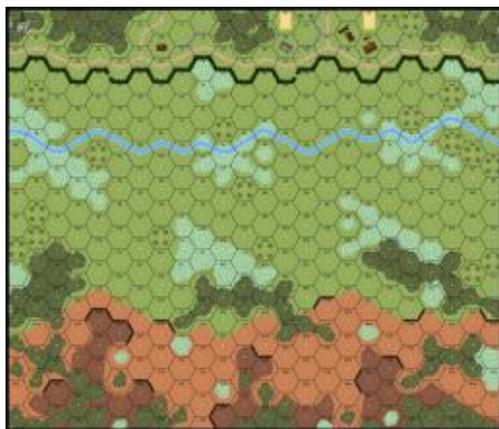


BtB B3 THUNDER ALONG THE ELLE



Elle River Crossing, FRANCE, 12 JUNE 1944: The 352. *Infanteriedivision*, with both flanks torn open, had at last decided to pull out of an untenable position. At about 19:00 hours, 9 June, General Kraiss reported his hopeless situation to General Marcks at *LXXXIV.Korps* and received orders to withdraw far to the south to establish a defense along the Elle River from Berigny to Airel. At first look, the Elle River seemed an unlikely place to set up a defensive line. The river was little more than a shallow stream; however, the wooded hill just south of the southern bank offered plenty of concealed positions. From here well-sited defensive strongpoints could turn the valley below into a killing zone. After a brief pause to reorganize and allow divisional artillery to be brought forward and bombarded the southern bank; the American 115th Infantry Regiment, behind a creeping barrage, launched its attack across the Elle. The Americans were met by heavy and accurate fire from the opposite bank and only the 3rd Battalion succeeded in getting across and securing the high ground.

MAP CONFIGURATION



VICTORY CONDITIONS: The Americans win immediately at the end of any Game Turn by amassing ≥ 18 VP. The Americans gain VP (A26.21) equal to each Good Order American unit VP value, multiplied by the level it occupies.

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. Treat the Elle River (EX. O6) as a Shallow Stream (B20.42, B33). All Hedges (EX. B2-B3 hexside) are Hedgerows (B9.5). Kindling Attempts are NA.
- For every 24 Known Minefield factors (B28.45) the German player 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*).
- Each German MMC (and any SW/SMC stacked with it) may set up entrenched in a 1S Foxhole. In addition, the German play makes a Secret dr+6, receiving "?" equal to the result.
- The Germans must set up (4-6) MG Nests. Each MG Nest consists of: a 1-2-7, a HMG, and a Pillbox. A 1-2-7 in possession of a HMG in a Pillbox is Fanatic (A10.8) (*while in the Pillbox place a Fanatic counter on the crew*). When a (dm) HMG is removed from the Pillbox it is automatically replaced with a (dm) MMG. When a (dm) MMG is returned to a Pillbox by a Good Order German infantry unit, it is automatically replaced by a (dm) HMG. A Repair dr of 6 (A9.72) does not Eliminate a HMG in a Pillbox. For each MG Nest the German player sets up, he also receives the use of a Tunnel (B8.6), which has that Pillbox as one of its entrances. A MG Nest may set up in Concealment terrain using HIP as per G.2.

- After all "At Start" placements, but prior to the Creeping Barrage; each German infantry unit (including Dummies) must take a Secret TC (D.5). The only possible consequence of failure is that the unit must begin the scenario broken (thus passing the TC has no effect on HIP/"?" status). Those units which break during this pre-game TC are not subject to Desperation Morale in the initial Turn 1 RPh.
- The Americans receive a Pre-Registered hex (C1.73) for a 155mm Creeping Barrage (E12.7).
- The American 7-4-7/3-3-7 MMC are Assault Engineers with Sapper Capabilities (H1.22, B28.8).
- As per US Ordnance Note 1, the Americans may exchange 3x 60mm Mortars and 3x 3-4-6 HS for a 6+1, Radio, and 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.

Elements 915.Grenadierregiment set up *Concealed* on any hex south of the Elle River:

2 4-4-7	2 2-3-7	2 2-2-8	4 1-2-7	9-1	8-0	7-16	7 Morale	Minefield	81*	1+3+5	[ELR: 3]	
6	2	2	4			4	dr+6	48 factors	2	4	(SAN: 5)	
Variable Forces dr (1-3)		dr (4-5)		dr (6)								
8	8	1-2-7	7-16	1+5+7	8	8	1-2-7	7-16	1+5+7	8	8	

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Elements 3d Battalion, 115th Infantry Regiment set up on any hex on/north of the A2-X3 Road:

E 7 ³ 4-7 3	E 6 ² 6-7 6	1 6 ² 6-6 7	1 3-4-6 3	9-1 Lieutenant 9	8-1 1st Sergeant 8	7-0 Corporal 7	4-10 MMG 3PP	6-12 HMG 5PP	MTR M2 3 5PP [3-45] 60*	Baz44 X11 8-4 1PP	FT X10 24-1 1PP	DC X12 30-1 1PP
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Variable Forces: dr (1-3)

E 6 ³ 6-7 2	8-0 Sergeant 2	DC X12 30-1 1PP	MTR M1 81* [3-75]
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dr (4-5)

E 7 ³ 4-7 3	8-1 1st Sergeant 3	Baz44 X11 8-4 1PP	FT X10 24-1 2	DC X12 30-1 3
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dr (6)

1 6 ³ 6-6 3	8-0 Sergeant 2	Baz44 X11 8-4 1PP	ART M10 M3 105* 1
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[ELR: 3]

(SAN: 2)

