

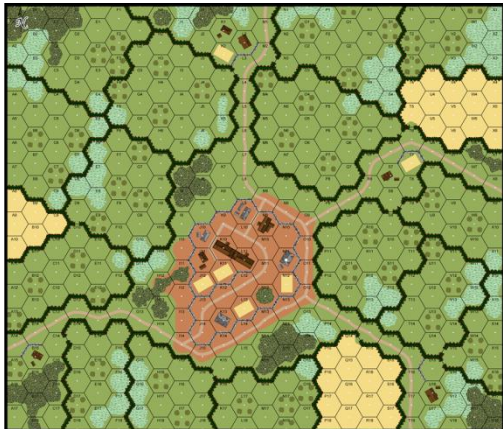
# BtB C1

# GOING IN LIGHT



**HAUTE HAMEAU, FRANCE, 9 JUNE 1944:** The immediate objective for the newly landed 2d Infantry Division was the village of Trevieres, located just south of the Aure River. The plan of attack was for the 38th Infantry Regiment to strike directly at Trevieres from the north and west, while the 9th Infantry Regiment would outflank Trevieres by seizing Rubercy to the southeast - thus isolating the German position. It was no accident the Germans had chosen the tiny farm of Haute Hameau to make a stand against the approaching 9th Infantry. The old Norman farm with its stone wall courtyard formed an ideal defensive position, commanding the neighbouring country lanes running south in the direction of Rubercy. The American attack had been ordered so peremptorily that most of the 2nd Infantry Division's units were still without machine-guns and mortars when the attack was launched. The heavier weapons were still being unloaded at Omaha Beach. The German strongpoint held up the 9th Infantry for hours; and it wasn't until just before dark; when the Americans' heavy weapons arrived. After a short bombardment, the Americans launched a full-scale attack, clearing out the farm complex and opening the road to Rubercy.

## MAP CONFIGURATION



**VICTORY CONDITIONS:** The Americans win at Game End if they Control all the Stone Buildings.

## TURN RECORD CHART

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

### SPECIAL RULES:

1. EC are Moist with no wind at the start. All Hedges are Hedgerows (B9.5). Kindling Attempts are NA.
2. 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.
3. Each German 1-2-7 Crew and HMG must set up in 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 as a reminder*). 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.
4. The American 7-4-7/3-3-7 MMC are Assault Engineers with Sapper Capabilities (H1.22, B28.8).
5. Variable Forces: make a secret dr, attaching the rolled for Group with the "At Start" forces.

**Elements 916.Grenadierregiment** set up on any hex numbered  $\geq 6$ :

4-4-7	9-1	8-0	3-8	7 Morale
8			2	dr+3

dr (4-5)

1-2-7	4PP 7-16	1+3+5	MPH/RtPh dr=MF CC:+1/-1	Fortified
		4		

**Variable Forces: dr (1-3)**

1-2-7	4PP 7-16	1+3+5	MPH/RtPh dr=MF CC:+1/-1
		2	2

dr (6)

1-2-7	4PP 7-16	1+3+5	MPH/RtPh dr=MF CC:+1/-1	Fortified	[ELR: 3]	
2	2	2	3		(SAN: 4)	

**Elements 3d Battalion, 9th Infantry Regiment** enter on Turn 1 on any hex along the north map edge:

7 <sup>E</sup> -4-7	6 <sup>1</sup> -6-6	9-1	8-1	8-0	8-4	30-1
3	9				3	3

**Variable Forces: dr (1-3)**

6 <sup>1</sup> -6-6
1

**dr (4-5)**

6 <sup>1</sup> -6-6	3-4-6
1	1

**dr (6)**

6 <sup>1</sup> -6-6	7-0
1	

[ELR: 3]  
(SAN: 2)

