

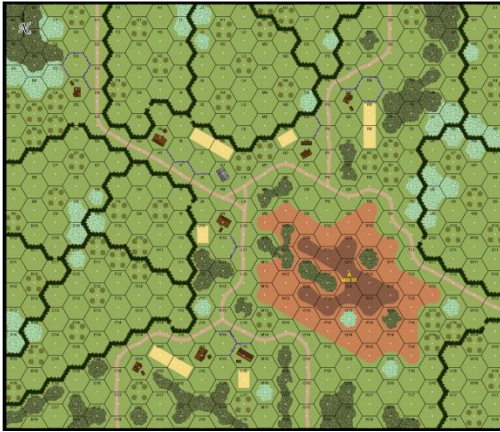
# BtB A2

# HILL 35



**South of LA MADELEINE, FRANCE, 9 JUNE 1944:** By D-Day +3, the speed of the US 29th Infantry Division's advance collapsed the left flank of the German 352. *Infanteriedivision*. The US 175th Infantry Regiment's capture of Isigny meant that 914. *Grenadierregiment* was unable to block the corridor between the American beachheads, forcing the Germans to move south of the Aure River to re-establish their lines. The 914. *Grenadierregiment* was ordered to set up a defence south of la Madeleine, in the area of Hill 35, to prevent the division's left flank from being rolled up. Then US 175th Infantry Regiment managed to smash through the hastily set up defences south of Isigny and the capture Hill 35. Any surviving Germans were forced to withdraw back to their next defensive line at la Forêt with the Americans in close pursuit behind them.

## MAP CONFIGURATION



**VICTORY CONDITIONS:** The Americans win at Game End if they control  $\geq$  six Level Two Hill hexes.

## TURN RECORD CHART

GERMAN Sets Up First	☆	1	2	☆  3 <sup>②</sup>	4 <sup>④</sup>	5 <sup>⑥</sup>	6	7	END
☆ AMERICAN Moves First									

### SPECIAL RULES:

- EC are Moist with no wind at the start. All Hedges are Bocage (B9.5). Kindling Attempts are NA.
- 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. In addition, the German player makes a Secret dr+3, receiving "?" equal to the result.
- To reflect the hastiness of the defence: after German set up, each German MMC (and any SMC/SW stacked with it) may (in suitable terrain) make an Entrenching Attempt (B27.11). Each German mortar may set up using HIP (A12.34) [EXC. each mortar does not automatically set up Emplaced; the crew must make an Entrenching Attempt to emplace its mortar (C11.2-3). Place a Non-Emplaced Gun counter (from CdG) on a mortar that fails the emplacement attempt]. Bore-Sighting is NA (C6.4).
- The American Radio represents one module of 81mm (HE & WP) Battalion Mortar OBA.
- 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.
- Variable Forces: make a secret dr, attaching the rolled for Group with the "At Start" forces [EXC. American Groups enter with Turn 3 Reserves].

### Elements 914. Grenadierregiment set up on any hex numbered $\geq$ 6:

4-4-7	Leutnant 9-1	Obergefreiter 7-0	MMG 3PP 5-12	7 Morale ?
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5

dr+3

**Reinforcements** make a dr; if the dr is  $\leq$  the circle number on turn record chart, they enter along the south map edge:

4-4-7	Unteroffizier 8-0	LMG 1PP 3-8
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3

#### Variable Forces dr (1-3)

2-2-8	81* [2-60] M11
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2

2

#### dr (4-5)

4-4-7	LMG 1PP 3-8
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2

#### dr (6)

2-3-7	HMG 4PP 7-16
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3

3

[ELR: 3]

(SAN: 3)



### Elements 3d Battalion, 175th Infantry Regiment enter on Turn 1 on any hex along the north map edge:

6 <sup>3</sup> -6-7	6 <sup>3</sup> -6-6	3-4-6	Leutnant 9-1	1st Sergeant 8-1	MMG 3PP 4-10	HMG 5PP 6-12	MTR M2 3 [3-45] 60*	Baz44 X11 8-4	DC X12 30-1
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2

6

3

4

2

3

2

2

**TURN 3 Reserves** enter on any hex along the north map edge:

6 <sup>3</sup> -6-6	Corporal 7-0	Baz44 X11 8-4
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3

#### Variable Forces (See SSR 7):

##### dr (1-3)

6 <sup>3</sup> -6-7	DC X12 30-1
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2

##### dr (4-5)

6 <sup>3</sup> -6-6
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2

##### dr (6)

2nd Lieutenant 6+1	Radio $\Delta$ 8 1PP
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SSR 4

[ELR: 3]

(SAN: 2)

