

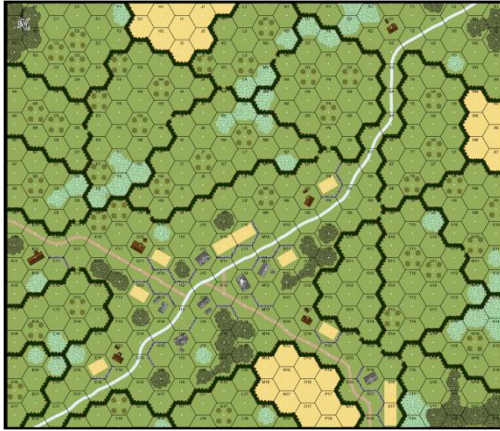
BtB A1

ROAD TO ISGNY



Three-Miles West of LA CAMBE, FRANCE, 8 JUNE 1944: The mission of taking Isigny was given to the 175th Infantry Regiment; it was to move between the 115th and the 116th Regiments and head straight for its objective while the other two regiments cleared either flank of the advance. The 747th Tank Battalion (less Company B) was attached to the 175th Infantry and the attack jumped off that night. Advancing along the Longueville-Isigny road with tanks leading the columns of infantry, the regiment captured la Cambe at 04:00 hours and met its first real resistance about three miles west of that town. As Company A and a platoon of tanks approach a village nestled at crossroad, an MG 42 erupted from a cluster of buildings and a raging battle soon developed, with tanks moving forward and opening up on the on the farm buildings. The Germans knocked out the lead Sherman with a well-hidden anti-tank gun; however, isolated German resistance, here and in other villages north and south of the Isigny road, was soon overrun.

MAP CONFIGURATION



VICTORY CONDITIONS: The Americans win immediately by Exiting ≥ 10 VP (at least 4 VP must be Infantry) off the southwest map edge on/between hexes A9-A17-R18 (Prisoners are worth 0 VP).

TURN RECORD CHART

| | | | | | | | | | |
|------------------------|---|---|---|---|---|---|---|---|-----|
| GERMAN Sets Up First | ☆ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | END |
| ☆ AMERICAN Moves First | | | | | | | | | |

SPECIAL RULES:

- EC are Moist with no wind at the start. All Hedges are Hedgerows (B9.5). Kindling Attempts are NA.
- For every 24 Known Minefield factors (B28.45) the German sets up, he receives one Dummy Minefield counter and makes a Secret dr (halved, FRD), receiving an additional number of Dummy Mine counters equal to the result (*Known/Dummy Minefields must set up on map at game start*).
- As per US Ordnance Note 1, the Americans may exchange 3x 60mm Mortars and 3x 3-4-6 HS for a 6+1, a Radio and a 4FP (HE Only) OBA Module. All OBA Battery Access is never lost permanently due to drawing

- two Red Chits (C1.21). If a Red Chit is drawn when attempting Battery Access, the Red Chit is returned to the Draw Pile and an additional Red Chit is added to the pile.
- The German player makes a Secret dr (halved, FRD) and may set up MMC (and any SW/SMC stacked with it) equal to the result using HIP (A12.3). In addition, the German player makes a Secret dr+3, receiving “?” equal to the result.
- Variable Forces; make a secret dr, attaching the rolled for Group with the “At Start” forces.

Elements 914.Grenadierregiment set up on any hex on/south of the A8-J4-S8-S17 perimeter:

| | | | | | | | | |
|---------------------------|-------------|------------|------------|------------|-------------|---------------|-------------|---------------------|
| 2 4-4-7 | 3 2-2-8 | 9-1 | 8-0 | 3 7-16 | 1PP 12-4 | 7 Morale ? | 2 75L M8 | 3 81* [2-60] M11 |
| Variable Forces: dr (1-3) | | dr (4-5) | | dr (6) | | | | |
| 2 2-3-7 | 1PP 12-4 | 24 factors | 2 4-4-7 | 2 2-3-7 | 1PP 12-4 | | | |

[ELR: 3]
[SAN: 4]

Elements 1st Battalion, 175th Infantry Regiment enter on Turn 1 along the north map edge on/between hexes O0 – X1:

| | | | | | | | | |
|---------------------------|------------|----------|------------|--------|----------|-----|------------|----------|
| 1 6-6-6 | 1 3-4-6 | 9-1 | 8-1 | 8-0 | 2PP | 3PP | 1PP 8-4 | 13 75 |
| Variable Forces: dr (1-3) | | dr (4-5) | | dr (6) | | | | |
| 13 75 | 1 6-6-6 | 7-0 | 1 6-6-6 | 8-1 | 13 75 | | | |

[ELR: 3]
[SAN: 2]