachment (attached)

C TROOP No. 4 Commando (core unit)

Capt. Style - Headquarters Section

1 Section HQ

2 Section (Sniper)

3x Platoons (Rifle)

Breach Detachment (attached)

1st BRIGADE HQ (core units)

Lord Lovet - Headquarters Section

2IC Section

Universal Carrier

Jeep (Radio)

Forward Observer Party (attached)

Bren Detachment (attached)

Sniper Section (attached)

Antitank Detachment (attached)

AA Tank (Crusader III AA - MkII) (attached)

RIDGES OF LE PLEIN - (CONTINUED)

NOTES-

The German receives victory points for killing your troops, but receives massive points for killing of HQ Units and Armor, so be wary of losing your HQ's.

SCORING -

Enemy Casualties 40% 200 points

Friendly Casualties 35% 200 points