

BtB B1 ACROSS THE AURE VALLEY



South of ECRAMMEVILLE, FRANCE, 9 JUNE 1944: The US 115th Infantry Regiment, 29th Infantry Division start its advance south from Canchy at first light; it was to cross the flooded Aure Valley and continue on towards Couvains. Visibility was good and German opposition was sporadic and light. The 2d and 3d Battalions crossed south of Canchy; while further east the 1st Battalion trying to find a passage across the narrower part of the Aure Valley south of Ecrammeville, encountered Germans holding the Trevières area and were repulsed by machine-gun and rifle fire. After several more failed attempts, Major James S. Morris, Commanding Officer of the 1st Battalion, ordered a withdrawal, marched the battalion back to Canchy, and followed the route taken by the rest of the regiment.

MAP CONFIGURATION



VICTORY CONDITIONS: The Americans win immediately by Exiting ≥ 6 VP (Prisoner are worth 0 VP) off the south map edge.

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 Bocage (B9.5). Kindling Attempts are NA. The L'Aure Rivère (EX. L9), including Rivulets (EX. T13) is treated as a Deep Stream (B20.43) with a Ford (B20.8) in hexes J8 and V10. The Marsh hexes (EX. L11) are Level 0 (B16). A unit enters a Deep Stream-Marsh hex (EX. L9) across a stream hexside at the normal Deep Stream cost (B20.43).
- 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.
- 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 Minefield 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 (dm) 60mm Mortars and 3x 3-4-6 HS for a 6+1, a Radio and a 4FP (HE Only) OBA Module. 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.

Elements 915.Grenadierregiment set up on any hex numbered ≥ 6 :

2 4-4-7	9-1	8-0	4PP 7-16	7 Morale ?
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5 2 dr+3

Variable Forces: dr (1-3)

WIRE MPh/RtPh dr = MF CC: +1/-1

7

dr (4-5)

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24 Factors

dr (6)

	WIRE MPh/RtPh dr = MF CC: +1/-1
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24 Factors 5

[ELR: 3]
(SAN: 4)

Elements 1st Battalion, 115th Infantry Regiment enter on Turn 1 on any hex along the north map edge:

1 6-3-6-7	1 6-3-6-6	1 3-4-6	9-1	8-0	2PP	3PP	1PP 8-4	X12 30-1
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2 6 3 2 3 2 2

Variable Forces: dr (1-3)

	5PP (dm) 81mm
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2 2

dr (4-5)

1 6-3-6-6	1 3-4-6	3PP
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2 2

dr (6)

1 6-3-6-7	1 6-3-6-6	8-1
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[ELR: 3]
(SAN: 2)