

THE BRITISH AND OPERATION BITING, 27 FEBRUARY 1942

THEY'LL NEVER SEE US COMING

On the night of 27 February 1942, planes were in flight for the first British parachute raid of World War 2. The unit involved was C company, 2nd Battalion, the Parachute Regiment, under the leadership of Major John Frost (yes, THAT John Frost of Arnhem fame). The target of the raid was a radar station set high on a cliff not far from Bruneval, on the coast near Le Havre.

By Ian Beal

The mission was to disable the radar and dismantle its controls, so any important components could be seized and brought back to Britain for the boffins to study and get a possible advantage over the German systems of radar. If any German technicians could be recovered alive and brought back, so much the better, but the main objective was to disable and recover parts from the radar.

The paras went through a period of intense training before the raid took place. Further delays were incurred due to bad weather. Sappers and an RAF technician were added to the force to help dismantle the radar.

The force was broken into three parts, Jellicoe, Drake, and Hardy which were dropped successfully at the drop zone (British entry point on the map). A fourth group, Nelson, was landed by sea. It was tasked

with clearing the exit beach and holding it safe for the other groups to assemble for naval extraction.

After surrounding the chateau, Frost gave the order to attack the building and the paras opened up with grenades and gunfire. One guard was killed and two more were taken prisoner. Interrogation revealed the main garrison was stationed further inland. Having been alerted by the noise, this garrison force started moving towards the chateau from the woods when the firing started.

The RAF technician and a few sappers dismantled the radar and placed the pieces on trolleys. Having secured the radar equipment, and under heavy fire, Frost ordered the paras to withdraw to the exit beach. He staged a fighting withdrawal to cover his retreat to the beach. Upon reaching the beach it became apparent the enemy had not been cleared and they came under fire from a bunker and an MG post. These were soon cleared, and the paras waited for the naval party to evacuate them.

Unfortunately, there was no sign of the naval party until Frost fired a signal flare, upon which the boats were seen heading for the shore.



The changes from the original evacuation plan meant there was a little confusion as some of the boats left overcrowded and some half empty. However, the radar pieces and men arrived back in Britain safely.

WARGAMING THE RAID

The map shows the entry points for each side. The paras enter on turn one. German reinforcements start off table with the exception of the deployed forces described in the order of battle.

Special rules

German reinforcements cannot enter the board until the turn after British fire has first occurred.

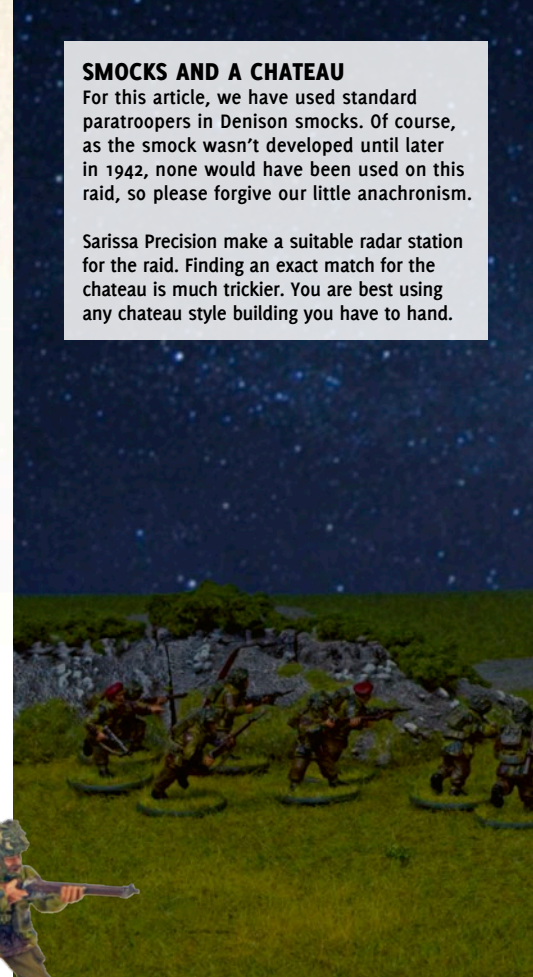
I suggest a dice roll to see when the naval party arrives, the result, plus 2, is the move after the radar parts have been grabbed. The navy does turn up, so the paras have from three to eight turns to get to and hold on the beach.

The RAF technician must spend a turn dismantling the pieces, and the paras must keep him alive while he does this.



British paratroopers train for three service raids on northeastern France. One of these was Operation Biting.

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are pointing out to sea, but can be pivoted to fire inland. This will take a turn and may be done after the alarm is raised.



Bunker/pillbox

1 MMG team. The Bunker faces out to sea and cannot shoot inland. The crew may move the MMG out of the bunker. This will take two turns and can only be done after the alarm has been raised.

Reinforcements (off table)

- 5 Rifle teams in trucks
- 1x MMG teams
- 1x medium 81mm mortar
- 1x Sd.Kfz 10 with 20mm Flak38

It is up to the German player how he advances his reinforcements, and how and where he chooses to deploy them.

There are a lot of options here in this scenario, the paras can use smoke and withdraw under it. They can try to out race the reinforcements and hold on the beach. They can choose to use a rearguard and escape with the parts alone. There are a lot of things the British player can do.

That is my take on the Bruneval raid, you can adapt it for your chosen set of rules. I have written it with *BA* in mind, but other rules should work too. Please note British player is first player. Have fun and enjoy! **WS&S**

Major Frost and his men make their way silently towards the chateau and radar station beyond.

The Germans cannot target the technician, but if he is within one inch of paras who are shot at and wounded, he has a random chance of being hit.

If the RAF technician is killed, the raid is obviously a partial failure, and the paras must try to withdraw as normal.

Victory Conditions

The British must withdraw with the radar pieces to win. The Germans have to stop them.

Forces

BRITISH

C Company, 2nd Battalion, the Parachute Regiment

Major John Frost

Drake, Jellicoe, and Hardy teams

- 3 para sections (as per rules set)
- 1 para MMG team
- 1 para light mortar
- 1 BOYS anti-tank rifle team
- 1 RAF technician
- 2 Sappers

Lt Charteris

Nelson team

- 1 para section
- 1 MMG team
- 1 mortar team

GERMAN TROOPS

In chateau

- 5 riflemen
- 3 unarmed technicians (random targets if casualties caused)

MG Posts

1 LMG team in each post (top left, mid top, top right on the map). The MMGs



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