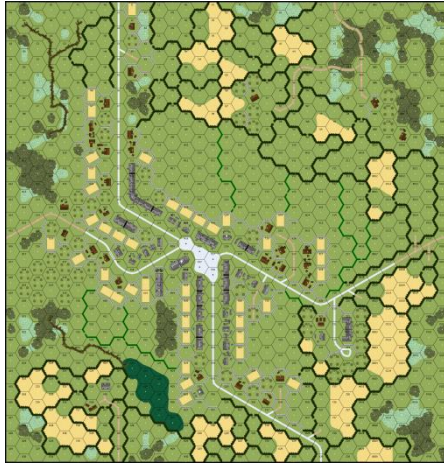




LA HAYE-DU-PUITS, FRANCE, 3 July 1944: During the first phase of the US VIII Corps' drive to Coutances, General Wyche was expected to clear his zone as far south as the Ay River estuary, seven miles away. He anticipated little difficulty. To reach his objective, he had first to secure the high ground in his path near la Haye-du-Puits – the Montgardon Ridge and its high point, the flat top of Hill 84. Capture of the height would give General Wyche positions dominating la Haye-du-Puits and the ground descending southward to the Ay, would make la Haye-du-Puits untenable for the Germans, and would permit the 79th to meet the 90th approaching from the corps left. To take the Montgardon ridge, the 79th Division had to cross six miles of hedgerowed lowland defended by remnants of the 243d Division and under the eyes of a battalion of the 353d Division entrenched on the ridge. Only a frontal assault was possible. The division was also to seize the incidental objective of Hill 121, a mound near the left boundary that provided good observation toward la Haye-du-Puits and Montgardon. General Wyche planned to send the 314th Infantry against Hill 121 on the left while the 315th moved toward the Montgardon ridge on the right. Attempting to outflank Hill 121, the 314th Infantry drove toward la Haye-du-Puits on the rainy morning of 3 July with a rifle company on each side of the main road. Machine gun and mortar fire from a railway embankment parallel to the road stopped the leading units after a half-mile advance, but the heroic action of a single soldier, Pfc. William Thurston, got the attack moving again. Charging the embankment and eliminating the enemy machine gunners in one position with rifle fire, Thurston penetrated the German line and unhinged it. His companions quickly exploited the breach, and by the end of the afternoon they had gained about three miles. There, the leading battalion halted and set up blocking positions to protect a separate advance on Hill 121. Another battalion that had followed was to turn left and approach the hill in a flanking maneuver from the southwest.

MAP CONFIGURATION



VICTORY

CONDITIONS:

The Americans win at game end, if there are no Unbroken German (non-crew) MMC and/or Good Order AFV (with functioning MA) ≤ 2 hexes of the town square (hexes N16, O16, O17, P17, P18).

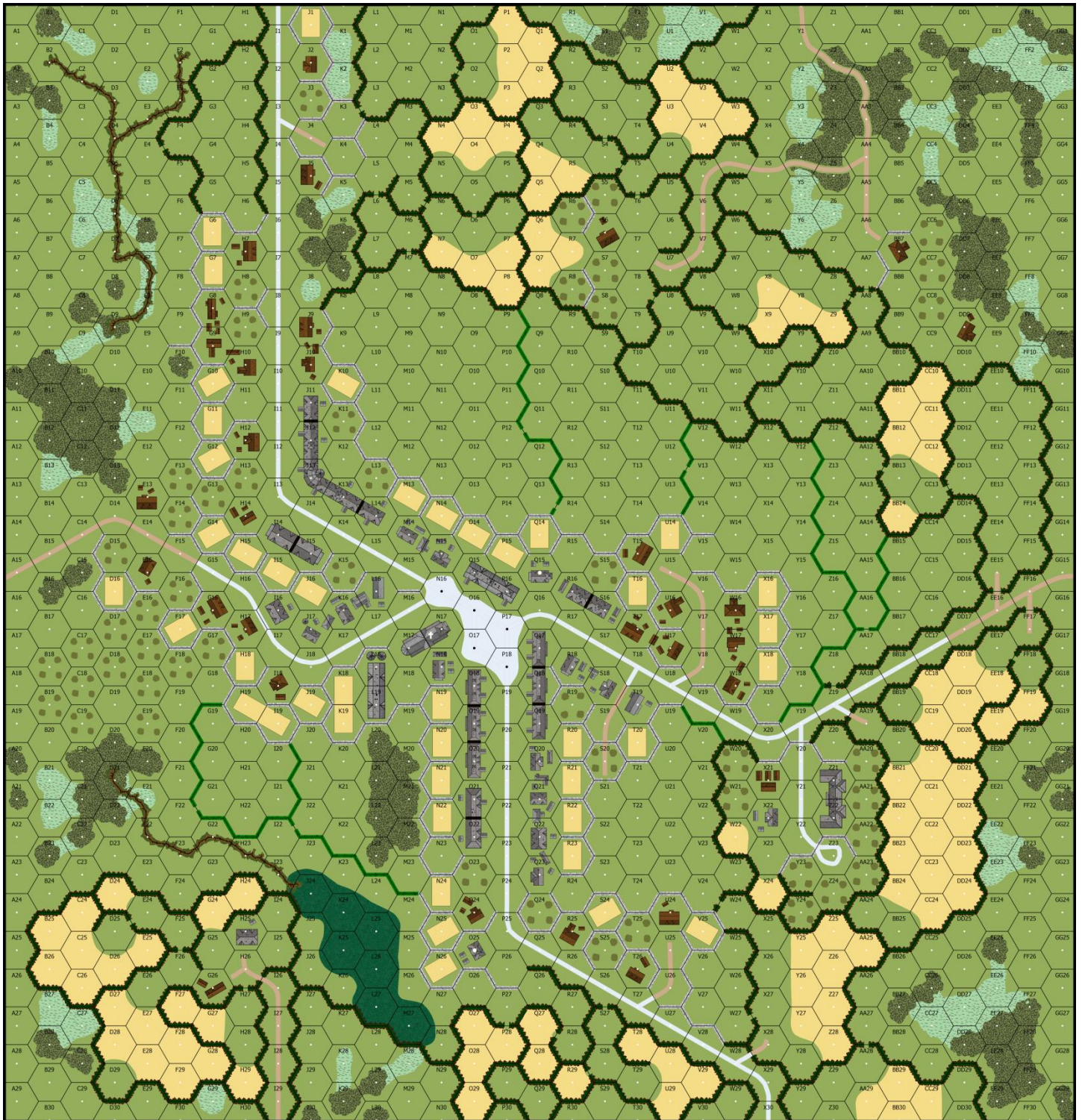
TURN RECORD CHART

✠ GERMAN Sets Up First	☆	1	2	☆ 3	✠	4	5	6	7	8	9	10	11	12
☆ AMERICAN Moves First				①	②	③	④	⑤	⑥			⑦	⑧	⑨

SPECIAL RULES:

- EC are Moist with no wind at start. A brown-trimmed, dark green irregular depiction is Bocage (B9.5). There is a Steeple (B31.2) in hex N17. Hexes with black centre dot (EX. P17) are treated as City Boulevard (B7.1) hexes. Kindling is NA.
- Some hexsides contain small buildings (Ex. W16-W17 & R18-S18). LOS is affected normally. If rubble is placed in one of the two hexes, rubble blocks LOS along that hexside normally. Bypass movement by any unit is NA along the hexside. Snap Shots (A8.15) are NA.
- Each side's SAN may never be < 2 ; any action which would reduce a side's SAN to < 2 , instead pins that side's sniper.
- 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.
- The American 6-6-7/3-4-7 MMC have underline morale (A1.23) are Assault Engineers (H1.22) and Sappers (H1.23).
- If an American 6-6-6/3-4-6 MMC Battle-Hardens (A15.3), it will instead become Fanatic (A10.8).
- The American M4/M4A1 Sherman tanks' (EXC. Armor Leaders' tanks) inherent crew have a Morale of 6 (D5.1).
- The American Radios represents one-module of 105mm OBA (HE & Smoke) and one-module of 155mm (HE & Smoke).
- The American 60mm Mortar exchange is NA.
- The American side enters as follows:
 - Makes a secret dr, attaching the selected armour group to his OB;
 - 2 Rifle Companies + 5 Platoons from the Divisional Support enter on Turn 1 along the west edge on/between hexes A6-A24;
 - Reinforcements: 1 Rifle Company + 6 Platoons from the Divisional Support, enters on Turn 3 along the north edge on/between hexes R1-GG0.
- Each German MG Bunker (1-4) consists of: 1x HMG, 1x 1-2-7, 1x Pillbox with a Tunnel (B8.6), and A-P Mines; each HMG with 1-2-7 must set up in a Pillbox. Any non-berserk, unbroken Infantry MMC not in Melee may attempt to salvage a functioning HMG from a MG Nest, provided that MG Nest has not already been

- scrounged. The HMG takes the form of a LMG counter. The weapon can be returned and the Scrounged counter removed from that MG Nest by a friendly MMC (with the appropriate LMG counter); entry/exit into/out of the MG Nest is as per normal. The A-P Mines must be set up ≤ 6 hexes from the Pillbox and may not be exchanged for A-T Mines or Booby Trap increase.
- The German may add one Dummy Minefield counter to his OB for every 24 Known Minefield factors (B28.45) he sets up. In addition, he may make a Secret dr (halved, FRD) and receives an additional number of Dummy Mine counters equal to the result.
- The German has Booby Trap Level C; in addition the German may not exchange A-T for A-P Mine or Booby Trap increase.
- Each German MMC (and any SW/SMC stacked with it) may set up (in suitable terrain) entrenched in a foxhole; in addition the German player makes a dr (halved, FRU), receiving 1S foxholes equal to the result.
- The German side makes a DR+9, receiving "?" equal to the result.
- German AFV (EXC. 8-1's AFV) inherent crew have a Morale of 7 (D5.1).
- German trucks are received, only if the platoon enters from off map;
- The 1-2-7 crew represents Luftwaffe crews for the 8.8cm Flak 18036 guns
- The German side sets up/enters as follows:
 - Makes a secret dr, attaching the selected armour group to his OB;
 - Kampfgruppe Koenig + 6 Divisional Support Platoons must set up on map
 - Reserves: Beginning on Turn 3, and each subsequent turn there are platoons are still off map, the German side must roll the number of die equal to the number of platoon still off map; for each dr \leq the circled number on the turn record chart, the German side may enter an equal number of Divisional Support Platoon along the southern map edge.
- The German Phones (Radio if it enters from off map) represents one-module of 76mm OBA (HE & Smoke) and one-module of 122mm (HE & Smoke).
- Starting on Turn 10, the American side makes a dr at the end of the Game Turn, if the dr is \leq the black circled number on the Turn Record Chart, the game ends.





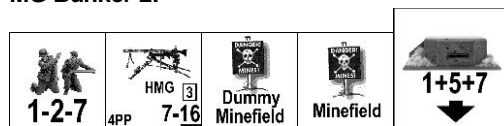
Elements Kampfgruppe Koenig sets up on any hex on/east of hexrow F and in hexes numbered ≥ 5 (SSR 11–20):

MG Bunker 1:



24 factors

MG Bunker 2:



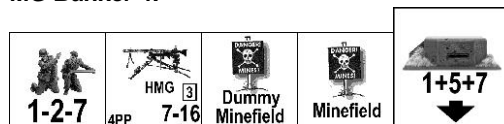
24 factors

MG Bunker 3:



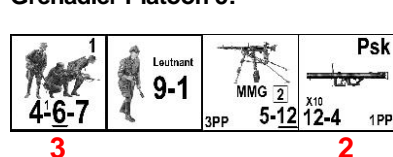
24 factors

MG Bunker 4:

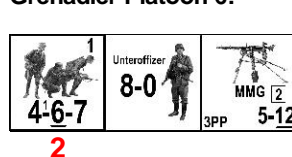


24 factors

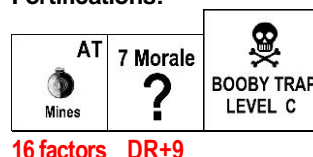
Grenadier Platoon 5:



Grenadier Platoon 6:



Fortifications:



16 factors DR+9

DIVISIONAL SUPPORT

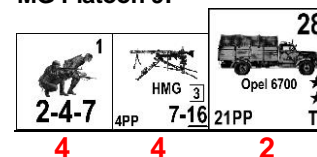
Grenadier Platoon 7:



Grenadier Platoon 8:



MG Platoon 9:



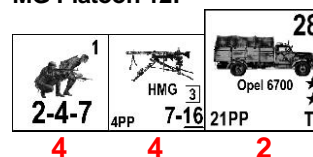
Grenadier Platoon 10:



Grenadier Platoon 11:



MG Platoon 12:



Artillery PI 13:



Panzergranadier Platoon 14:



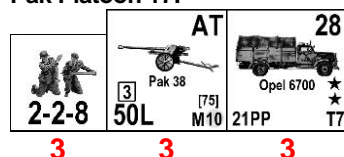
PzJg Platoon 15:



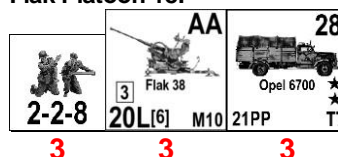
StuG Platoon 16:



Pak Platoon 17:

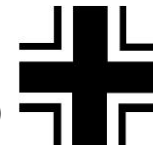


Flak Platoon 18:



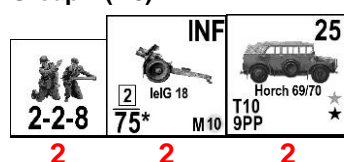
[ELR: 3]

(SAN: 3)

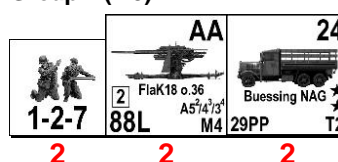


Platoon 19: make a secret dr, attaching the selected Group to his Divisional Support:

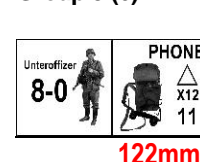
Group 1 (1-3):



Group 2 (4-5):



Group 3 (6):





Elements 2d Battalion, 314th Infantry Regiment, 79th Infantry Division (SSR 6–10):

Rifle Company A

Platoon 1:

1 6-6-6	1 3-4-6	9-1 2nd Lieutenant	Baz44 X11 8-4
3			2

Platoon 2:

1 6-6-6	Sergeant 8-0	Baz44 X11 8-4
3		1PP

Platoon 3:

1 6-6-6	Baz44 X11 8-4
3	1PP

Weapons Platoon 4:

1 3-4-6	MMG 3PP 4-10	MTR M2 5PP [3-45] 60*
5	2	3

Rifle Company B

Platoon 5:

1 6-6-6	1 3-4-6	9-1 2nd Lieutenant	Baz44 X11 8-4
3			2

Platoon 6:

1 6-6-6	Sergeant 8-0	Baz44 X11 8-4
3		1PP

Platoon 7:

1 6-6-6	Baz44 X11 8-4
2	1PP

Weapons Platoon 8:

1 3-4-6	MMG 3PP 4-10	MTR M2 5PP [3-45] 60*
5	2	3

Rifle Company C

Platoon 9:

1 6-6-6	9-1 2nd Lieutenant	Baz44 X11 8-4
3		1PP

Platoon 10:

1 6-6-6	Corporal 7-0	Baz44 X11 8-4
3		1PP

Platoon 11:

1 6-6-6	Baz44 X11 8-4
2	1PP

Weapons Platoon 12:

1 3-4-6	MMG 3PP 4-10	MTR M2 5PP [3-45] 60*
7	4	3

DIVISIONAL SUPPORT

MG Platoon 13:

1 3-4-6	HM 5PP 6-12
3	3

MG Platoon 14:

1 3-4-6	HM 5PP 6-12
3	3

Mortar Platoon 15:

1 2-2-7	MTR M1 3 [3-75] M11
3	3

Mortar Platoon 16:

1 2-2-7	MTR M1 3 [3-75] M11
3	3

Artillery PI 17:

Corporal 7-0	Radio 8 1PP
	105mm

Ammo & Pioneer Platoon 18:

1 6-6-7	1st Sergeant 8-1	Baz44 X11 8-4	DC X12 30-1
3		1PP	3

Ammo & Pioneer Platoon 19:

1 6-6-7	Sergeant 8-0	DC X12 30-1
2		2

Tank Platoon 20:

Armor 2nd Lt 9-1	M4A1 11 75 2/4/4
	4

Tank Platoon 21:

Armor 1st Sgt 8-1	M4 8 75 2/4/4
	3

Tank Platoon 22:

M4 8 75 2/4/4
5

[ELR: 3]

(SAN: 2)



Platoon 23: make a secret dr, attaching the selected Group to his Divisional Support:

Group 1 (1-3):

1 6-6-6	1st Sergeant 8-1	Baz44 X11 8-4
3		1PP

Group 2 (4-5):

M4A1 11 75 2/4/4
3

Group 3 (6):

Sergeant 8-0	Radio 8 1PP
	155mm