



Operation Biting the possible capture of a Würzburg system



Bruneval, France, 27/28 February, 1942
The Raid on the German radio-location site at Bruneval was the second large-scale 'combined operations' strike made by the British. The attack was carried home by the paratroopers of the 1st Parachute Brigade, who were supported and brought off by the Royal Navy. It was a hard-fought action-and a striking success.

Map Configuration
N⇌



Victory Conditions

UK: Dismantle the Radar station located in front of the Isolated house. Capture at least 1 Radar operators[Luftwaffe Infantry]. Escape off the beach near the town, as the cliffs of Bruneval are to high to scale.

Germans: Stop the UK from escaping with any Radar operators, cannot target the Luftwaffe Infantry unit.

Turn Record Chart

	1	2	3	4	5	6	7	8	9	10	11	12
												END

1st Parachute Brigade: C Company of the 2nd Battalion



Inspiring Hero



Royal Engineers



Sten SMG

Drake:
commanded by Mgr. John Ross
incharge of dismantling the Würzburg system.



Inspiring Lieutenant



Defiant Paratroopers



Bren MG



SMLE no.4 Rifles

Rodney:
commanded by Lt. John Timothy
incharge of providing covering fire for Drake.



Inspiring Lieutenant



Vickers MG Team



Bren MG



Sten SMG



SMLE no.4 Rifles



Royal Engineers

Nelson:
commanded by Lt. John Ross
incharge of clearing the evacuation area at the beach.

Elements of the garrison stationed in Bruneval and around The Presbytere



Mauser Kar 98k



Fortress Defender



MG34 MG



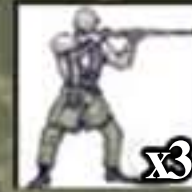
Disciplined Spotter



Sandbag MG Team



20mm Flak 38



Luftwaffe Infantry



Grizzled Veteran



Barbed Wire



Pillbox

Elements on patrol return after the Alarm is raised, enter from East side of map along the roads.
Vehicles with wheels and BMW* must stay on the roads.



SS Hauptsturmfuhrer



Kubelwagen V



SS Panzergrenadier



7.5cm LeG18



Opel Blitz 3 Ton



BMW R75*

*BMW must stay on the roads, rider may dismount. Once dismounted use a Mauser Kar 98k. Unit may remount BMW but must be in the same hex as the BMW.



Mauser Kar 98k*

Special Rules; During Gameplay:

- 1. LOS is 0-1 hexes, 5 hexes for spotters-Determined at the end of each phase.
- 2. Infantry have facing, if an enemy unit enters from the rear hexes there is no Defensive Fire.
- 3. All UK units gain HtH 8 and they also gain "dispatch" but only if the enemy is facing away.
DISPATCH: just like Banzai and/or Angriff.
- 4. Alarm is raised whenever an assault phase fails to destroy a targeted enemy unit or whenever LOS is established.

After the ALARM is raised:

- 5. Units may fire 'blind', any unit 2 hexes and over has a -1 modifier, any unit 5 hexes and over has a -2 modifier.



Special Rules; During Set-up:

German units have a static position to be manned as well as some sentry positions.

1. Static position units may not move from hex until enemy contact is established. They may change facing, however once they start to change facing they must change a hexside every phase establishing a pattern of behaviour, ex. moving clockwise or counter-clockwise.

Exception: Spotters and SBMG's do not move or change facing until Alarm is raised, as their job was to watch the channel.

2. Sentry position move between any 3 adjacent hexes, establishing a pattern. After each phase they must face the hexside of the next hex they are to enter[see page 3 with examples]. Only 5 units may be on Sentry Duty at a time.

3. Special cards will be given to both sides and can be played during either movement and/or assault phases, these cards are to be resolved first.

a. Axis: 'ZURÜCKTRETEN!' Place card and select the unit that will change facing, breaking it's normal pattern of behaviour.

b. Allies: 'SILENCE HIM' Place card and select a unit. This unit may move into an adjacent hex, ignoring Defensive Fire and roll using HtH 10 and if 3 sixes are rolled the unit is destroyed immediately.

UK units have 2 areas of deployment, which will be marked.

1. All of Nelson group cannot deploy in the same deployment area.

Special Rules; During Gameplay, continue:

How to capture a Luftwaffe Infantry

1. Luftwaffe Infantry in the house do nothing until assaulted.

2. Any attack dice that would disrupt or destroy the Luftwaffe Infantry is considered a capture.

3. If all UK units in the same hex as the Luftwaffe Infantry are either disrupted or destroyed after the casualty phase the Luftwaffe Infantry would be free to run away or assault next turn.

How to dismantle the Würzburg System.

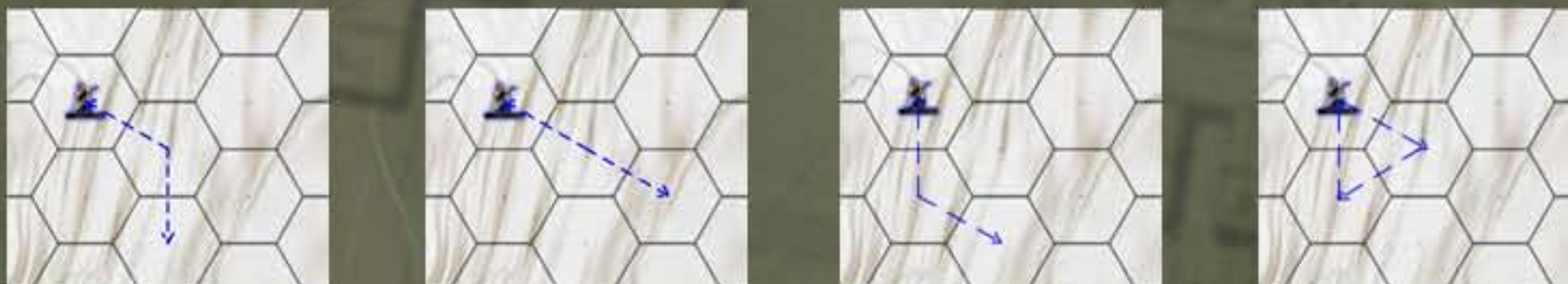
1. Occupy the hex with the Würzburg System.

2. Use the Engineers Bridge Demolition SA to dismantle the system, this must be successful 4 times before you may proceed.

Special Rules; During Gameplay; continue:

4 Examples of the 3 Hex Sentry Duty and the facing during phases.

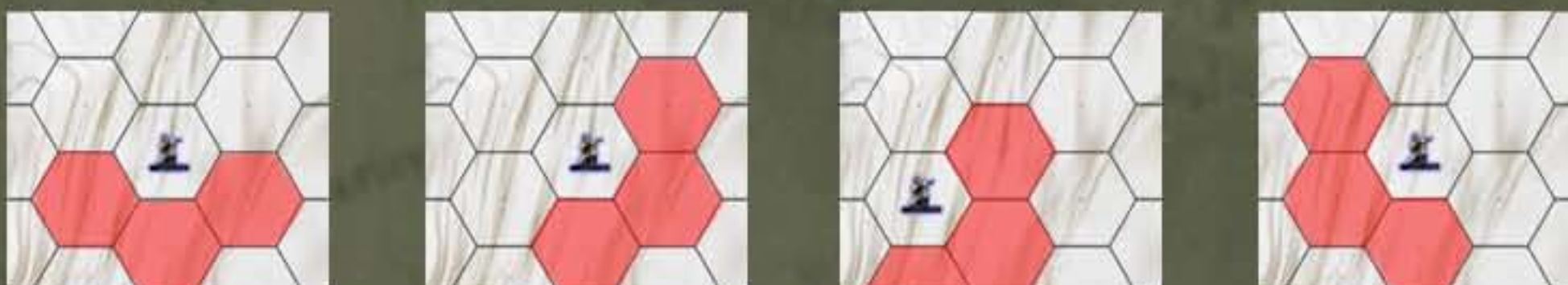
Sentry Posting



Starting Position



Movement Phase



Assault Phase



Special Rules; During Gameplay, continue:

Once the Würzburg System is taken apart and the Radar Operators are capture you will need to get off this rock.

1. Head towards the Evac Zone between the cliffs near the town of Bruneval.
2. Once on the beach you will need to roll a 5+ to call the Royal Navy to come get you, Good Luck.

Map Notes:

You will have access to all 8 maps, but you will only need maps 3, 4, 5, 6, 7, and 8 to play this scenerio. If however you would like to make the job for C Company of the 1st Parachute Brigade tougher go ahead and add Maps 1 and 2. Along with these maps you may also add about 100 points of units. These units will only be able to deploy from the town in Map 2 or from the roads on Map 1 once the Alarm is raised. Just remember that vehicle units with wheels and High Gear must stay on the roads.

Special Cards:

Allies: 'SILENCE HIM' Place card and select a unit. This unit can move into an adjacent hex, ignoring Defensive Fire and attack an enemy Soldier in that hex using Hand to Hand 10. If this unit rolls three or more 6's on the single attack against a Soldier the target is destroyed immediately



Axis: 'ZURÜCKTRETEN!' Place card and select the unit that will change facing, breaking it's normal pattern of behaviour.



The raid on Bruneval



Operation Biting



SILENCE HIM

In either your movement or assault phase, the choosen unit can move into an adjacent hex, ignoring Defensive Fire and attack an enemy Soldier in that hex using Hand to Hand 10. If this unit rolls three or more 6's on the single attack against a Soldier the target is destroyed immediately.

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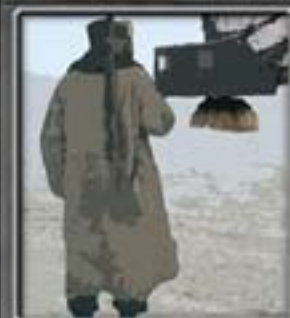
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ZURÜCKTRETEN!

You are on Sentry Duty again, walking the cold lonely nights. Waiting for anything to happen so you can say you did something during this war... You think you hear something behind you, nothing, back to sentry duty, there it is again...

Place card in either your movement or assault phase and select the unit that will change facing, breaking it's normal pattern of behaviour.



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