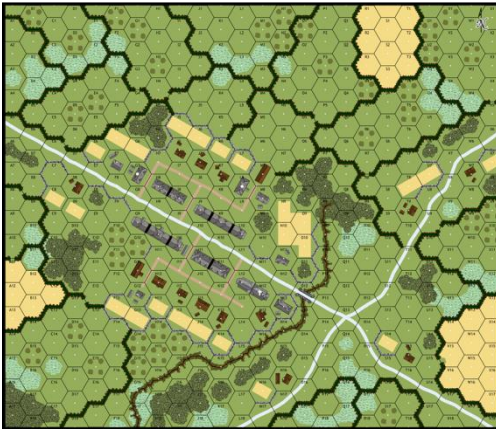




BRIQUEVILLE, FRANCE, 9 JUNE 1944: The US 115th Infantry Regiment moved out in the morning to cross the Aure Valley, its mission was Saint-Lô, 24 miles south. The 3d Battalion was the first across the valley, taking several hours to cross the mile-and-a-half; the 2nd Battalion followed in its wake, and several hours later the 1st Battalion, whose crossing two-miles further east was frustrated by German machine-guns, also used the 3rd Battalion's path. By the afternoon, all three battalions had fanned out into the bocage and continued their advance south towards Saint-Lô. The 1st Battalion, moving to seize the crossroad near the village of Briqueville, stumbled upon a stronghold belonging to the 915.Grenadierregiment, whose mission was to protect the left flank of Trevières. In heavy fighting, the Americans cleared the village and secured the crossroad; however, German forces advancing from Trevières, forced the 1st Battalion to prepare for a counterattack.

MAP CONFIGURATION



VICTORY CONDITIONS: The Americans win at Game End if they Control Building M12 and have ≥ 2 Good Order Squad-Equivalents ≤ 3 hexes and LOS (excluding SMOKE hindrance DRM) from hex Q13.

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.
- As per US Ordnance Note 1, the Americans may exchange 3x (dm) 60mm Mortars and 3x 3-4-6 HS for a 6+1 SMC, 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.
- The American 7-4-7/3-3-7 MMC are Assault Engineers with Sapper Capabilities (H1.22, B28.8).

- 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 "2" 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 Mine counters equal to the result (*Known/Dummy Minefields must set up on map at game start*).
- 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 ≥ 5 :

2 4-4-7	2 2-3-7	4 2-2-8	9-1	8-0	4PP 7-16	X10 12-4	1PP	7 Morale ?	3 81*	[2-60] M11	2 75*	2 M10
Variable Forces: dr (1-3)			dr (4-5)		dr (6)							
WIRE MPH/RtPh dr = MF CC: +1/-1 6 2			WIRE MPH/RtPh dr = MF CC: +1/-1 24 factors 3		WIRE MPH/RtPh dr = MF CC: +1/-1 24 factors 6 2				[ELR: 3] (SAN: 4)			

Elements 1st Battalion, 115th Infantry Regiment enter on Turn 1 on any hex along the north map edge on/between hexes A0-L1:

E 7 ³ 4-7	E 6 ³ 6-7	1 6 ³ 6-6	3 3-4-6	2 2-2-7	9-1	8-1	7-0	2PP	3PP	3PP	X11 8-4	X10 24-1	X12 30-1	81mm		
Variable Forces dr (1-3)			dr (4-5)		dr (6)											
1 6 ³ 6-6			1 6 ³ 6-6		8-0		2PP		E 7 ³ 4-7		8-1		X10 24-1		X12 30-1 3	
[ELR: 3] (SAN: 2)																