

East of the Vire

(v 2)

11th to 14th July 1944

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Introduction

The American 1st Army and the British 2nd landed on the Normandy beaches on 6th June 1944. By 2nd July the beachhead had been expanded southward about 15 miles across most of the front. In the west the Americans had driven across the Cotentin Peninsula, cut off and then taken the port of Cherbourg. The stage was now set for the American breakout.

For a month both the British and the American armies had ground their way forward against determined German resistance through the easily defended bocage country. The cost had been significant for both sides. Now the front line was reaching the limit of this close country. South of a line from La Haye-du-Puits on the west side of the Cotentin Peninsula to St Lo in the east the country opened out. It was here that the Americans hoped to breakout from the beachhead. All they had to do was push forward through the last vestiges of the bocage barriers.



The bocage

The breakout offensive started 2nd July on the American right and progressively moved east so that by 7th July the drive on St Lo by XIX Corps commenced. XIX Corps front was bisected by the Vire River. The 30th Division was west of the Vire and tasked with taking the high ground west of St Lo. The 29th was east of the river and their objective was to take the high ground north and west of the town and ultimately St Lo itself.

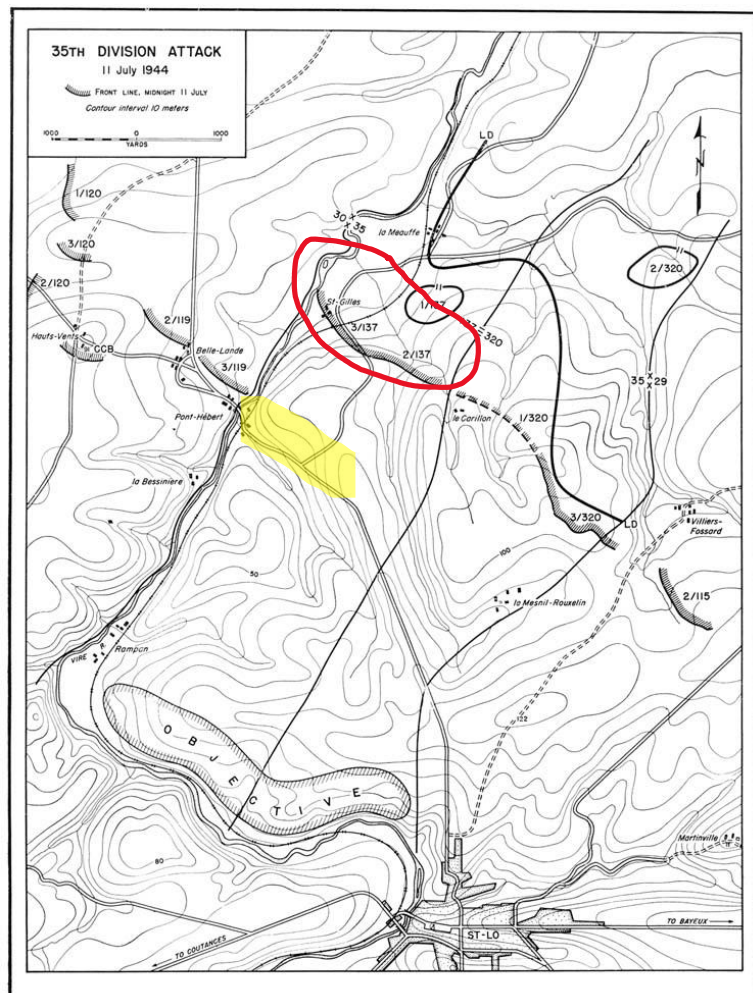
St Lo was an important communications hub. Eight major road radiated out from it to all the points of the compass. Taking the town would give the Americans lateral east-west communications and facilitate their drive south and east.

By 11th July the 30th Division's 119th Regiment had advanced to the outskirts of Pont-Hebért on the left bank of the Vire. The bridge at Pont-Hebért was one of only three bridges over the Vire north of St Lo. On the right bank the 29th Division's advance lagged 3,000 yards short of the Pont-Hebért bridge at la Meauffe leaving the left of the 119th exposed to German fire.

XIX Corps' third division, the 35th, landed on the 5-7th July and moved to the front during the night of the 9/10th July. They were moved into the line between la Meauffe and Villiers-Fossard on the right flank of the 29th taking over 5,000 yards of front from them. The 35th Division's immediate assignment was to cover the 30th Division's left as that division resumed its southerly advance initially aimed at cutting the St Lo-Carentan highway. The 35th Division's ultimate objective was to advance to the bend in the Vire west of St Lo.

On 11th July the 35th Division attack started on a two-regimental front. The 137th regiment was on the right and the 320th was on the left. The division's third regiment, the 134th, was held in corps reserve. The 137th attacked with its 1st battalion on the right towards St Gilles while the 2nd battalion moved against the left face of what became known as the La Mare-Le Carillon nose, a particularly well-fortified piece of high ground. The 1st/137th ran into stiff resistance at St Gilles and the 3rd/137th was moved forward to assist.

The objective in our campaign is to replicate the first four days of the 137th Regiment's fight, the drive to the Pont-Hebért-St Lo Road.



The Campaign



The 35th Division was, quite literally, just off the boat and so was a fine example of a standard, 1944, US Army division. In comparison the German 352nd Infantry division, the German unit that confronted the 35th, had been fight in Normandy since the first days of the invasion. By mid-July they were much reduced in



strength. On 1st April it had reported its strength at 12,734 men, with its full complement of weapons. From 6th June to 11th July the division had sustained 7,886 casualties, mostly from its front-line units. As casualties in the division mounted it had absorbed the remnants of several other formation notably the 266th and 353rd infantry divisions, and the Schnelle Brigade 30, all of which had been reduced to Kampfgruppen. Despite these loses the 352nd maintained its unit cohesion and fighting power. So, it could be said that the 352nd was also a fine example of its nation's standard infantry division from that period of the war.

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This campaign will focus on the struggle between the 1st and 3rd battalions of the 137th infantry regiment from July 11th to the 14th against elements of the 352nd Division as they attempt to move their front forward from la Meauffe to a line east of Pont-Hebért. It will exemplify the fighting in the bocage country experience by both sides in July 1944.

The American players will each command one fully strength platoon. A player's platoon will stand in for a company of the 1st or 3rd battalion of the 137th. As individuals they will be competing against the other American players for individual victory. Collectively they will be hoping to defeat the German player by reaching the Pont-Hebért-St Lo Road in strength.

US Forces

Elements of 1st and 3rd Battalions, 137th Regt, 35th Div. XIX Corps, 1st US Army

Each American player will start with a platoon of infantry which will consist of:

1 x PL +1 (platoon CO)

1 x PL +0 (platoon Sgt)

3 x SLs

3 x BARs

31 x Riflemen (1 HQ OR [radioman] and 30 men each armed with either an M1 or SMG)

Support

137th Company and Regimental support: 60 and 81mm mortars, MMGs, Flamethrowers, Demolition charges, Regt artillery

737th Tank Bn: M4 Shermans

Divisional Artillery

161st FA bn, 105 How

216th FA bn, 105 How

219th FA bn, 105 How

127th FA bn, 155 How

German Forces

Elements of 352nd Inf Div, II Fallschirmjager Korps, (aka, LXXXIV Korps)

The strength of the German player's forces will be randomly generated. When that number is determined the German player will construct their force from a standard list of German troops and support.

Dates, Time, and Visibility

The game will commence at 0700hrs on 11th July 1944. The game will end at 2200hrs on 14th July. On the following days play may commence at 0600hrs

0600hrs	twilight – visibility is to long range and night rules apply
0630hrs	dawn – visibility is to long range, but night rules do not apply
0700hrs	full day
2100hrs	dusk – visibility is to long range, but night rules do not apply
2130hrs	twilight – visibility is to long range and night rules apply
2200hrs	full dark – play ends for the day

American Players Individual Victory Conditions

The American players are competing against each other to secure the highest number of victory points (VPs). VPs are scored by taking map areas. The value of the points scored for a map area is equal to the number of German troop points allocated to defending that area plus 50pts.

In addition, the first American player to secures one A5-D5 area will score 100 VPs. Subsequent American players who secure one A5-D5 area will score 50 VPs.

American players spend VPs by calling for support and replacing lost figures. Thus, the American players will both gain and loose VPs as the campaign progresses. It will be possible to win with a negative score provided all the other player's scores are worse.

Starting Locations and Map Area Selection

The American players will negotiate with each other the initial map areas they will attempt to take. Alternatively, this can be randomly determined. The overnight selection of subsequent areas will be determined on a time bases. Players will be rank based on the time they take to secure their last area and will select their next area based on this ranking. Players are not bound by their current location. They may select any map area from those available from the next line. Thus, a player currently in map area B2 could select any map

area in row C provided it has not already been taken. Those players rank lower will select from those areas not yet claimed or already secured.

The exception to this is when a player elects to press on during the day and attempt to take the next map area. If so, they must select the next map area in the map column they are in. That is, if they were in map area C2 then they must choose to move into map area C3.

Players can combine their platoons to attack the same area. If they do, they will share any VPs for victory in that area. They will pay for support separately. The time cost will run in parallel

German/American Victory Conditions

For the German/American contest, victory will be determined by the number of American platoons that can take the map areas marked as A5-D5, the Pont-Hebért-St Lo Highway line on the campaign map. To be able to do so each American player must secure a continuous line of map spaces from the top of the campaign map, row A1-D1, to the bottom of the map, row A5-D5.

In addition to capturing the areas on row 5, the Americans will be required to keep their expenditure of VPs within limits. If the final total number of American VPs, minus the area bonus points, is a negative number then their level of victory will be downgraded one level. Thus, a major American victory would become a minor victory, or a draw would become a minor German victory.

Number of American players				
Areas taken	One	Two	Three	Four
Zero	German Victory	German Victory	Major German Victory	Major German Victory
One	American Victory	Draw	Minor German Victory	Minor German Victory
Two	-	American Victory	Minor American Victory	Draw
Three	-	-	Major American Victory	Minor American Victory
Four	-	-	-	Major American Victory

Pre-Battle

German Resistance

When all the map areas to be attached have been selected the umpire will determine the level of German resistance in each. The umpire will first roll a D6 to determine the base level of resistance in each area. Then another D6 to determine the variation of that base level.

(If their first roll is a 1 or a 6, they will make an intermediate roll to determine the base level of resistance. If their first roll was a 1 and their intermediate roll was also a 1, they will use the “weak” column. If their first roll was a 1 and their intermediate roll was 2-6, they will use the “light” column. If their first roll was a 6 and their intermediate roll was a 5 or 6, they will use the “Heavy + armour” column.)

Base Level of Resistance Table

First D6 roll	1 (roll again 2-6) →	2-3	4-5	6 (roll again 5-6) →	5-6
Resistance	Weak	Light	Medium	Heavy	Heavy + armour
Points	400pts	500pts	700pts	900pts	1,100pts
2nd D6 roll	+/- 5% & 10%	+/- 5% & 10%	+/- 5% & 10%	+/- 10% & 20%	+/- 10% & 20%
1	-40pts	-50pts	-70pts	-180pts	-220pts
2	-20pts	-25pts	-35pts	-90pts	-110pts
3-4	+0pts	+0pts	+0pts	+0pts	+0pts
5	+20pts	+25pts	+35pts	+90pts	+110pts
6	+40pts	+50pts	+70pts	+180pts	+220pts

If an American player is attempting to advance from one line/row on the campaign map to another alone - that is, in the next round of battles, no other American player is attempting to move into that line - then a +1 modifier is added to the first roll.

Night patrols

Once the level of German resistance is known by the umpire, they will contact each American player and ask them will they rely on the intelligence sent by battalion or will they undertake their own patrolling.

If the American player elects to accept battalion’s assessment of the level of resistance and let their platoon have a good night’s sleep, the umpire will roll a D6 on the “No Patrol” line of the “Patrol Success table” and a D10 on the “Intelligence table”. They will then modify the results of the “Base Level of German Resistance table” in line with these results and inform the American player of what level of resistance they can expect.

If the American player would like more reliable intelligence, they may send out patrols. If they do so they must decide how many men to allocate to the patrols and how long the patrols will be out. The minimum size of a patrols is three men. The minimum time for a

patrol is one hour and the maximum is three hours. The more men they allocate and the longer they patrol the more chance that the report they have received will be accurate.

The cost of patrolling is that the men allocated to patrols will not be available the next day for the hours they were out patrolling. Thus, if the patrols were out for two hours, they would not be available till 0800hrs (two hours after full light).

When the umpire knows the number of men patrolling, and the time they will patrol, they will secretly consult the tables below, determine the die modifier by rolling a D6 and then finally roll a D10. The result from the Intelligence table will be the information they will pass on to the player.

Patrol Modifiers Table

Patrols/Time	One hour	Two hours	Three hours
3 men	A	B	C
4 men	B	C	D
5 men	C	D	E
6 men	D	E	F
7 men	E	F	G
8 + men	F	G	H

Patrol Success Table

Patrol/die	1	2	3	4	5	6
No patrol	-5	-4	-3	-2	-1	0
A	-1	0	+1	+1	+2	+2
B	0	+1	+1	+2	+2	+3
C	+1	+1	+2	+2	+3	+3
D	+1	+2	+2	+3	+3	+4
E	+2	+2	+3	+3	+4	+4
F	+2	+3	+3	+4	+4	+5
G	+3	+3	+4	+4	+5	+6
H	+4	+4	+5	+5	+6	+6

Intelligence Tables

D10 roll	What the umpire tells the player:
10-8	the true level of resistance
7	one level lower
6	one level higher
5	two levels lower
4	Two levels higher
3	three levels lower
2	three levels higher
1	four levels lower

German	Resistance
	1,320
	1,210
Heavy/Armour	1,100
	1,080
	990
Heavy	900
	880
	810
	770
	720
	735
Medium	700
	665
	630
	550
	525
Light	500
	475
	450
	440
	420
Weak	400
	380
	360

For example:

The umpire rolls for resistance in an area and determines that it will be medium but -10% lower than normal, (700 – 70 = 630pts).

The American player decides to send out a five-man patrol for two hours. The umpire makes a D6 roll on the Patrol Success Table using the “D” row (from the Patrol Modifier Table) and rolls a “3”. This will give a +2 modifier for the roll on the Intelligence Table.

The umpire makes a D10 roll on the Intelligence Table and rolls a “5”. To this is added the +2 modifier, giving a result of “7”. “7” means that the report the umpire will give to the player will be one level lower than 630pts which will be 550pts.

American Support

Once the American players have been informed of the level of resistance to be encountered in their selected areas they may arrange for support.

The player will tell the umpire what support they wish to call on item by item. The umpire will roll a D6 for each item and inform the player how many hours will be required to arrange that item of support to become available. The player can stop this process at any time.

All times are cumulative. All hours are daylight hours starting at 0600hrs. Thus, a player may use daylight remaining from one day to arrange support for the following day. If they do the time calculation will pause at 2200hrs (10:00pm) on that day and recommence at 0600hrs the following day.

Support

Pre-bombardment (450pts):

Pre-bombardment may lower the level of German resolve in an area from 50% down to 25% depending on the result of a D10 roll. For its potential effect pre-bombardment is cheap in terms of point but it is costly in terms of time. The umpire should ask the player if they wish to continue to wait for this asset hour by hour. The player can terminate the request at any time, but the time spent waiting will be lost time.

Off-table Artillery:

Players purchase individual radios. They may purchase any number they wish. A D6 roll is made for each one requested. Radios have a cost and FV allocated to it. Each radio can only call-in the FV it is associated with.

FV 5 (50pts)

FV 6 (100pts)

FV 7 (150pts)

Tanks (418pts/tank):

Up to two tanks may be requested. They will be M4 Shermans.

AT Guns (161pts plus the crewmen/gun):

Up to two AT guns may be requested. They will be 57mm AT guns and four-man crew, with trucks.

Company Support:

Company support is provided by the platoon's own company. It is available immediately if requested overnight. If requested during daytime a time loss roll is made. Company support is limited to the following items per platoon:

1 x MMG (115pts plus the assistant gunners – usually two to four)

1 x 60mm mortar (61pts plus the assistant gunners – usually two or three)

1 x Bazooka (52pts plus the assistant)

2 x Bazookas, the cost as above. If requested overnight a D6 roll must be made and if requested in daylight a roll is made and the time delay is doubled.

2 x Flamethrowers (52pts/weapon)

4 x Demolition charges (50pts/charge)

Time Delay Table

D6	Pre-bombardment	Off table artillery	Tank support	AT gun support	Company support
1	6 hrs +3 *	3 hrs	3 hrs	3 hrs	1 hr
2	5 hrs +2 *	2.5 hrs	2.5 hrs	2.5 hrs	30 mts
3	4 hrs +1 *	2 hr	2 hr	2 hr	30 mts
4	3 hrs	1.5 hr	1.5 hr	1.5 hr	0 mts
5	2.5 hrs	1 hr	1 hr	1 hr	0 mts
6	2 hrs	30 mts	30 mts	30 mts	0 mts

* +x modifiers to the Pre-bombardment table below

Pre-bombardment Table

D10	1-2	3-4	5-6	7-8	9	10
	45%	40%	35%	30%	25%	Green

X% The percentage is the break point of the German defenders (FRD).

Green The German troops are reduced from veteran to green and PLs are downgraded one level.

Battle

The time of commences of each game will be determined by the amount of time the American player has spent calling for support either in the morning or during the day. The Americans will start with the initiative and deployed on the edge of the table.

To win the map area being fought over either player must kill or rout 50% of the opposition figures on the table, fractions are rounded up. Thus, of a force of 21 figures 11 must be removed. This 50% break level may be altered for the Americans by the employment of Pre-bombardment, but the American player will not know the effect of the bombardment prior to the game.

Alternatively, the American player can win the area by exiting 20 figures off the opposite table edge; one AFV and 12 figures; or two AFVs and 6 figures.

Each time passage is equal to one hour of campaign time.

If the American attack is failing the player can terminate it at any time. Once all their figures are out of line of sight of all known German figures, they can declare the attack over and go to the Post Battle phase.

Post Battle

After a battle a platoon must be regrouped. Regrouping involves resupplying the platoon with ammunition, caring for the wounded, eating, and reorganising the command and it will take time. The amount of time spent regrouping is equal to the number of time passages plus 1 x 30mts. Thus if the game lasted 7 time passages (7 hours) it will take 7 + 1 x 30 mts to regroup – 4hrs.

Replacements

KIA figures are removed from the platoon's OOB at the end of a battle as killed or wounded. 75% of all routed figures (FRU) are returned to the platoon with no ill effects. BARs are never lost.

Players may buy replacements using VPs, but they will only arrive at night. Lost PLs and SLs can also be bought. They will also only arrive at night. Alternatively, PLs and SLs can be promoted immediately post battle from the ranks of the surviving SLs or soldiers in a platoon. A promoted PL has a LM of +0. A promoted SL has the same morale and pin values as a rifleman during his next battle. If these new PL or SL survives the next action, they will rise to a standard PL +1 or standard SL after that fight.

There is one exception to this. Any figure that has had a hero card played on them has the potential to be promoted to a standard SL (or standard PL +1 if played on an SL). Such figures should be marked (place a sticker on their base) when the hero card is played. Their promotion takes effect after the battle and only if required, though their potential

promotion remains in effect. Thus, a hero in one battle would be available for promoted later in the campaign. A hero that routs has his hero/promotion status revoked.

After an American player had successfully taken a map area and regrouped, they can either start planning for the next day's battle or, if they think they have the time, attempt to take the next area. If this fight goes ahead then any on-table support that has survived (company support, tanks, or AT guns) can be retained at no VPs cost, but a time cost roll must be. This time spent arranging this support is added onto the time spent regrouping.

Off-table support must be paid for both in VPs and time as normal.

The night patrol process is not available to the American player during the daytime. Any reconnaissance they undertake must be done as an on-table game.

German Player

When the level of resistance had been determined, the German player will spend the allocated number of points they have on selecting the troops and support that will defend the map area. They will then deploy the troops, hidden, using a pencil drawn mud map to show their location on the table. They may only be deployed beyond line of sight of the American's deployment areas – those areas along the entry table edge.

Hidden troops are only revealed and placed on the table when they fire; when they move in LoS; or if an American group comes within 4" (10cms). It is possible for hidden troops to be moved provided that at no time during that movement they come within LoS of the enemy. Once revealed troops remain on the table. The German player will have access to all German infantry troops cards, support weapon and off table artillery support. They may only access StuG IIIs for support but only if the level of resistance includes armour.

Hedgerow Foxholes

Hedgerow foxholes cost 6pts per figure. Figures in these foxholes can be part of a larger group if they are within cohesion distance. These foxholes provide a CV of -4 to all direct fire striking the front face of the hedgerow and all indirect fire. Fire from the front face of the foxhole is restricted to an arc 120°. Fire outside of this arc is unrestricted. If they are fired on from the rear they function as normal foxholes, CV -3.

Fortified Buildings

The German player can fortify buildings. The cost to fortify a building is calculated at 6 points per inch of building frontage fortified. This frontage must be contiguous and can be measured round corners. Not all sides of a building need to be fortified and the frontage that is should be clearly marked but only after the location is revealed, that is when the building is fired on.

Fortified buildings have a CV -5 for stone building and -4 for wooden buildings. This applied to all direct fire that crossed the fortified section of the building. Fortified buildings have no impact on indirect fire.

When garrisoning the building one figure can occupy one inch of fortified frontage. Thus, if only part of a building is fortified, and the garrison exceeds the fortified frontage, those figure that occupy the fortified section will be protected by it but those in excess of the designated fortified frontage will not. E.g., if a stone building has four inches of frontage fortified then any fire directed across this frontage will protect up to four figures with a CV of -5. If the target group is larger the extra figures will only have the normal protection of the building. The defending player can nominate which figures are protected by the fortifications and those that are not when the fire action is executed.

If an American player fails to take an area the umpire will roll again on the “Base Level of Resistance Table” making only the second roll but with a -1 modifier with one exception. If a 6 is rolled the modifier is not applied.

Bocage

Bocage blocks line of sight (LoS). It provides -2 CV to stationary troops directly behind it and -1 CV for troops moving directly behind it. It provides 0 CV against all indirect fire.

Groups can back away from bocage and not be seen thus avoiding reactive fire.

AFVs can see over bocage at short and medium ranges. That is at short and medium range LoS is not blocked for AFVs, though the CV modifiers do apply, and as a result AFVs can reactive fire at groups that back away from bocage.

Hedgerow cutters, a metal fork device fitted to the hulls of tanks to assist them bulldozing their way through hedgerows rather than going over them, had only just been developed at the time and so was not widely available. AFVs will need to roll to test for bogging when they cross hedgerows. The Bog modifier is -2.

All buildings are single storey. Bocage blocks line of sight to the ground floor of buildings but the roofs of buildings can be seen over bocage at any range. Indirect fire can be directed at a building if the weapon or a radio operator has line of sight to the building's roof and to a group that in turn has LoS to the building. The “To Hit” number is reduced by one and the call-in number is increased by one (a “To Hit” 1+ becomes 2+).

Indirect fire, whether on table weapons or off table artillery, can be called in on targets that are out of LoS of the observer with the following restriction: for each terrain feature between the observer and the target (including the terrain feature the target is in) that is outside the observer's LoS, the “To Hit” number is reduced by one and the call-in number is increased by one (1+ becomes 2+).

Smoke

On table ordinance weapons and off-table artillery can fire smoke on enemy groups in LoS as per the smoke rules on page 44. In addition, these weapons can place smoke in terrain

features. The normal fire procedure for smoke is employed (including those listed above for targets beyond LoS). If successfully smoke is placed to cover the whole of the terrain feature. The strength of the smoke is as follows:

On table weapons: D3. Off table FV 4-5: D4, FV 6: D6 and FV 7: D8.

Daylight Patrols

Daylight patrol games are played as a normal game. The following addition rules apply.

The American player is provided with a map and can record whatever information on it he wishes. It is assumed that each patrol will be equipped with walkie-talkies and so can communicate any information they discover immediately, even if they are KIA. (They are considered not KIA but wounded and so capable of reporting what they have run into before they expire.) The German player is not required to reveal the entrenching status of his troop unless they are fired on. The American player can assess the level of German resistance from what his men encounter. If the American player can capture a prisoner, the level of actual German resistance may be revealed.

If the Americans do take a prisoner, the umpire will roll a D6. On a roll of 1-3 the Patrol Success Table Row G will be used and one hour lost post patrol for interrogating the prisoner. On a roll of 4-6 the Patrol Success Table Row H will be used, and half an hour will be lost post patrol for interrogating the prisoner. For every additional prisoner taken +2 will be added to the D6.

To capture a prisoner the American player must engage a German group in close combat; defeat a German figure in CC by more than two points (thereby disarming him and taking him prisoner); then go on to win the close combat; and then escort the prisoner off the table.

The American player will be free to move onto the table any of his off-table groups at any time. Movement cards will be required to move these groups on to the table. Thus, turning a patrol game into a standard game.



Fighting in the hedgerows

Alternative Set Up

The Active German Player

In this version of the campaign the German player is not subjected to a random set up in each map area. Instead, they have a degree of agency over their forces.

The campaign map has 20 map areas in four columns and is designed for three or four American players. If less American players participating in the campaign eliminate a column of map areas starting from the east.

The German player will have 7 deployment points (DP) for each American player in the campaign. These points are used to garrison the main map areas. The German player is not restricted to the number of DPs allocated against any one American player. The total number they have available can be spread across areas as they see fit.

One DP will place light resistance (500 points +/- 5/10%) in one map area.

Two DPs will place medium resistance (700 points +/- 5/10%) in one map area.

Three DPs will place heavy resistance (900 points +/- 10/20%) in one map area.

Four DPs will place heavy resistance with armour (1,100 points +/- 10/20%) in one map area.

The German player **must** place a minimum of one DP in each front-line map at the start of each day or whenever a map area is threatened with American entry during daylight hours. They may place more if they wish but they must retain enough DPs to garrison the remaining map areas with at least one point

Any DP placed in a map area that is taken by an American player is lost. At the end of each day any DP placed on the map that was not engaged by the Americans will be recovered and returned to the general pool.

The American player will be told the level of resistance in an area. They can send out night patrols as per the standard rules to receive more accurate intelligence about the area.

If they do the German player will be told that a patrol has taken place and they may attempt to reinforce that map area before the coming attack.

The umpire will roll a D6.

On a roll of 1-2 no reinforcements can be placed.

On a roll of 3-4 one DP of reinforcements can be added to the defence.

On a roll of 5 one or two DPs of reinforcements can be added to the defence.

On a roll of 6 one, two or three DPs of reinforcements can be added to the defence.

If armour appears in an area the umpire will roll a D6. A result of 3-6 and the American player will be told they can expect armour when they enter that area.

If the German player successfully holds a map area, they can either reinforce the area, using the process shown above for responding to patrol activity, or they can reduce the number of

DPs allocated to the area. If they reduce the number of DPs those points are returned to the pool. Either way, increasing or decreasing the DPs, the German player is free to recalculate the composition of their force, but the variation throw (step two on the Base Levels of Resistance Table p.5) is still made. This is to allow for uncontrollable circumstances that may have impacted the force since the conclusion of the fight, such as casualties leaving or replacements arriving. The German player may not reduce the garrison of a map area below one DP.

If hedgerows fox holes, and/or fortified building, were purchased, and they survived, then they will need to be purchased again to be used. Alternatively, they can be abandoned and removed from play, thereby saving the points. New positions may be constructed at the normal cost, but this may only be done during the night-time periods of the campaign

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What The American Player Can Expect to Face from an Active German Participant

The American player starts the campaign with a full platoon: 1 x PL+1, 1 x PL+0 (plt sgt), 3 x SLs, 31 x Riflemen = 827 pts.

German light resistance will be 500 pts (+/- 5/10%), medium resistance 700 pts (+/- 5/10% heavy resistance 900 pts and heavy with armour resistance 1,100 pts (+/- 10/20%).

Thus, the base American platoon, without support, will have odds of:

Light resistance	1.65 : 1
Medium resistance	1.2 : 1
Heavy resistance	0.8 : 1
Heavy with armour	0.75 : 1

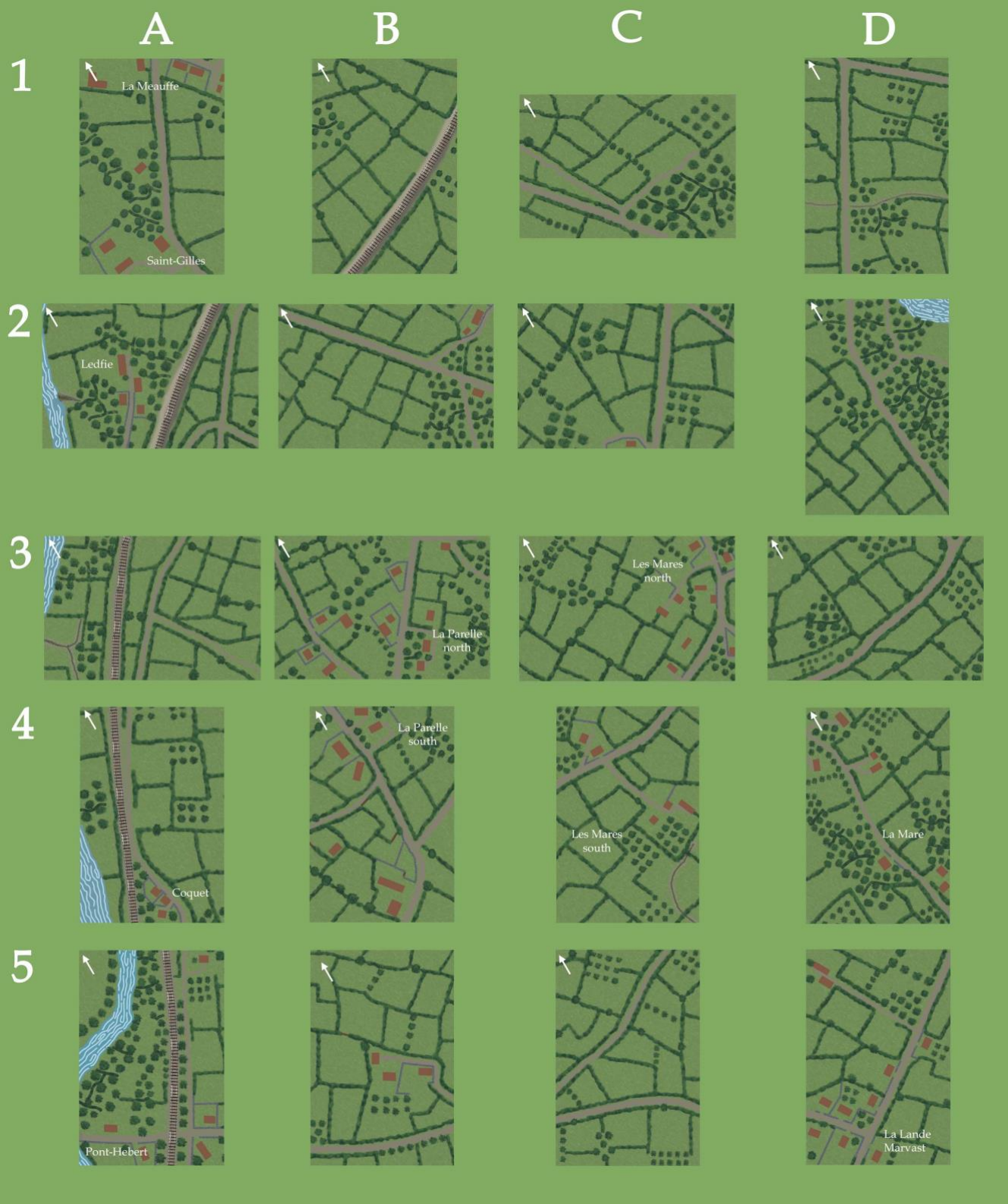
The American player will play a minimum of five games. On average they will face either:

Three light and two medium resistances map areas,
Two light, one medium and one heavy resistance map areas,
Three light and one heavy with armour resistance map areas.

But these are only an average expectation based on the fact that the German player has 7 defence points for each American player. How the German player actually allocates those point is up to them, though it should be remembered, they are obliged to garrison every area with at least one point.

* * *

Campaign Map



Battle Maps
















Below are the 6' x 4' battle maps. The blue lines show the American deployment areas. They must be deployed on or above this line. The red lines show the forward deployment areas for the Germans. They can deploy anywhere on the map on or below this line.

Railway embankments (B1 and A2) are raised terrain. Troop on embankments have line of sight over bocage but not over woods or buildings. Rail lines in A3, A4 and A5 are not on embankments.

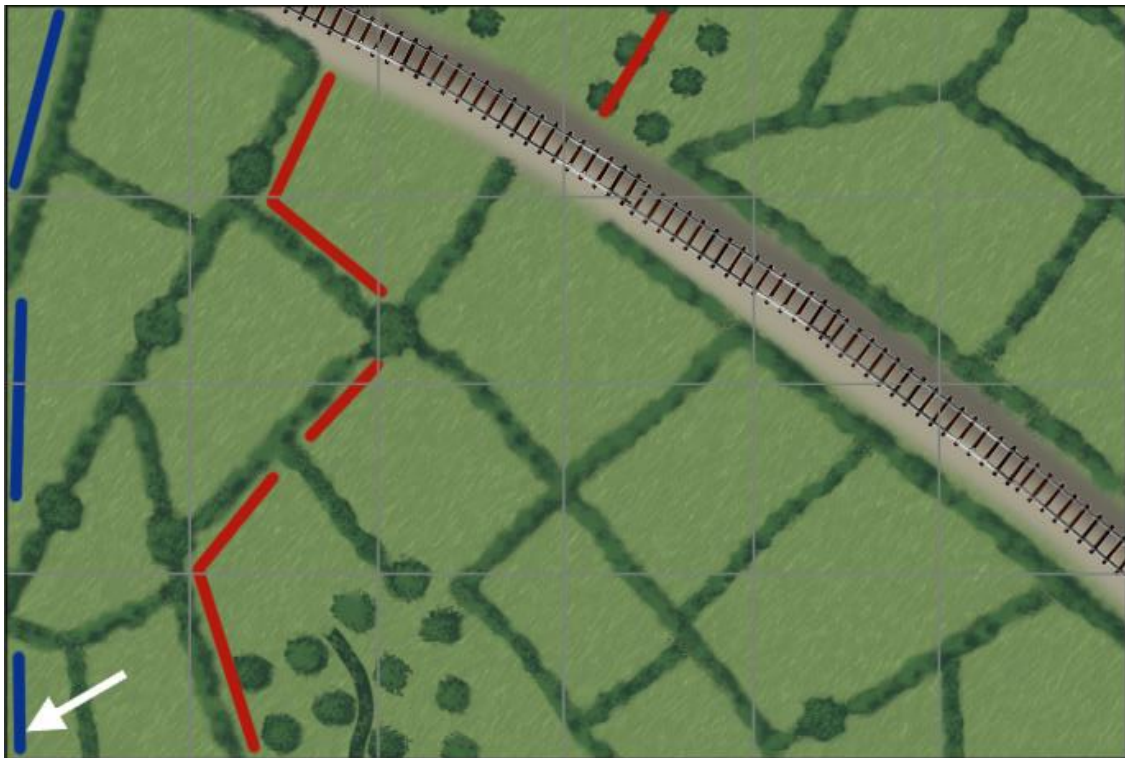
A1



Key

	open field		road
	wood		lane
	wood border		railway embankment
	orchard		railway
	line of trees		building
	bocage		stone wall
	ditch		gate
	river/lake		

B1



C1



D1



A2



B2



C2



D2



A3



B3



C3



D3



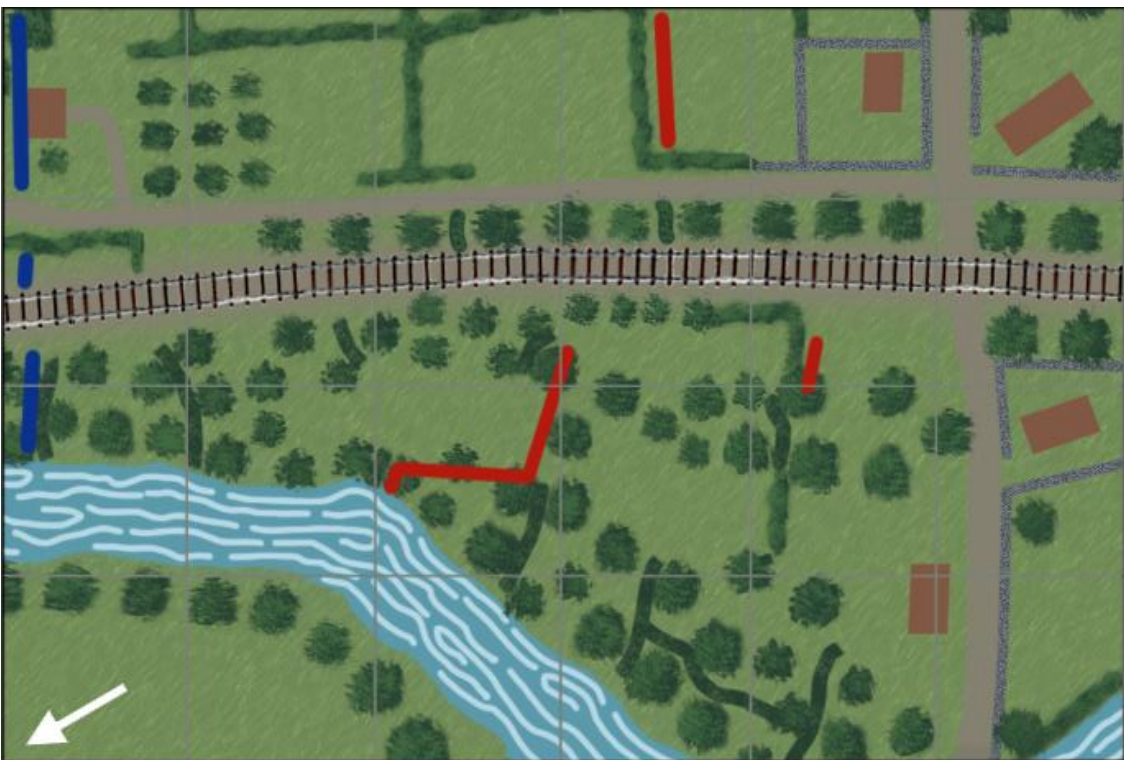
A4



D4



A5



B5



C5



D5

