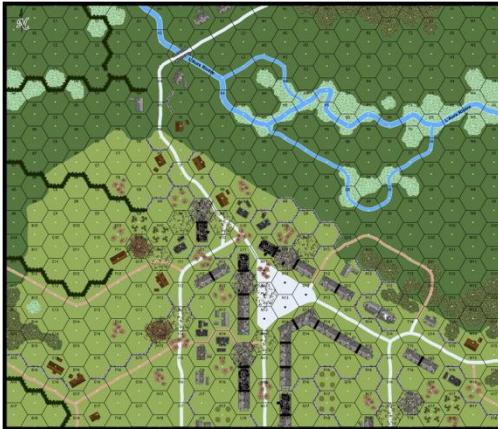




TREVIÈRES, FRANCE, 9 JUNE 1944: The US 38th Infantry Regiment was to strike directly at Trevières from the north and west, while the 9th Infantry Regiment would outflank Trevières by seizing Rubercy to the southeast, cutting off the German position. The village was well-sited for defense from the north as any attacker had to first traverse the river. The 9th Infantry's attack ran into difficulties aggravated by its total lack of medium mortars and heavy machine-guns, the hedgerow terrain, and the tenacity of the German defence. The 2d and 3d Battalions made slow progress crossing the Aure River, being continually pinned down by German machine-gun fire. The American attack was kept moving chiefly by bold leadership. The success of the 3d Battalion in crossing the Aure River under heavy machine-gun fire was due at least in part to the courage of Captain Omery C. Weathers of Company K who lead his men through the fire at the cost of his own life. Late in the afternoon the regiment, still short of its objective, was ordered to continue the attack to take Trevières that night.

MAP CONFIGURATION



VICTORY CONDITIONS: The Americans win at Game End if there are No Unbroken German MMC on/adjacent to the following hexes: M11/M12/M13/N12/N13/O12.

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. The L'Aure Rivère (EX. J3), including Rivulets (EX. P7) is treated as a Deep Stream (**B20.43**). All Hedges are Hedgerows (**B9.5**). Road hexes with a Black Dot (EX. O12) are Wide City Boulevards (**B7**). Debris (EX. M12) is in effect (**O1.**). Burnt-Out Orchards (EX. V17) are treated as Out-of-Season Orchards (**B14.2**). Burnt-Out Buildings (EX. I10) are in effect (**V7.**). Kindling Attempts are NA. The Valley (EX. R6) is Level -1.
- 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 Mine counters equal to the result (*Known/Dummy Minefields must set up on map at game start*).
- The Americans have one Fire Mission of 105mm (HE & Smoke) OBA. Prior to all set up, the American player must secretly record a Pre-Registered hex (**C1.73**) for the Fire Mission. At the beginning of









- the first PFFh, the American player places a FFE:1 on the Pre-Registered hex, disregarding any Concealed units and rolls for Accuracy & Error (**C1.732**). This FFE are resolved normally and may be corrected by an Offboard Observer (**C1.63**) located at Level 2 on any hex along the north edge on/between I0-X0 (using draw pile 9B/3R). No additional OBA is possible upon completion of the FFE:C.
- 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.
- If received, the Americans have one-module of 105mm (HE & Smoke) OBA directed by an Offboard Observer (**C1.63**) located a Level 2 on any hex along the north edge on/between I0-X0.
- 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 916.Grenadierregiment set up *Concealed* on any hex south of the G0-K3-M5-R9-U5-X5 watercourse:




2 4-4-7 6	2 2-3-7 2	9-1	8-0	4PP 7-16 4	7 Morale ?	Minefield 24 factors	WIRE MPH/RtPh dr = MF CC: +1/-1 6	Fortified 2	[ELR: 3]
(SAN: 5)									
Variable Forces: dr (1-3)			dr (4-5)			dr (6)			
2-2-8 2	MTR GrW 34 81* 2	WIRE MPH/RtPh dr = MF CC: +1/-1 2	Minefield 24 factors	WIRE MPH/RtPh dr = MF CC: +1/-1 5	2-2-8 2	Minefield 24 factors	MTR GrW 34 81* 2	WIRE MPH/RtPh dr = MF CC: +1/-1 3	






Elements 3d Battalion, 38th Infantry Regiment set up on any hex north of the G0-K3-M2-O4-U5-X5 watercourse:

 1 6 ³ -6-6	 1 3-4-6	 9-2 Captain	 8-1	 7-0	 2 3PP 4-10	 3 5PP [3-45] 60*	 1PP 8-4
14	3				2	3	4

Variable Forces: dr (1-3)

 1 3-4-6	 2 3PP 4-10	 3 5PP [3-45] 60*
5	2	3

dr (4-5)

 1 6 ³ -6-6	 8-0	 1PP 8-4
2		

dr (6)

 OFFBOARD OBSERVER
SSR 6

[ELR: 3]

(SAN: 2)

