

716. INFANTERIEDIVISION

OFFICIAL BRIEFING

LATE WAR INTELLIGENCE BRIEFING FOR A
FESTUNGKOMPANIE OF THE 716. INFANTERIEDIVISION IN NORMANDY



FLAMES OF WAR.

THE WORLD WAR II MINIATURES GAME



716. INFANTERIEDIVISION



(INFANTRY DIVISION)

In spite of being established for more than three years by 6 June of 1944, the 716. *Infanteriedivision* lacked battle experience and throughout that time it had avoided the horrors of the war on the Eastern Front. Instead it had dedicated its time to training and the construction fortifications and strong points along the Atlantic Wall in Normandy.

716. *Infanteriedivision* had been organized at the beginning of May 1941, and was transferred at the end of that month to the quarters of training in the area in Rouen, France. During 1941-43 it undertook various training, coastal and security duties around France. At the end of March 1942 it was transferred to the area of Caen-Carentan in Normandy, where it remained until March 1944. The 90-kilometre-wide front had been held by the 323. *Infanteriedivision*, who had been transferred to the Eastern Front.

From its formation in 1941 until 1 April 1943 the 716. *Infanteriedivision* was commanded by Generalleutnant Matterstock. His successor was Generalmajor (later Generalleutnant) Wilhelm Richter. In May 1942 the division was assigned to the 84th Korps, which came under the command of the 7th Army.

Like other Static divisions along the Atlantic coast, the 716. *Infanteriedivision* had little or no mobility and its personnel, in general, belonged to the lowest category of recruit, coming from the older age groups or from the *Landsturm* home defence militia. The only real advantages offered by this type of division was its daily contact between men and officers over a long time and a good knowledge of their area of operations.

On 21 December 1943 the division had 9,343 personnel of all ranks, but by 1 May 1944 it only had 7,771 men due to the transfer of many fit men to the Eastern Front. It was the division in Normandy with the least personnel.

The division consisted of:

- Infantry: two Grenadier Regiments (726. and 736.). They were also assigned three Ost-Battalions, who were poorly armed and trained (439., 441. and 642.).
- Artillery: 716. *Artillerieregiment* had captured French 15.5cm and Czech 10cm howitzers. Additionally they were assigned support from other artillery (155. *Panzerartillerie-regiment*, 21. *Panzerdivision* and 989. *Artillerieabteilung* from the Korps command).
- 716. *Pionier Bataillon* and 716. *Panzerjägerabteilung*.

The *Panzerjäger* Battalion had 10 Marders. In May they had a motorised company of eight 7.5cm PaK40 anti-tank guns.

The artillery regiment consisted of the following equipment:

- 1st to 3rd, and 5th to 9th Batteries: Four each of Czech 10cm leFH14/19(t) howitzers.
- 4th and 10th Batteries: Four each of French 15.5cm howitzers.

642. and 439. *Ost-Bataillons* constituted the fourth battalions of the 736. and 726. *Grenadierregiments*, whereas 441. was included in the division, but not as an organic part of any regiment. However, it seems that it was subordinated to 726. *Grenadierregiment* for tactical purposes.



At first the 716. *Infanteriedivision* had to cover all the sectors from Carentan to the estuary of the Orne. When the 352. *Infanteriedivision* was deployed to the east of Carentan, the two divisions were mixed. 439. *Ost-Battailon* remained in the Isigny sector, the III/726. *Grenadierregiment* was located in the area of Grandcamp, and the I/726. *Grenadierregiment* stayed to the northeast of Bayeux. These three battalions were tactically subordinated to 352. *Infanteriedivision*.

On 6 June 1944, elements of 716. *Infanteriedivision* were involved in the fighting on Omaha, Gold, Juno, and Sword beaches. In last three beaches, 716. *Infanteriedivision* provided the sole defensive formation until the arrival of units of 21. *Panzerdivision*.

THE NORMANDY INVASION

The 716. *Infanteriedivision* was one of the principal units to meet the Allies on 6 June 1944. Indeed, on the dawn of 6 June, the entire division's compliment of regiments were engaged:

Omaha Beach: 3 companies in the coastal blockhouses and 1 in support

Gold Beach: 3 companies in the coastal blockhouses and 4 in the Korps reserve, plus 4 Russian companies, with another 11 companies near Gold Beach

Juno Beach: 3 companies in the coastal blockhouses and 1 company of cyclists in reserve

Sword Beach: 3 companies in the coastal blockhouses

On Omaha Beach the strong resistance put up by the

352. *Infanteriedivision* and 716. *Infanteriedivision* troops could not be taken advantage of by German commanders. Allied air superiority and naval bombardment kept potential German counterattacks at bay. Cut off in well-arranged positions, the soldiers of division inflicted heavy losses on the American troops landing in the five sectors. Despite this all the defensive positions of the beach were captured one after the other.

On Juno Beach, the density of troops was a little stronger than elsewhere. Especially as the delay between preparatory bombardments and the actual landings allowed the German defenders time to recover. Units of the 3rd Canadian Division recorded their losses were similar to the Americans on Omaha Beach.

However, on Gold Beach the 716. *Infanteriedivision* didn't fare so well. The beach yielded to the assault after very little fighting. A more effective preparatory bombardment left the defenders with almost no time to recover before the beach was attacked. As a consequence a breach was opened towards Bayeux.

The incident worried the command of 352. *Infanteriedivision* sufficiently and a counterattack was arranged for the afternoon of 6 June. *Kampfgruppe Meyer* was diverted from operations against the American paratroopers in the Cerisy Forest to attack the British advancing off Gold Beach. A number of StuG assault guns were lost, but the British advance was halted and the Germans accounted for a number of British Sherman tanks.

To a lesser extent, German resistance appeared ineffective



on Sword Beach, its thinly deployed forces were unable to prevent the junction between the British 3rd Division and the 6th Airborne Division.

Quickly overwhelmed, Generalleutnant Wilhelm Richter called on the 21. *Panzerdivision*, in reserve around Caen, for aid. During mid morning the German command was especially worried by the British paratroop landings east of the Orne.

The support was not forthcoming as an absence of orders from the high command prevented the 21. *Panzerdivision* from acting.

Finally the Panzers counterattack in the late afternoon between Juno Beach and Sword Beach and reached the sea. However, by the end of evening of 6 June, the tanks withdraw to concentrate around Caen. The 716. *Infanteriedivision* lost its support and started to withdraw in small groups towards the south during the night.

By the end of the day all elements of the 716. *Infanteriedivision* had been beaten on all beaches. They had taken very high losses (estimates put it as high as 3,000 men), but had fought bravely on some fronts.

As the fighting continued to hold back the Allied invasion force, the weakened division was further worn down. On 15 June the decision was made to withdraw it and send it to the south of France to be placed under the command of the German 1st Army.

Many units remained attached to other divisions (as of 29 June):

- 711. *Infanteriedivision*: 1st and 3rd company of 736. *Infanterieregiment* I Battalion (5 officers, 39 NCOs and 239 men) and 1st and 3rd batteries of the 1716. *Artillerieregiment*;
- 346. *Infanteriedivision*: 642. *Ost-Battailon* and the 716. *Pionier Battailon* (8 officers, 35 NCOs and 180 men);
- 21. *Panzerdivision*: *Kampfgruppen* Koch and Roth, and remains of the III Battalion of 736. *Infanterieregiment* (21 officers, 151 NCOs and 586 men);
- 352. *Infanteriedivision*: 439. *Ost-Battailon* and the III Battalion batteries of the 1716. *Artillerieregiment* (16 officers, 72 NCOs and 316 men).

The losses of the 716. *Infanteriedivision* in Normandy are estimated at 6300 men. After its evacuations it was once more put on coastal defensive duties in the south of France.

After the secondary Allied invasion in southern France the 716. *Infanteriedivision* retreated toward Germany, and was destroyed near Colmar in January 1945.

716. VOLKSGRENADIER DIVISION

The division was reconstituted a second time as the 716. *Volks grenadierdivision* in April 1945, and surrendered to the Americans in May.



SPECIAL RULES



A Festungskompanie uses all the German special rules on pages 241 to 245 of the rulebook and the following additional rules.

FORTIFICATIONS

Being static defensive troops manning fixed fortifications, 716. *Infanteriedivision* is always on the defensive.

The plus side is that they are manning fortifications. As a result you can field fortifications in any battle.

A Festungskompanie will Always Defend.

A Festungskompanie may purchase D-Day Beach Fortifications as part of their force making them a Fortified Company (see page 257 of the rulebook).

GOLIATH DEMOLITION CARRIERS

The Goliath demolition carriers are emplaced in small tunnels on the edge of the beach. The controller must use them where they are—there is no way of moving them.

Remove the Goliath remote-control demolition carrier from a team equipped with one if the team moves.

EVERYTHING MUST FIRE ON THE BEACHES

With every possible weapon sited to fire on the beaches, the few troops held back for the corps reserve are the only counterattack force available. Being sited well back from the beaches, they are unable to intervene anywhere quickly.

Use the Armoured Reserves rule on page 269 of the rulebook.



FESTUNGSKOMPANIE

FORTRESS COMPANY

(INFANTRY COMPANY)

HEADQUARTERS

HEADQUARTERS



Festungskompanie HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

INFANTRY



Festungs Grenadier Platoon

INFANTRY



Festungs Grenadier Platoon

INFANTRY



Festungs Grenadier Platoon

WEAPONS PLATOONS

ARTILLERY



Festungs Mortar Platoon

REGIMENTAL SUPPORT PLATOONS

ARTILLERY



Festungs Infantry Gun Platoon

ANTI-TANK



Festungs Anti-tank Gun Platoon

CORPS AND DIVISIONAL SUPPORT PLATOONS

ARMOUR



Tank-hunter Platoon

9

StuG Platoon

11

Heavy Anti-tank Gun Platoon

13

INFANTRY



Grenadier Platoon

11

Ost Grenadier Platoon

12

Pannergrenadier Platoon

14

ARTILLERY



Festungs Artillery Battery

10

Festungs Heavy Artillery Battery

10

Motorised Artillery Battery

14

FORTIFICATIONS



D-Day Beach Fortifications

15

1 MOTIVATION AND SKILL

With more experience building fortifications than training for battle, 726. Grenadierregiment and 736. Grenadierregiment from 716. Infanteriedivision are rated as **Confident Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

 **716. INFANTERIEDIVISION**

HEADQUARTERS

FESTUNGSKOMPANIE HQ

HEADQUARTERS

Company HQ

 35 points

OPTIONS

- Replace either or both Command SMG teams with Command Panzerknacker SMG teams for +5 points per team.
- Add Mortar Section with two Light Mortar teams for +30 points, with three Light Mortar teams for +45 points, with two 8cm GW42 (Stummelwerfer) mortars for +35 points, or three 8cm GW42 (Stummelwerfer) mortars for +50 points.
- Add up to three Sniper teams for +50 points per team.

HAUPTMANN



A *Festungskompanie* (pronounced fest-oongs kom-pan-ee), or Fortress Company, is a Grenadier company assigned to the beach defences of Normandy. The company mortars

and anti-tank rocket launchers are allocated to the platoon strongpoints. Separated like this, their fire is not intense, but immediately available where it is needed.

COMBAT PLATOONS

FESTUNGS GRENADIER PLATOON

PLATOON

HQ Section with:

3 Grenadier Squads

 120 points

2 Grenadier Squads

85 points

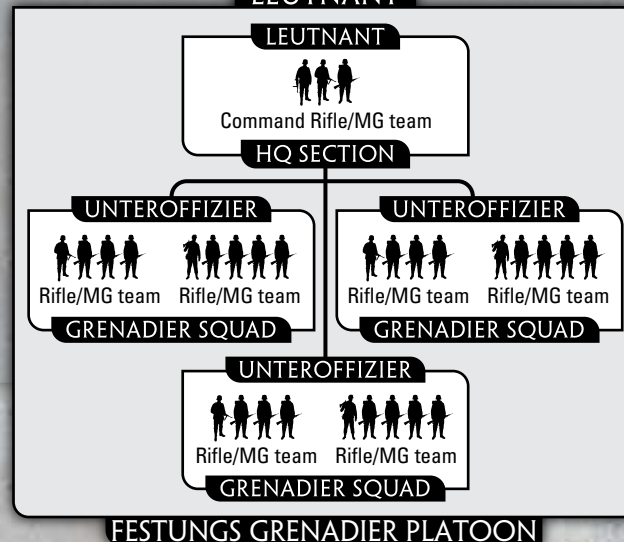
OPTIONS

- Replace Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points.
- Equip one Rifle/MG team with a Goliath remote-controlled demolition carrier as well as its normal weapons for +30 points.

The Grenadiers defending the D-Day beaches were caught by surprise, but are still confident of their ability to hold the *Ami's* and *Tommy's* at bay until the Panzers arrived to finish the job.

Although the ones on Omaha Beach were not quite ready in time for D-Day, the *Goliath* remote-controlled demolition carriers emplaced as part of the beach defences could have caused many casualties amongst the first wave of the invasion.

LEUTNANT



The rules for remote-control demolition carriers are on pages 232 to 233 of the rulebook.

WEAPONS PLATOONS

FESTUNGS MORTAR PLATOON

PLATOON

HQ Section with:

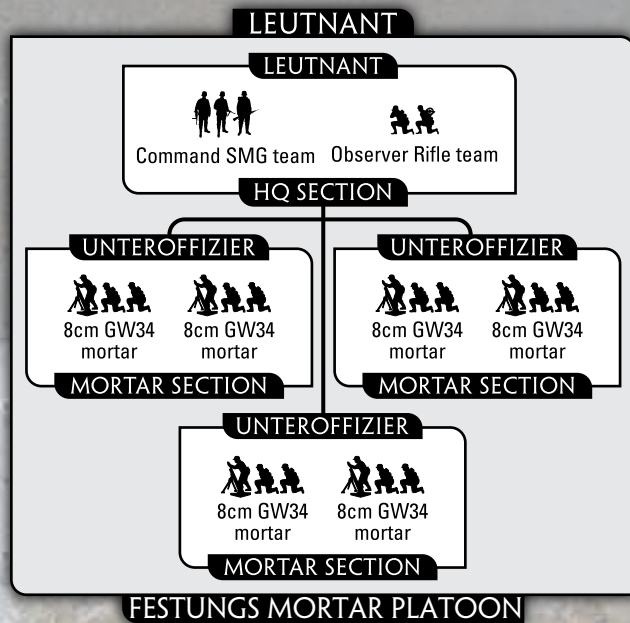
3 Mortar Sections	135 points
2 Mortar Sections	95 points
1 Mortar Section	55 points

OPTION

- Replace Command SMG team with a Command Panzerknacker SMG team for +5 points.

Every battalion of 716. *Infanteriedivision* has a platoon of six medium mortars for fire support. While medium mortars are not particularly deadly against dug in troops, their ability to range in quickly makes them useful against troops storming across the exposed beaches.

While the company mortars are usually distributed one to each platoon strongpoint, the battalion mortars operate as a group, massing their fire on whichever section of the beach is most heavily threatened at the moment. With an observer attached to each company defence nest, the mortars' concentrated fire will smash any enemy assault groups forming up to storm the front-line defences.



SUPPORT PLATOONS

FESTUNGS INFANTRY GUN PLATOON

PLATOON

HQ Section with:

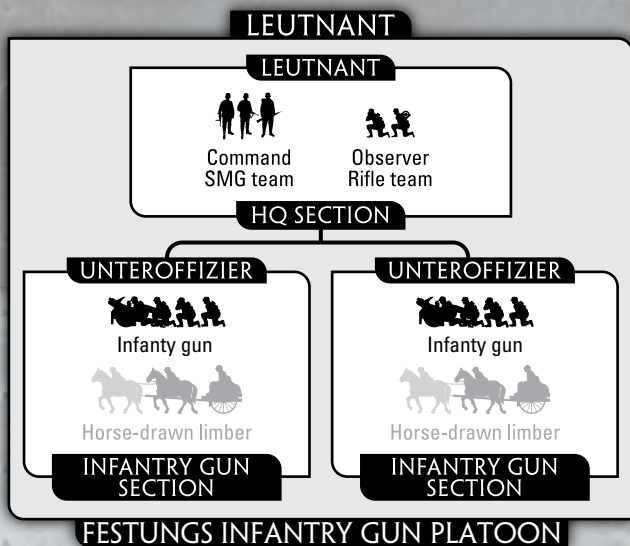
2 7.5cm leIG18	50 points
2 15cm sIG33	100 points

OPTION

- Add horse-drawn limbers at +5 points for the platoon.

The guns are dual purpose weapons providing both anti-tank capability and a useful high-explosive round for knocking out machine-gun posts threatening your counterattacks.

Site your guns to give you the capability to bombard the beach, pinning the enemy. Later, if the enemy overcomes your defences on the beach the guns can fire directly at tanks and guns attempting to move forward



FESTUNGS ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

3 7.5cm PaK40	120 points
2 7.5cm PaK40	80 points
3 5cm PaK38	70 points
2 5cm PaK38	50 points
3 3.7cm PaK36	60 points
2 3.7cm PaK36	40 points

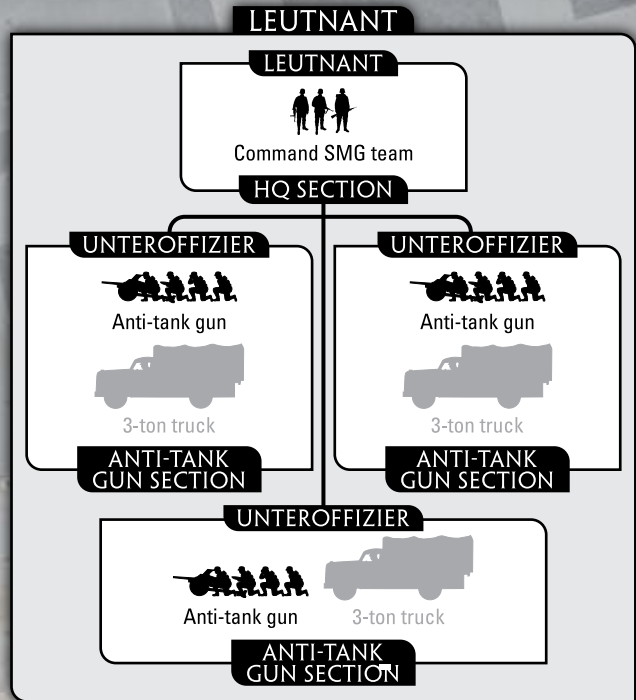
OPTION

- Add trucks to 7.5cm PaK40 guns at +5 points for the platoon.

The 716. *Infanteriedivision* had available regimental anti-tank guns and a divisional *Panzerjäger Abteilung*. The regiments were backed up by 3.7cm PaK36 and 5cm PaK38 guns, while the *Panzerjäger Abteilung* supplied 7.5cm PaK40 heavy anti-tanks guns.

With so few mobile guns available, the infantry must rely on the bunker-enclosed anti-tank guns and their own close-combat weapons for self defence. The anti-tank guns defend in depth to annihilate enemy tank breakthroughs, allowing the Grenadiers to counterattack and re-establish the front line.

Select the most dangerous enemy attack routes, then position your anti-tank guns in defilade to cover the route. If you put your anti-tank guns 'in the shop window', the enemy will knock them out from long range before the guns can



FESTUNGS ANTI-TANK GUN PLATOON

fire. Instead, place your guns in defilade, out of sight of the enemy until they reach the killing zone. That way they will destroy the enemy at point-blank range. Even if they do not fire, they will still force the enemy into less advantageous attack routes.

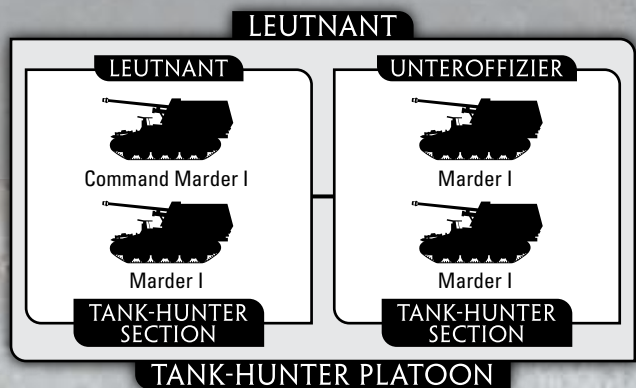
If enemy tanks do not present a threat, the anti-tank guns become highly effective infantry guns, using them to knock out enemy machine-guns and other heavy weapons.

TANK-HUNTER PLATOON

PLATOON

4 Marder I	180 points
3 Marder I	135 points
2 Marder I	90 points

The 716. *Panzerjägerabteilung*, in addition to its nine 7.5cm PaK40 guns, was also armed with ten self-propelled 7.5cm PaK40 guns on converted French chassis. On D-day the tank hunters were positioned near *Biéville*.



TANK-HUNTER PLATOON

FESTUNGS ARTILLERY BATTERY

PLATOON

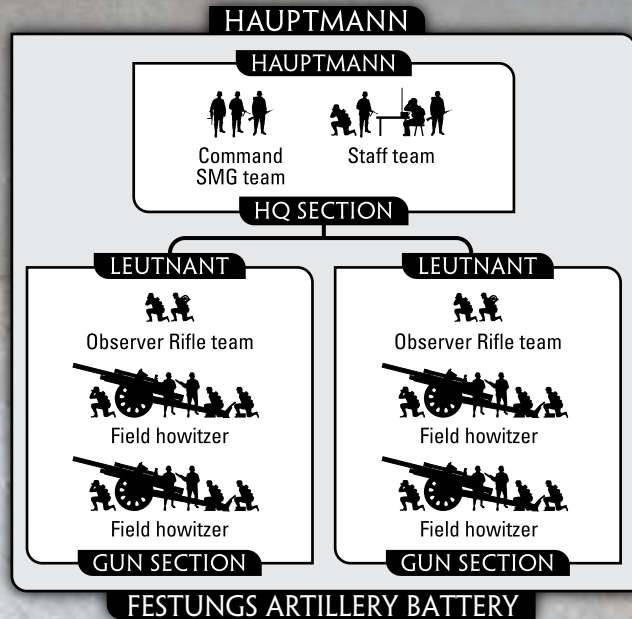
HQ Section with:

4 10cm leFH14/19(t)	160 points
2 10cm leFH14/19(t)	85 points
4 12.2cm FH396(r)	160 points
2 12.2cm FH396(r)	85 points

Your divisional artillery is your heavy firepower. The key is to site your guns well back in gun pits where they cannot be harmed by the enemy, and use your fortifications to hold the enemy in their zone of destruction while the guns pound them to pieces.

The 10cm leFH14/19(t) howitzer supporting 716. *Infanteriedivision* is the gun used by the Italian Army earlier in the war, where it was known as the 100/17.

Also attached to the division was the 989. *Artillerieabteilung* armed with the captured Soviet FH396(r) howitzer. This battery was stationed near Revers east of Bayeux.



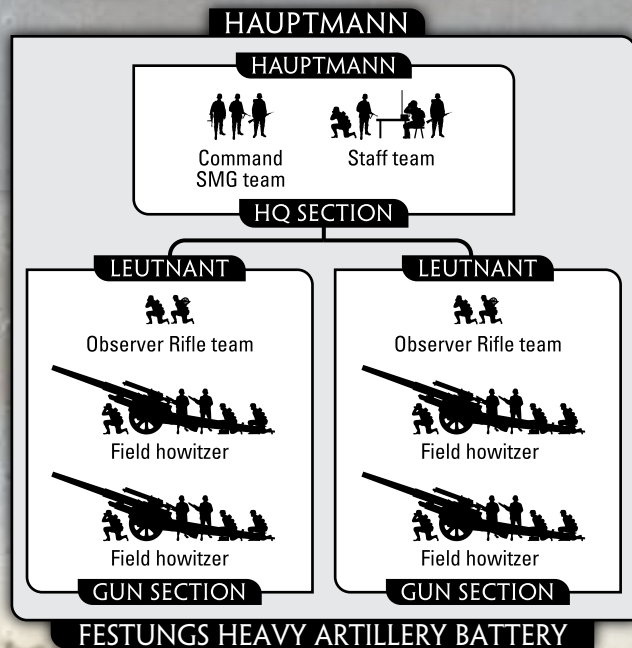
FESTUNGS HEAVY ARTILLERY BATTERY

PLATOON

HQ Section with:

4 15.5cm sFH414(f)	190 points
2 15.5cm sFH414(f)	100 points

As well as the 10cm howitzers, two battalions were armed with ex-French 15.5cm sFH414 (f) (155mm C mle 1917 S) heavy howitzers.



KAMPFGRUPPE MEYER SUPPORT PLATOONS

MOTIVATION AND SKILL

The troops of *Kampfgruppe Meyer* were diverted to aid the 716. *Infanteriedivision* units defending Gold beach. *StuG Platoons* and *Grenadier Platoons* are rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



KAMPFGRUPPE MEYER

STUG PLATOON

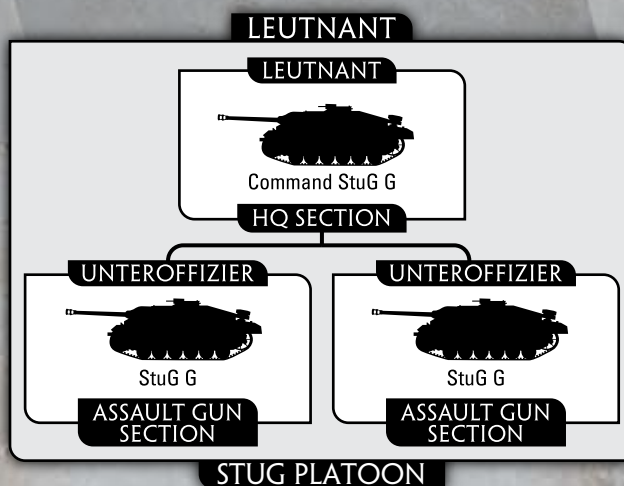
PLATOON

3 StuG G
2 StuG G

285 points
190 points

1352. *StuG Abteilung* was the armoured component of 352. *Infanteriedivision* with ten StuG III assault guns. As the most mobile component of the division, they form the core of *Kampfgruppe Meyer*, the mobile reserve of LXXXIV *Armee* corps.

Your assault guns will normally be operating in a counter-attack role. This means that they will be arriving at a critical point in the battle and their effect has to be decisive.



GRENADIER PLATOON

PLATOON

HQ Section with:

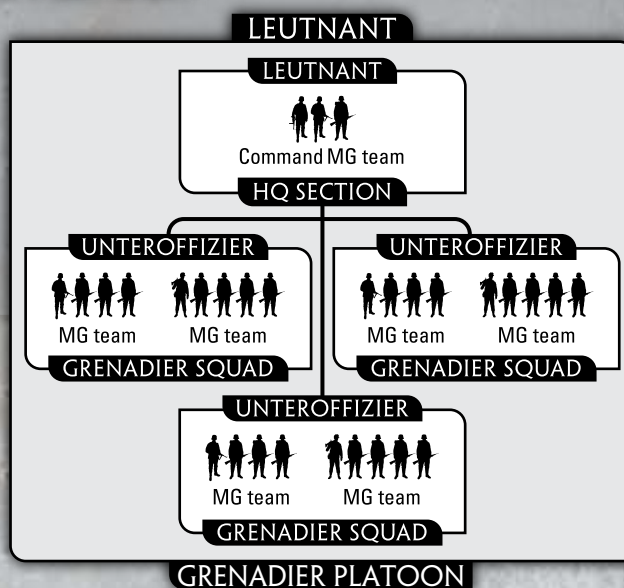
3 Grenadier Squads
2 Grenadier Squads

180 points
130 points

OPTION

- Replace Command MG team with a Command Panzerknacker SMG team for +5 points.

As well as their own reserve platoons, the troops in the beach defences can also expect help from *Kampfgruppe Meyer* when the enemy attacks.



OST BATAILLON SUPPORT PLATOONS

MOTIVATION AND SKILL

The supporting 642. and 441. Ost Bataillon are formed from captured Soviet soldiers who prefer serving in the German Army to starving in a prisoner of war camp, giving them a rating of **Reluctant Trained**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

 439. OST BATAILLON

OST GRENADIER PLATOON

PLATOON

HQ Section with:

3 Grenadier Squads

 90 points

2 Grenadier Squads

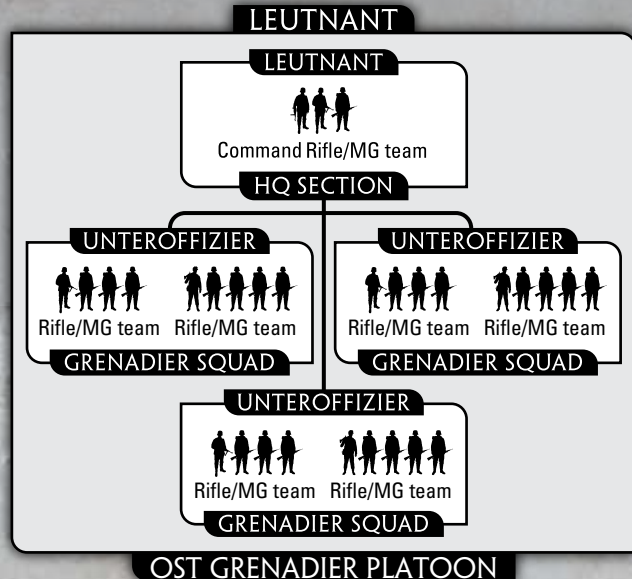
65 points

OPTION

- Replace Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points.

441. Ost Bataillon and 642. Ost Bataillon were part of the 716. Infanteriedivision. They were made up of ex-Soviet soldiers released from the prisoner of war camps to fight for their captors. As can be imagined, they were not particularly eager to fight against the western Allies, although some would have liked the chance to fight against Stalin's regime on the Eastern Front.

Despite being led by German Non-Commissioned Officers, the *Osttruppen* were never trusted by their German commanders. As predicted by their leaders, most *Ost Bataillon* quickly fell apart once in combat.



21. PANZERDIVISION SUPPORT PLATOONS

MOTIVATION AND SKILL

The 21. Panzerdivision supplied additional support to the 716. Infanteriedivision during D-Day. The Panzertruppen of the 21. Panzerdivision are experienced veterans of the desert war in Afrika. Heavy Anti-tank Gun Platoons, Panzergrenadier Platoons and Motorised Artillery Batteries are rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



21. PANZERDIVISION

HEAVY ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

3 8.8cm PaK43/41

325 points

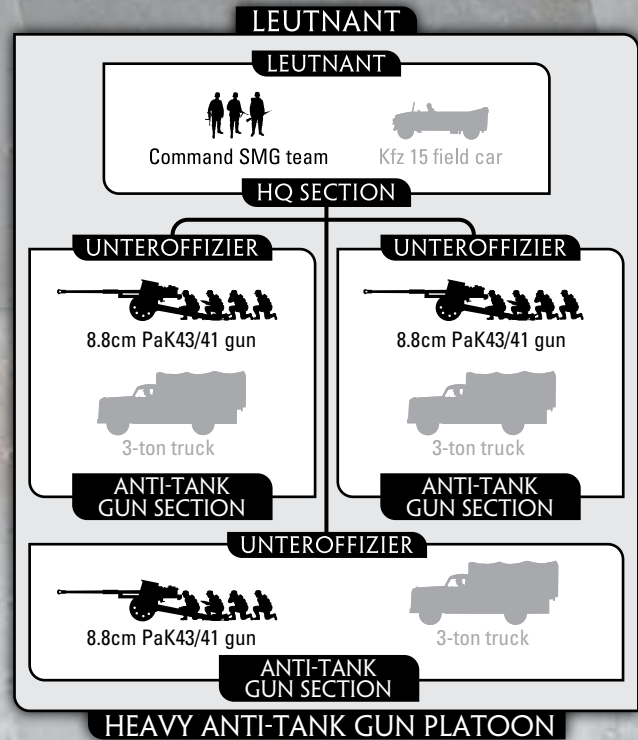
2 8.8cm PaK43/41

220 points

OPTION

- Add Kfz 15 field car and 3-ton trucks for +5 points for the platoon.

The 716. Infanteriedivision facing Gold, Juno and Sword could also call on the support of the heavy anti-tank guns of the 21. Panzerdivision's 200. Panzerjägerabteilung, armed with the impressive 8.8cm PaK43/41 anti-tank gun.



PANZERGRENADIER PLATOON

PLATOON

HQ Section with:

3 Panzergrenadier Squads

180 points

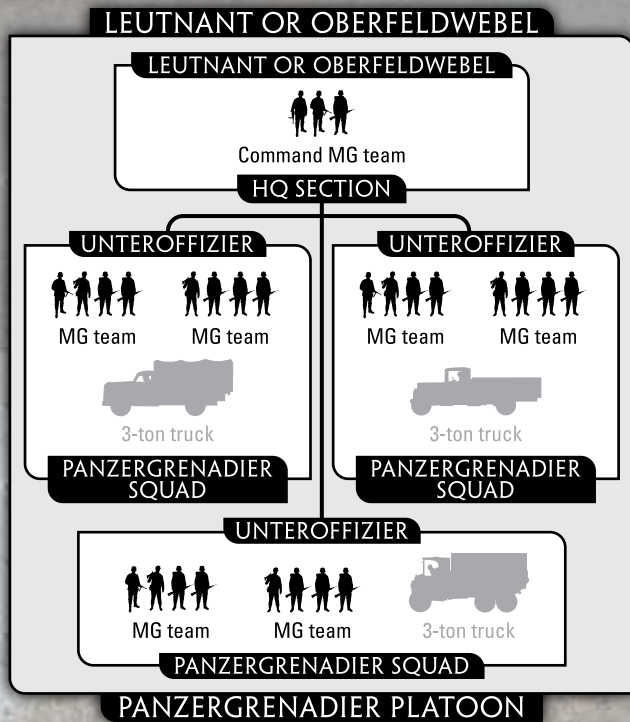
2 Panzergrenadier Squads

130 points

OPTIONS

- Replace the Command MG team with a Command Panzerfaust SMG team for +10 points.
- Add 3-ton trucks for +5 points for the platoon.

The II battalion, 192. *Panzergrenadier Regiment* was also operating as a reserve force for the beach defences. On D-Day they were located near Combes-en-Plaine behind Sword Beach. These motorised *Panzergrenadiers* of the 21. *Panzerdivision* are able to quickly rush where needed in their 3-ton trucks.



MOTORISED ARTILLERY BATTERY

PLATOON

HQ Section with:

4 12.2cm FH396(r)

210 points

2 12.2cm FH396(r)

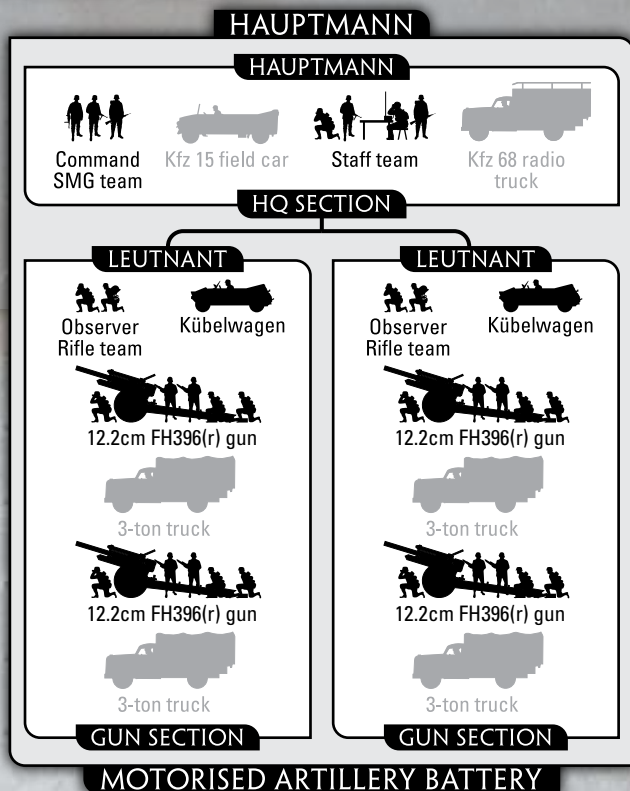
115 points

OPTION

- Add Kfz 15 field car, Kfz 68 radio truck, and 3-ton trucks for +5 points for the battery.

The division also had support from the motorised artillery of the 21. *Panzerdivision*. They were armed with captured Soviet 12.2cm FH396(r) howitzers (122mm obr 1938).


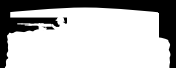






















The I battalion, 155. *Panzerartillerie Regiment* was located around Cazelle, Colomby-sur-Thaon and Cambes-en-Plaine on D-Day and some batteries move up during the day to fire on the beaches and advancing British coming off Sword beach and to support the hard pressed 716. *Infanteriedivision*.



D-DAY BEACH FORTIFICATIONS

If you choose to take D-Day Fortifications, you must field one fortification option from each box shaded black and may field a fortification option from each box shaded grey.

See the Fortification Deployment rules on page 262 of the rulebook.

GUN POSITIONS	MACHINE-GUN POSITIONS	INFANTRY POSITIONS	OBSTACLES, TRENCHES AND GUN PITS
ANTI-TANK  Anti-tank Pillbox 16	MACHINE-GUNS  HMG Pillbox 16  HMG Nest 17	STRONGPOINT  Grenadier Strongpoint 17	ANTI-TANK  Anti-tank Obstacle 18
ANTI-TANK  Anti-tank Pillbox 16  Flak Nest 17	MACHINE-GUNS  HMG Pillbox 16  HMG Nest 17	STRONGPOINT  Grenadier Strongpoint 17	MINES  Minefield 18
ANTI-TANK  5cm KwK Nest 17  Turret 16	MACHINE-GUNS  HMG Nest 17	STRONGPOINT  Grenadier Strongpoint 17	BARBED WIRE  Barbed Wire Entanglements 19
ANTI-TANK  5cm KwK Nest 17  Turret 16	MACHINE-GUNS  HMG Nest 17	STRONGPOINT  Grenadier Strongpoint 17	TRENCHES  Trench Lines 19
ARTILLERY  Static Rocket Launcher Battery 18			ARTILLERY  Gun Pits 19
			ARTILLERY  Gun Pits 19

A Festungskompanie with D-Day Beach Fortifications becomes a Fortified Company and follows the Deploying Fortifications rules on page 262 of the rulebook.

TURRETS

TURRET

BUNKER

R-35 Turret
APX Turret

25 points
45 points

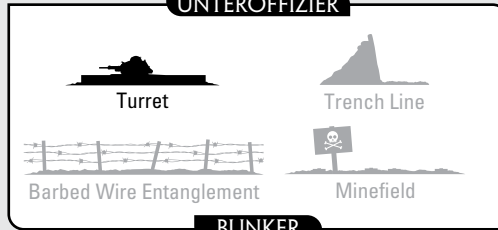
OPTIONS

- Add Minefield for +50 points.
- Add Trench Line for +5 points.
- Add Barbed Wire Entanglement for +10 points.

Given the limited resources available to the planners of Fortress *Europa*, they used whatever material was available. While the French tanks captured in 1940 might be old and no longer battleworthy, their turrets were still useful as beach defences for the *Widerstandsneste*. Mounted in concrete they are excellent multi-purpose machine-gun bunkers.

UNTEROFFIZIER

UNTEROFFIZIER



BUNKER

TURRET

The German fortifications in Normandy used R-35 turrets while those in Brittany used Somua or Char B-1 turrets. The small turrets were easy to conceal and often took their would-be attackers completely off guard.

PILLBOXES

ANTI-TANK PILLBOX

BUNKER

8.8cm PaK43 Pillbox
7.5 (or 7.62cm) FK Pillbox
5cm PaK38 Pillbox

250 points
80 points
80 points

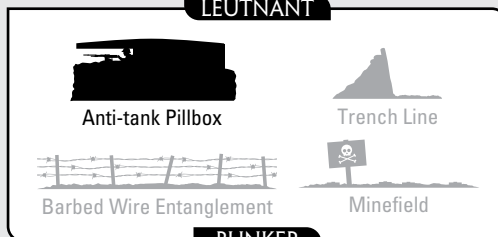
OPTIONS

- Add Minefield for +50 points.
- Add Trench Line for +5 points.
- Add Barbed Wire Entanglement for +10 points.

A typical beach defence would have a defence position at each end of the beach with an 8.8cm PaK43 pillbox facing along the beach protected by a 5cm PaK38 pillbox facing back towards it. Both guns were protected from naval gunfire by enfilade walls and any tank moving up the beach to engage one gun would be hit in the rear by the other.

LEUTNANT

LEUTNANT



BUNKER

HEAVY ANTI-TANK PILLBOX

In between the two big 8.8cm guns, the other exits off the beach were guarded by a smaller 7.5cm or 7.62cm FK pillbox, often with a 5cm PaK38 pillbox to protect it as well.

HMG PILLBOX

BUNKER

HMG Pillbox

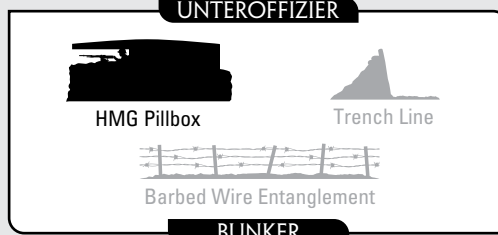
80 points

OPTIONS

- Add Trench Line for +5 points.
- Add Barbed Wire Entanglement for +10 points.

UNTEROFFIZIER

UNTEROFFIZIER



BUNKER

HMG PILLBOX

NESTS

5CM KWK NEST

BUNKER

5cm KwK Nest

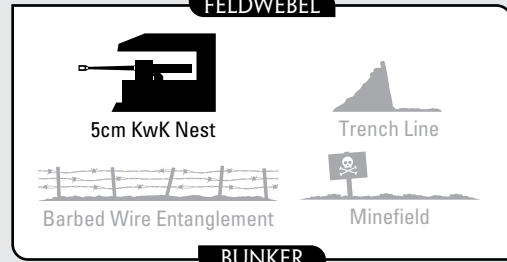
30 points

OPTIONS

- Add Minefield for +50 points.
- Add Trench Line for +5 points.
- Add Barbed Wire Entanglement for +10 points.

FELDWEBEL

FELDWEBEL



BUNKER

5CM KWK NEST

FLAK NEST

BUNKER

2cm FlaK38 Nest

25 points

OPTIONS

- Add Minefield for +50 points.
- Add Trench Line for +5 points.
- Add Barbed Wire Entanglement for +10 points.

FELDWEBEL

FELDWEBEL



BUNKER

FLAK NEST

HMG NEST

BUNKER

HMG Nest

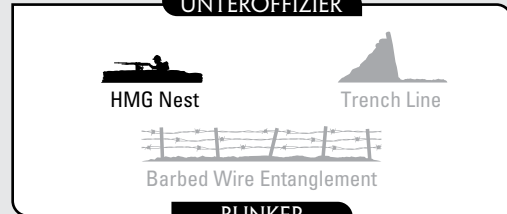
40 points

OPTIONS

- Add Trench Line for +5 points.
- Add Barbed Wire Entanglement for +10 points.

UNTEROFFIZIER

UNTEROFFIZIER



BUNKER

HMG NEST

INFANTRY POSITIONS

GRENADIER STRONGPOINT

STRONGPOINT

Strongpoint

10 points

OPTION

- Add Trench Line for +5 points.

A Platoon with a Grenadier Strongpoint attached is a Fortified Platoon, see page 262 of the rulebook.

FORTIFICATION

FORTIFICATION



STRONGPOINT

GRENADIER STRONGPOINT

A Grenadier Strongpoint can be attached to any Platoon entirely made up of Infantry teams and/or Man-packed Gun teams in a company with D-Day Beach Fortifications.

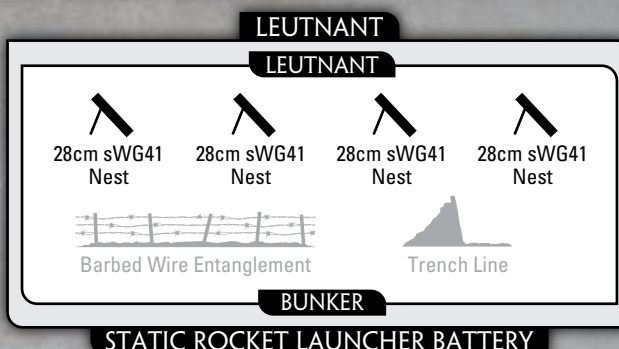
STATIC ROCKET LAUNCHER BATTERY

BUNKER

4 28cm sWG41 Nest	160 points
3 28cm sWG41 Nest	120 points
2 28cm sWG41 Nest	80 points
1 28cm sWG41 Nest	40 points

OPTIONS

- Add Trench Line for +5 points.
- Add Barbed Wire Entanglement for +10 points.



STATIC ROCKET LAUNCHER

An entire heavy rocket battery was emplaced behind Omaha Beach, sited to fire on the troops as they landed.

28cm sWG41 rocket launchers use the Stuka zu Fuss special rule (page 245 of the rulebook), but have only four rockets instead of six. As a result, they only have four attempts to range in. Treat them as Trained troops when rolling To Hit after ranging in. Once fired, the entire team is removed from the game.

Static rocket launchers are Nests and not part of any platoon. They may use any Command team as a Spotter, provided that the Command team has not moved since the start of the game. As none of these teams are trained artillery observers, they receive the same +1 penalty to range in as a Company Command team.

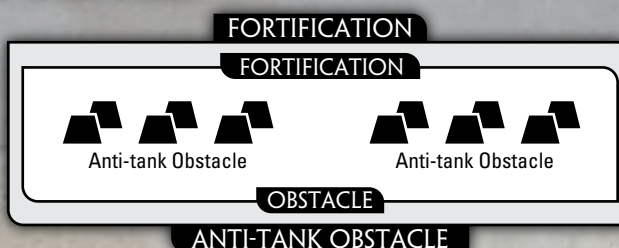
OBSTACLES, TRENCHES AND GUN PITS

ANTI-TANK OBSTACLE

FORTIFICATION

2 Anti-tank Obstacles	200 points
1 Anti-tank Obstacle	100 points

Anti-tank Obstacles are Area Defences, see page 262 of the rulebook.

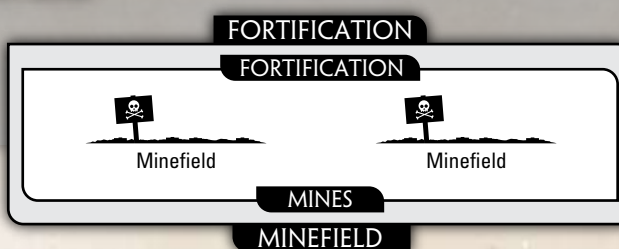


MINEFIELD

FORTIFICATION

2 Minefields	100 points
1 Minefield	50 points

Minefields are Area Defences, see page 262 of the rulebook.

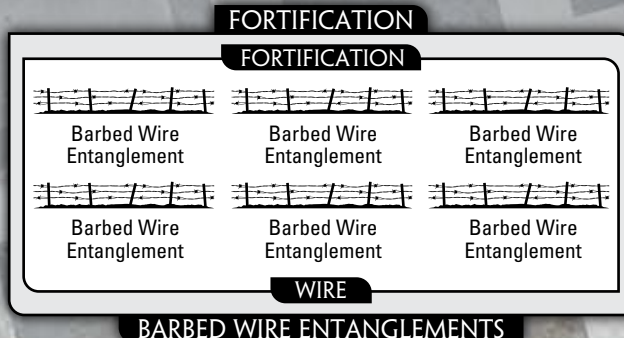


BARBED WIRE ENTANGLEMENTS

FORTIFICATION

6 Barbed Wire Entanglements	60 points
4 Barbed Wire Entanglements	40 points
2 Barbed Wire Entanglements	20 points

Barbed Wire Entanglements are Area Defences, see page 262 of the rulebook.

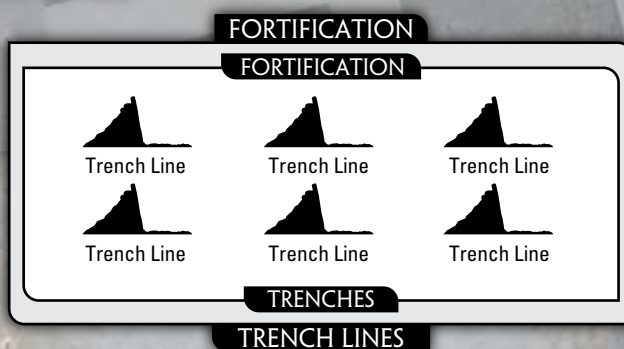


TRENCH LINES

FORTIFICATION

6 Trench Lines	30 points
3 Trench Lines	15 points

Trench Lines from the Trench Line option are Area Defences, see page 262 of the rulebook.



GUN POSITION

FORTIFICATION

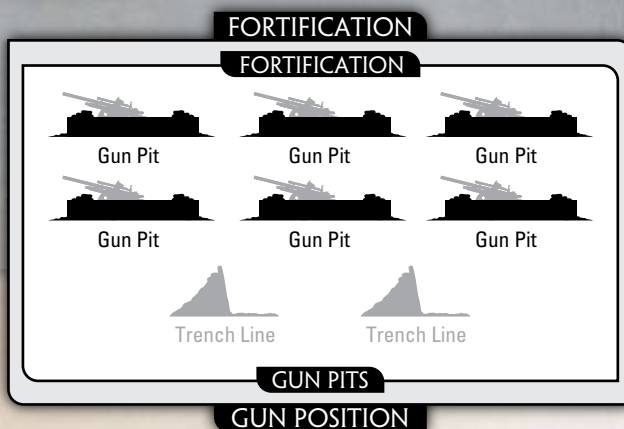
6 Gun Pits	30 points
4 Gun Pits	20 points
2 Gun Pits	10 points

OPTION

- Add up to two Trench Lines for +5 points each.

A Platoon with a Gun Position attached is a Fortified Platoon, see page 262 of the rulebook.

A Gun Position can be attached to any Platoon containing Gun teams in a company with D-Day Beach Fortifications.



ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
ASSAULT GUNS					
StuG G <i>7.5cm StuK40 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. <i>Hull mounted.</i>

TANK-HUNTERS

Marder I <i>7.5cm PaK40 gun</i>	Slow Tank <i>32"/80cm</i>	0 2	0 12	0 3+	AA MG, Overloaded. <i>Hull mounted.</i>
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VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	3	2	6	<i>ROF 1 if other weapons fire.</i>
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GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
8cm GW42 (Stummelwerfer) mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm, Smoke.
Firing bombardments		32"/80cm	-	2	6	Smoke bombardment
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm, Smoke.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
7.5cm leIG18 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6	
15cm sIG33 gun	Heavy	16"/40cm	1	13	1+	Bunker buster, Gun shield.
Firing bombardments		56"/140cm	-	4	2+	
3.7cm PaK36 gun	Light	24"/60cm	3	6	4+	Gun shield.
Firing Stielgranate		8"/20cm	1	12	5+	
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
8.8cm PaK43/41 gun	Immobile	40"/100cm	2	16	3+	Gun shield.
10cm leFH14/19(t) howitzer	Immobile	24"/60cm	1	10	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
12.2cm FH396(r) howitzer	Immobile	24"/60cm	1	8	2+	Breakthrough gun, Gun shield.
Firing bombardments		80"/200cm	-	4	3+	
15.5cm sFH414(f) howitzer	Immobile	16"/40cm	1	10	1+	Bunker buster, Gun shield.
Firing bombardments		72"/180cm	-	5	2+	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly troops.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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Panzerknacker teams are rated as Tank Assault 5. Pioneer teams are rated as Tank Assault 4.

FORTIFICATIONS

BUNKERS AND PILLBOXES

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
8.8cm PaK43 Pillbox	Immobile	40"/100cm	2	16	3+	
7.5cm (or 7.62cm) FK Pillbox	Immobile	24"/60cm	2	10	3+	
5cm PaK38 Pillbox	Immobile	24"/60cm	3	9	4+	
5cm KwK Nest	Immobile	24"/60cm	3	7	4+	
2cm FlaK38 Nest	Immobile	16"/40cm	4	5	5+	Anti-aircraft, ROF 2 when pinned down.
HMG Pillbox or Nest	Immobile	24"/60cm	6	2	6	ROF 3 when pinned down.
28cm sWG41 Nest	Immobile	40"/100cm	-	3	1+	Static Rocket Launcher.

TURRETS

Turret Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
R-35 Turret	Immobile	3	3	1	Turret Bunker MG.
3.7cm KwK18 (f) gun	16"/40cm	2	4	4+	
APX Turret	Immobile	5	4	1	Turret Bunker MG.
4.7cm KwK35 (f) gun	24"/60cm	2	6	4+	

TURRET BUNKER MACHINE-GUNS

Turret Bunker MG	16"/40cm	4	2	6	Cannot shoot if main gun fires.
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TRANSPORT TEAMS

Vehicle Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
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TRUCKS

Horch Kfz 15 car	Jeep	-	-	-	
Opel Blitz 3-ton truck	Wheeled	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	

TRACTORS

Sd Kfz 10, Sd Kfz 11, or Sd Kfz 7 half-track	Half-tracked	-	-	-	
Horse-drawn limber	Wagon	-	-	-	

