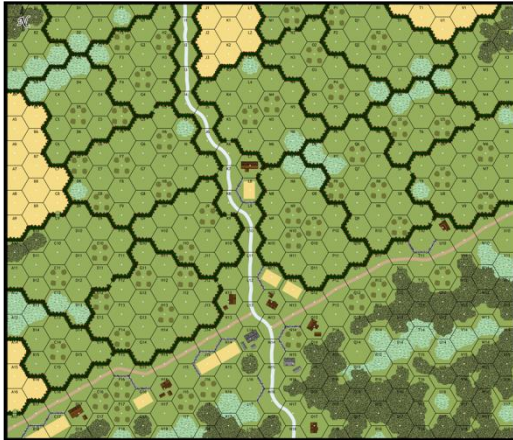


# BtB C3 CROSSROADS SHOWDOWN



**HAUTE LITTEE Crossroads, FRANCE, 11 JUNE 1944:** Trevières was liberated by 08:45 hours and the 2nd Infantry Division pressed southwards in pursuit of the retreating Germans. Meeting little opposition the Americans are able to advance all the way to Cerisy Forest. Surprisingly the forest itself is practically undefended. The 9th Infantry Regiment brushed aside weak enemy resistance as they pass through the forest to Balleroy, on the eastern side. To the west the 38th Infantry Regiment captured the village of Cerisy la Forêt. That evening the 1st Battalion continued south to capture the Haute Littee crossroads at the south-western extremity of the forest. However, they were stopped in their tracks by the Engineer Battalion of the German 352. *Infanteriedivision*, dug in around the crossroads. The battle for possession of the crossroads continued on 11 June. The Germans fought stubbornly, but by midday they had been driven into the fringes of the woods.

## MAP CONFIGURATION



**VICTORY CONDITIONS:** The Americans win at Game End if there are no Unbroken German MMC  $\leq 3$  hexes and LOS to hexes L13/M13.

## TURN RECORD CHART

GERMAN Sets Up First	☆		☆							
☆ AMERICAN Moves First	1	2	3 <sup>②</sup>	4 <sup>④</sup>	5 <sup>⑥</sup>	6	7	END		

### SPECIAL RULES:

- EC are Moist with no wind at the start. All Hedges are Bocage (B9.5). Kindling Attempts are NA.
- 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. 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 Germans may not exchange his mine factors for Booby Traps, but may exchange his A-T Mines for Daisy Chains (B28.531).
- The German must set up two MG Nest. Each nest consists of: 1-2-7, HMG, and 1+3+5 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 HMG is removed from the Pillbox it is automatically replaced with a MMG. When a MMG is returned to a Pillbox by a Good Order German infantry unit, it is automatically replaced by a 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.
- The German 4-6-8/2-4-8 MMC and the American 7-4-7/3-3-7 MMC have underlined Morale, ELR of 5, and are Assault Engineers with Sapper Capabilities (H1.22, B28.8).
- The American Radio represents one-module of 105mm (HE & Smoke) OBA. 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.
- 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. [EXC. German Groups 2 and 3 must make dr; if the dr  $\leq$  circled number on the Turn Record Chart, they will enter on any hex along the south map edge].

Elements 352.Pionierbatallion set up on any hex numbered  $\geq 5$ :

4 <sup>2</sup> 6-8	2-2-8	1-2-7	9-1	8-0	7-16	FT 1PP X10 24-1	7 Morale ?	Minefield	MTR GrW 34 81* [2-60] M11	1+3+5	WIRE MPh/RtPh dr = MF CC: +1/-1	Fortified
6	2	2			2	2	dr+3	48 factors	2	2	7	2

Variable Forces (See SSR 9):

dr (1-3) Group 1

2-2-8	AT Pak 40 75L M8
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dr (4-5) Group 2

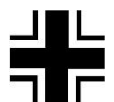
4 <sup>2</sup> 6-8	Psk X10 12-4 1PP
2	

dr (6) Group 3

4 <sup>2</sup> 6-7	Obergefreiter 7-0	LMG 1PP 3-8
2		

[ELR: 5/3]















(SAN: 4)



# BtB C3 CROSSROADS SHOWDOWN





Elements 1st Battalion, 38th Infantry Regiment enter on Turn 1 on any hex along the north map edge:



 6 <sup>3</sup> 6-6 10	 3-4-6 3	 2-2-7 2	 9-1 Lieutenant	 8-1 Armor 1st Sgt	 8-0 Sergeant	 7-0 Corporal	 2PP 4	 3PP 3	 8-4 Baz44 X11	 30-1 DC X12	 81mm 2	 5PP 2	 75 M4 13 8 2/4/4 4
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Variable Forces (See SSR 9):






dr (1-3)

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

dr (4-5)

 6+1 2nd Lieutenant	 8 1PP Radio
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dr (6)

 7 <sup>3</sup> 4-7 E 2	 8-1 1st Sergeant	 24-1 FT X10	 30-1 DC X12	 75 M4 13 8 2/4/4 2
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[ELR: 3]

(SAN: 3)

