

WESTKAPELLE, 1944

by Chris Leach

This scenario is based on the game designed by Richard Marsh for Rapid Fire 2. For BKC some additional rules were required to represent some of the peculiarities of this action. These are outlined below.

Orders of Battle

Note that there are no overall COs; the game is played with unit HQs only representing the reliance of both sides on their local commanders.

British

Red Beach: 41st Royal Marine Commando

1 HQ (CV8)
1 Engineer
1 MMG
2 Mortar
6 Infantry
Landed with an LC(I)

White Beach (North)

1 HQ (CV 8)
1 FAO (naval) (CV 8)
1 Engineer
2 Mortar
7 Infantry
2 Buffalo

White Beach (South): 48th Royal Marine Commando

1 HQ (CV 8)
1 FAO (CV 8)
1 Engineer
2 Mortars
1 MMG
13 Infantry
4 Buffalo

Anywhere within landing zone

79th Armoured Division - "Funnies"

1 Sherman
1 Sherman
1 Sherman dozer
1 Churchill AVRE
1 Churchill AVRE (Bridge)

Each unit is independent and rolls for actions as per an HQ (CV 8) unless doing initiative actions (e.g. engineering actions)

British Off-board Artillery

3 x 5.5 inch

British Off-board Naval Artillery

4 successful call-ins permitted (6 dice each)

British Air support

3 Typhoons

(no call-in needed - simply use as desired although number used in a single turn must be declared before attacks are calculated. Although not formally scheduled, perform Typhoon attacks in the Scheduled Phase)

German

Note that HQs are down-graded to CV 7

W15

1 HQ (CV 7)

1 PAK 38

1 20mm AA

1 MMG

3 Infantry

W13

1 HQ (CV 7)

1 PAK 38

1 20mm AA

3 Infantry

Strongpoint 154

1 HQ (CV 7)

1 MMG

1 Mortar

3 Infantry

Strongpoint 285

1 HQ (CV 7)

1 MMG

1 Mortar

3 Infantry

Westkapelle Garrison

1 HQ (CV 7)

1 FAO (CV 7)

2 MMG

3 Infantry

German off-board artillery

1 x 220mm (6 attacks) - this is available for 2 turns of actual fire (not including failed call-ins)

Scenario rules:

The game starts with the Germans deployed in their entrenchments and the town and the British deployed in their landing areas, in the water on the beach edge. Units in water may not fire.

The Germans start the game. Note that the Germans in cover are considered hidden until they move or fire (visible within 5); MG pillboxes are visible.

Special Rules

The Beaches:

The beaches were particularly muddy and difficult to cross. In addition to the usual negative modifiers for crossing dense terrain, all units may only move 10 inches on the beach areas per action. This limits the Buffaloes only since they normally move 20. No initiative MOVES in dense terrain.

Note that there are mine fields. Minefields cover all of the southern 'dunes' (brown areas). Use the special minefield clearance rules below.

German positions:

All German fortifications are '6' cover including the Lighthouse. Buildings are partial cover (5-6). The MG pillboxes are small arms proof, and may be fired on directly by other weapons from within 10 inches only. The Germans are given some wire to place and one 10 inch square minefield.

Buffalos and other transport:

BKC demands that a vehicle carry only one stand each. In 20mm this is not practical. So, when a vehicle transports more than one stand it receives fire on each of the riders first (all firing is still targeted on the model vehicle). These stands take on the characteristics of the vehicle and when killed are removed along with the hits in the order that the stands are arranged behind the model transport. When the last rider stand is killed, the transport model itself is removed. All normal rules regarding the transport, mandatory debussing etc. are followed normally. For example, a truck carrying 3 infantry stands is hit by artillery; all the stands it is carrying are attacked separately as though there were 3 trucks.

The advantage of this is that fewer models crowd the table and the transported infantry can be concentrated more easily. The disadvantage is that the infantry cannot be moved to several locations, greater vulnerability to artillery, and vehicle mounted weapons are less numerous.

Amphibious Vehicles

DD tanks, LVTs, and other amphibious vehicles were very vulnerable to becoming swamped. If such a vehicle, sitting deployed in the water, becomes suppressed, roll immediately for fallback with the same number of hit dice that caused the suppression. If the result is more than 10, the vehicle is considered swamped and KO'd. Passengers of such a vehicle debus suppressed into the water.

Unit Morale

British units can sustain 75% losses and then the survivors roll for morale. At the beginning of the British turn roll against the unit CV8 adding a +1 to the dice roll for each additional kill over 75%. If successful continue the turn normally, otherwise remove all remaining units.

The Germans use the same morale procedure as for the British, except for the strong-points - they roll Morale at 50% losses. Do not apply the rules noted below for morale and bunkers.

Victory:

There are 3 main objectives: the two WN positions and the Lighthouse of Westkapelle. The side that holds two or more by the end of 12 game turns wins the scenario.