



FIELDS OF FIRE



**9TH INFANTRY REGIMENT "MANCHUS"
NORMANDY MISSION BOOK
JUNE 8 - AUGUST 16 1944**



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Anti-Tank Combat Resolution and Modifiers

AT Fire or Reaction Fire Against a Vehicle

1 If fire has a VOF rating of G or less fire make a successful Grenade Attack attempt in order to continue (10.6.2). If Target is Ambushed add one card to this draw (10.8.3). A failed attempt ends the AT Fire (no Miss marker is placed).

2 Calculate the net Anti-Tank modifier as follows:

- Grenade Value of attacking unit from AT Weapons Chart
- + Defense Value of defending unit
- + Cover & Concealment modifier of defender's Terrain card
- + Move & Fire modifier of attacking unit (if applicable)
- + Any of the following modifiers:
 - Target is Pinned: -1
 - Target is moving: +1
 - User is Pinned: -1
 - Target is Ambushed (10.8.3): -2 or -4

3 Draw an Action card and add the AT number on the card to the net AT modifier to get a final sum.

4 Cross reference the final sum against the target type (V or A) in the Combat Effects chart below to find the AT Combat result.

5 Quick Shot: If the target is a Ground Vehicle, the attacking unit is Quick Shot capable, still has ammo remaining and the final sum is -4, -2, 0, +2, +4 then another attack may be made. (Each AT Fire attempt uses 1 ammo.) Units concluding Reaction Fire with a Quick Shot eligible draw are not marked Moved/Tired.

Vehicle Actions

Activated Vehicles and other AT capable units take actions one at a time. Alternate between sides with the offensive side going first. Note any mission/campaign specific restrictions of the order vehicles can take actions.

- Resolve any VOF against the vehicle (10.5.3).
- Carry out one (and only one) Action from the menu below (10.5.4).
- Carry out AT Fire from all eligible AT capable units against the vehicle (10.5.4).
- Flip Activated markers to Moved/Fired. This unit may carry out no more actions or Reaction Fire this turn.

Action	Vehicles	Other AT capable units	Details
AT Fire	Yes	Yes	Carry out AT fire against vehicle targets (10.6).
Concentrate Fire	Yes	No	Attempt to Concentrate Fire (as per 7.1) against infinity targets under VOF. (G rated units place Grenade VOF on success).
Move	Yes	No	Move to an adjacent card, resolve VOF again on the new card. May Move again unless terrain reactivity is marked "SLOW" (start Vehicle Action sequence again). Passengers may disembark at beginning or end of a Move.
Move then AT Fire	Yes	No	As above, followed by AT Fire with Move & Fire penalty (start Vehicle Action sequence again). No further movement may take place after firing.
Spot	Yes	No	Carry out Spotting (as per 4.2.4).

*AT capable infantry units do not resolve VOF against them during this phase and do not trigger Reaction Fire

Resolving VOF Against Vehicles (10.5.3)

Calculate the net Anti-Tank modifier as follows:

- Grenade Value of attacking unit = 0
- + Defense Value of defending unit
- + Cover & Concealment modifier of defender's Terrain card
- + Any of the following that apply:
 - Target is Moving: +1
 - Target is Pinned: -1
 - One of the following:
 - All Pinned VOF: +4
 - Small Arms VOF: +2
 - Automatic Weapons VOF: +1
 - Heavy Weapons: +1
 - Sniper VOF: +1
 - Infantry VOF: -1+
 - Mines VOF: -2
 - Minigun VOF: -2
 - Grenade VOF: -2
 - Air Strike VOF: -3

Draw an Action card and add the AT number on the card to the net AT modifier to get a final sum.

Cross reference the final sum against the target type (V or A) in the Combat Effects chart below to find the AT Combat result.

+ Add basic modifiers if present on target card.

Combat Effects (10.7)

Final sum	Target Type V (Ground Vehicles)	Target Type A (Aircraft)
-1 or less	Drawn Up	Shot down - Crashed
0 or 1	Knocked Out	Shot down - Auto rotate / Crash Land
2 or 3	Retreat	Aborted - Damaged
4 or 5	Pinned	Aborted - Undamaged
6 or more	Missed	Missed

Tank Ambush (10.8.3)

If a target vehicle is on a card with no good order infantry units from the same side and the mission/campaign instructions indicate that Tank Ambush rules apply to this vehicle, the following effects apply:

- 1. G and/or rated units draw one extra card when making their Grenade Attack attempt. If the target is pinned, a second extra card is drawn.
- 2. A tank ambush modifier of -5 is applied to the AT Fire result. If the target is pinned, the tank ambush modifier increases to -6 (in addition to the regular bonus of -1 for a Pinned target).

DISPLAY NORMANDY & KOREA

Turn GAME TURN 1 2 3 4 5 6 7 8 9 10 11 12

Turn END OF MISSION

	Max Spend Limited Visibility	Max Spend Normal Visibility	
1	4	5	6
2	Max Save GREEN Ltd Vis	Max Save GREEN Norm Vis	Max Save LINE Ltd Vis
3	Max Save LINE Norm Vis & VET Ltd Vis	Max Save VET Norm Vis	

PHASE

- Enemy Activity Phase (Defensives)
- Friendly Command Phase
- Enemy Activity Phase (Offensives/Patrols)
- Mutual Capture & Retreat Phase
- AT Combat & Vehicle Movement Phase
- Mutual Combat Phase
- Clean Up Phase

CO HQ Activation Completed

1ST PLT Activation Completed

2ND PLT Activation Completed

3RD PLT Activation Completed

XO Activation Completed

1SGT Activation Completed

CO HQ ASSETS

1ST PLT ASSETS

2ND PLT ASSETS

3RD PLT ASSETS

MTR SEC ASSETS

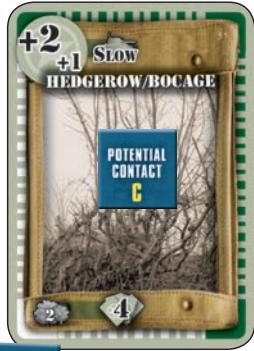
PRISONERS CAPTURED

UNITS ELIMINATED

CASUALTIES EVACUATED

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FIELDS OF FIRE

ACTION MENUS

The number of cards drawn is modified by +1 for Veteran and -1 for Green based on the Recipient experience for Movement and Combat actions, and the Originator's experience for Rally actions. All Command & Control Actions are automatic; they require no Action card draws.

4.2.1 Command & Control Actions

Name	Cost	Draw	Originator	Recipient	Details
a. Activate a subordinate HQ or Staff	1	Auto	CO HQ, BN HQ	CO HQ: Any subordinate HQ or Staff BN HQ: CO HQ only	Both the Originator and the Recipient must be on their command sides (1.2.BB, 3.3.1). Only the BN HQ can activate the CO HQ. Only the CO HQ can activate PLT HQs or CO Staff. Flip the Command marker of the Activated HQ to its Commands Available side.
b. Exhort ¹	1	Auto	Any HQ or Staff	Any subordinate unit	You can declare this action once for any failed attempt. Draw one more Action card.
c. Deploy Pyrotechnic	1	Auto	Any HQ or Staff	Any Good Order unit or Unpinmed Assault Team / Fire Team unit with a pyrotechnic asset	Take the asset from Command Display or from under a unit stacked with it and flip it to its deployed side on the same card (or adjacent card for servile devices) as shown on the card. If there is an action associated with that device on the Mission Log, then perform or attempt all triggered actions (4.4.1 and 9.2).
d. Reconstitute a PLT HQ ¹	1	Auto	CO HQ or CO Staff	CO Staff or Any Good Order unit from that platoon	Reduce the Recipient by one step or remove the CO Staff unit, and place the PLT HQ back into play on that card at a Green Experience Level (6.5.2).
e. Reconstitute the CO HQ ¹	1	Auto	BN HQ or CO Staff	Eligible HQ or Staff	You may reconstitute the CO HQ from its second-in-command (i.e. the XO). If XO already removed from Play, use one of the following units in this order of precedence: any Platoon HQ, Arty FO, CO Staff (in rank order) (6.5.2).
f. Create a Runner ¹	1	Auto	CO HQ	Any Good Order unit or Unpinmed Assault Team / Fire Team	Reduce the Recipient by one step and place a Line rated Runner in the CO HQ Assets box on the Command Display. You can have no more than two Runners on the CO HQ Assets box.
g. Dispatch a Runner ¹	1	Auto	CO HQ	A Runner unit in the CO HQ Assets box	Place the Runner on the map on a card with any PLT HQ or CO Staff unit on the map that you want to activate next turn. Mark the Runner as Exposed (4.3.2).
h. Dismiss a Runner ¹	1	Auto	CO HQ	A Good Order Runner unit	Remove the Runner from play and add a step to a Good Order unit that can absorb at least one step and is located on the same area of a card as the CO HQ (4.3.2).
i. Activate for AT Combat & Vehicle Movement	1	Auto	Any HQ or Staff	Any vehicle or Unpinmed AT-capable infantry unit	Mark the unit as Activated. During the AT Combat & Vehicle Movement Phase you may have the unit take Vehicle Actions (AT Fire, Vehicle movement, etc.) (10.5).
j. Switch Radio/Phone to a Different Network	1	Auto	Any HQ or Staff	A unit with a radio or phone	Replace the same kind of radio or phone with one that has been removed from play. For example, if the SCR300 BN TAC radio has been destroyed, you could switch the SCR300 Mtr FD NET radio with the SCR300 BN TAC radio (4.3.4 and 4.3.5).
k. Repair a Cut Phone Line	1	Auto	Any HQ or Staff on the same card as the cut line	A Good Order unit on the same card as a Cut Phone Line	Flip the Phone Line marker back to its normal side (4.3.4).
l. Designate a New Tactical Control ¹	1	Auto	CO HQ or CO Staff (or PLT HQ in a single-platoon mission)	The HQ itself	Place a new tactical control measure on the same card as the HQ that expends the command (see 5.1.7 for Casualty Collection Point and MEDIEVAC LZ; see 11.1.3 for Landing Zones).

¹ Requires Originator HQ/Staff to carry out in General Initiative (4.1.1).

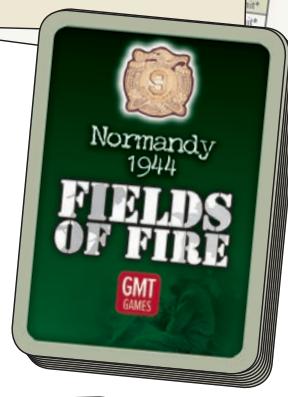
Draw Modifiers Chart
whether in the Activation Segment or the number on the Action card as follows:

	Mod.
or, fortifications or buildings ²	-1
DF	+1
Grenade Attack (G), Contact	+1
activated but 0 if using initiative after the command draw penalty regardless	-3

Draw Modifiers chart
card minimum is one

card has:	Mod.
& Cover & Concealment	-1
& Concealment value*	+1
as spotter	+1
VOF rating of A	+2
VOF rating of H or G	+2

* use the lower number when spotting



Type of PC Marker	No Contact	Contact	Engaged	Heavily Engaged
A	Auto	7	5	3
B	Auto	5	3	2
C	4	3	2	1

Activity Levels:
No Contact: No VOF or POF Markers on map and no enemy units spotted.
Contact: One occupied card in order to VOF marker.
Engaged: One occupied card with VOF markers.
Heavily Engaged: Engaged, and at least one card with a VOF has both enemy and friendly units on it.

Effects:
a. Contact: Automatcally made.

b. Engaged: Count the number of Action Cards if any card contains the word Contact, then

c. Heavily Engaged: Count the number of Action Cards if any card contains the word Contact, then

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Historical Notes

YOUR MISSION:

To close with the enemy by means of fire and maneuver in order to destroy or capture him, or repel his assaults by fire, close combat, and counterattack.

US Army Field Manual FM 7-10: The Infantry Rifle Company

9th US Infantry Regiment, "Manchus"

The 9th US Infantry Regiment was first formed in January 1799 in Maryland and disbanded in 1800. It was reformed from March 1812 through March 1815, serving in action at York, Fort George, Sackett's Harbor, Chrysler's Field, Fort Erie, and the Chippewa River. The regiment was reformed again in April 1847 for the Mexican War, during which it served at Padiema, Churubusco, and Chapultepec. During the storming of Chapultepec the regimental commander, Colonel Truman Ransom, was killed. The regiment was again disbanded in 1848.

Reconstituted for the last time in 1855, the 9th was shipped west. It appears that it was mostly integrated with the 18th Infantry and was credited during the Civil War with service

at Murfreesboro, Chickamauga, Chattanooga, and Atlanta. After the Civil War, the 9th headed further west, where it participated in the Little Big Horn Campaign. Service in the west continued until 1892 and then the regiment was moved to Madison Barracks, New York.

Its next action was in 1898 when the regiment went to Cuba, landing at Siboney on June 24, 1898. The 9th participated in the storming of San Juan Hill on July 1, 1898. The regiment then returned to Madison Barracks, but for only six months, before it was off to the Philippines to deal with the insurrection. The 9th fought on Luzon for over a year until the rebels finally surrendered in their area.



Trouble then erupted in China—the Boxer Rebellion. Two US regiments, the 9th and the 14th, were dispatched to join the effort to protect US interests there. On July 13, 1900, the 9th assaulted Tientsin. In a desperate action the regimental commander, Colonel Emerson Liscum, was mortally wounded. As he lay dying, he exhorted the men to "keep up



Troops from 2nd Infantry Division leaving Omaha Beach, 7 June 1944.



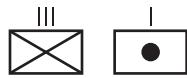
the fire!" Colonel Liscum's final words became the regimental motto. The 9th was the first unit to fight its way into the Forbidden City in Peking. For this the regiment was awarded the honorary title of "Manchus." The other regiment, the 14th, was given the title of "Golden Dragons" which, like "Manchus", is still in use today. After the Boxers were defeated in 1901, the 9th returned to the Philippines and fought insurgents on the island of Samar until May 1902, after which the "Manchus" returned home.

When the US entered World War I in 1917, the 9th began its association with the 2nd Infantry Division "Indianhead." In October 1917, the "Manchus" went into the line and earned battle streamers for Aisne, Meuse-Argonne, Lorraine, Île de France, St. Mihiel, and Aisne-Marne. In 1918, the regiment was awarded the French *Fourragere* for gallantry during the Meuse-Argonne offensive.

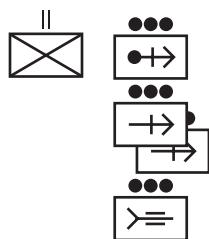
Following World War I, the 9th returned to Texas and rotated among posts there until World War II. In October 1942, the 9th moved to Ft McCoy, Wisconsin for intensive training for a year before sailing to Ireland and then Mainland Great Britain. The "Manchus" landed at Omaha Beach on D-Day+1, June 7, 1944. The 9th participated in five campaigns with three major combat actions: The Normandy Campaign, the Storming of Brest, and the Battle of the Bulge—including a Medal of Honor for a bazooka gunner that would not quit. The "Manchus" ended the war just outside of Pilsen, Czechoslovakia. The 9th earned three Presidential Unit Citations, returning to the US in July of 1945.

WWII, Normandy, France: 8 June-16 Aug., 1944

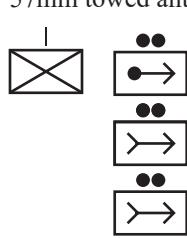
WWII Infantry Regiment Organization



The infantry regiment (RGT) was commanded by a Colonel (Col). It had three infantry battalions, a headquarters and headquarters company (HHC), a cannon company of 6 light 105mm howitzers, a service company, and a medical company.



The infantry battalion (BN) was commanded by a Lieutenant Colonel (LtCol). It had three rifle companies, an HHC, and a weapons company. The weapons company had a mortar platoon of 4 81mm mortars, two heavy machine gun platoons of 4 M1917A1 .30 cal heavy machine guns each, and an anti-armor platoon of 3 57mm towed anti-tank guns.



The rifle company (CO) was commanded by a Captain (Capt). It had three rifle platoons, a headquarters platoon, and a weapons platoon. The weapons platoon had a mortar section of 3 60mm mortars, a light machine gun section of 2 M1919A4 .30 cal light machine guns, and an anti-armor section of 3 Bazookas.



The rifle platoon (PLT) was led by a Second Lieutenant (2ndLt) and a Sergeant First Class (SFC). It had three rifle squads and was the primary maneuver element of a rifle company.



The rifle squad (SQD) was led by a Staff Sergeant (SSgt). It had 12 soldiers at full strength, but in action the squads typically hovered around 6-9 soldiers. It had 1 M1918 Browning Automatic Rifle (BAR), and the rest had the M1 Garand rifle, one of which was fitted with the rifle grenade attachment. In action a wider variety of weapons could be found, including Thompson submachine guns and M1 carbines. Captured weapons tended not to be used as their distinctive sounds could draw friendly fire.

The 9th Infantry Regiment was organized as follows:

Colonel Chester J. Hirschfield, Commanding. Colonel Hirschfield earned two Distinguished Service Cross awards commanding the Manchus during the Normandy campaign to go with the first award he earned in WWI.

Headquarters & Headquarters Co

Service Co

Anti-Tank Co (57mm AT guns)

Cannon Co (105mm M3 towed howitzers)

1st Battalion, Lt. Col. H. K. Wesson, commanding (KIA Oct 15th 1944)

- Rifle companies: A (Able), B (Baker), C (Charlie)
- Heavy weapons company (8xHMGs, 4x81mm mortars): D (Dog)

2nd Battalion, Lt. Col. Walter M. Higgins, commanding

- Rifle companies: E (Easy), F (Fox), G (George)
- Heavy weapons company: H (How)

3rd Battalion, Lt. Col. P. V. Tuttle, commanding

- Rifle companies: I (Item), K (King), L (Love)
- Heavy weapons company: M (Mike)



The 9th Infantry Cannon Company man their M3 105mm Howitzer.



The 2nd Infantry Division was organized as follows:

The division consisted of the 9th, 23rd, and 38th Infantry Regiments. For support the division had the 12th (155mm) and 15th, 37th and 38th (all 105mm) Field Artillery Battalions, with the 15th (Lt. Col. Cassibry, commanding) being in direct support of the 9th.

The division also had a combat engineer and recon company and in addition, the US V Corps had many other field artillery battalions available. Armored support came from the 741st Tank Battalion (Lt. Col. Robert W. Skaggs, commanding) and the 612th Tank Destroyer Battalion (Lt. Col. Joseph M. Deely, commanding).

Each armored battalion had three companies of 17 vehicles (M4 Shermans). The tank destroyer battalions were designated as self-propelled (with M10 Tank Destroyers for the 612th) or towed (76mm anti-tank guns).

Air defense was provided by the 462nd AAA Battalion (Lt. Col. Norman R. Stultz, commanding), equipped with three batteries of quad .50 cals.

The 2nd Infantry Division participated in five campaigns, spent 337 days in action, and covered 1,750 miles from Omaha Beach to Pilsen. It suffered 15,066 battle casualties, including 2,999 killed (of which 879 were Manchus), and 10,924 wounded.

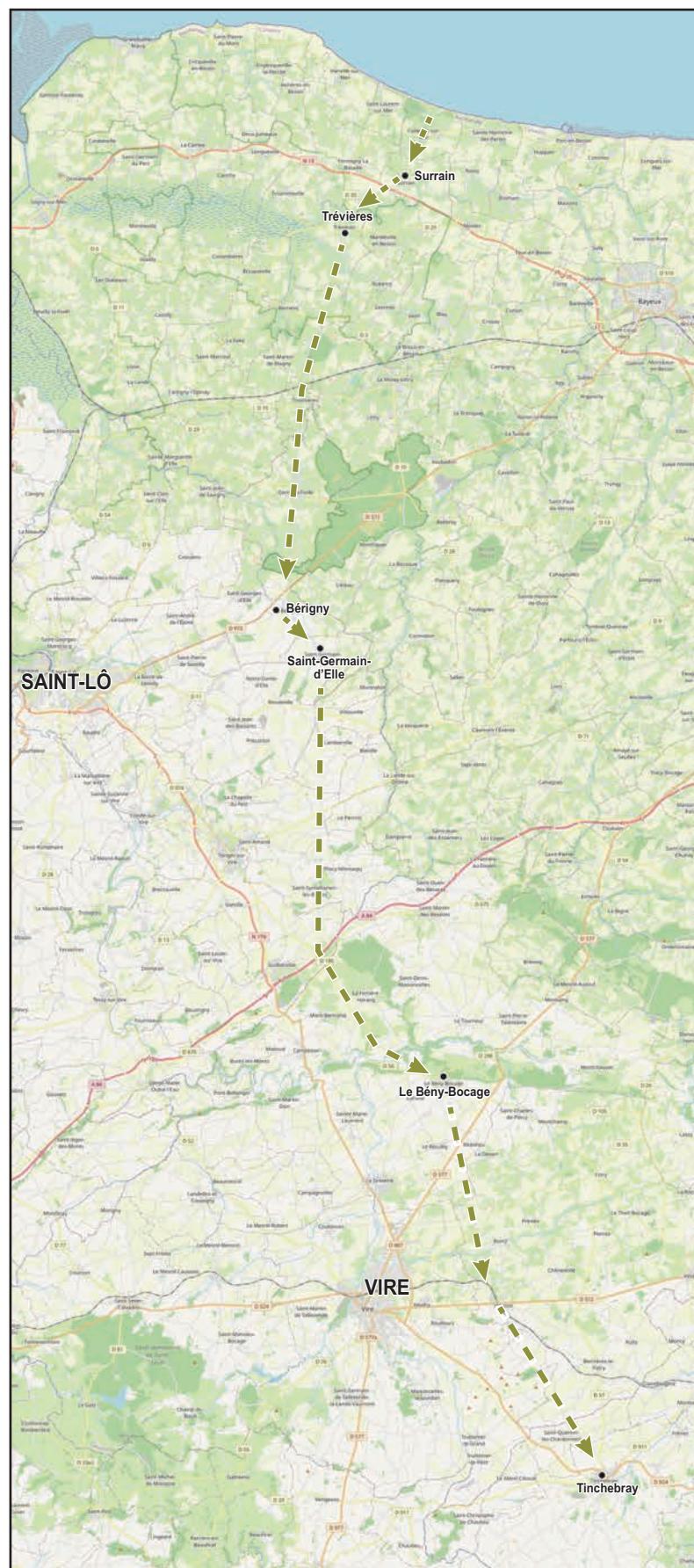
2nd Infantry Division Normandy Campaign Timeline:

- **June 7th:** Began landing
- **July 11th – 12th:** Hill 192 Offensive
- **July 13th – 25th:** St. Germain d'Elle-La Croix Rouge-Le Soulaire Defensive
- **July 26th – August 7th:** Vire Offensive
- **August 8th – August 16th:** Tinchebray Offensive

That was a total of 70 days in the line, in contact with the enemy. The division was given four days rest and recovery before being committed to the Brest Offensive.



Mission 1



Route of the 9th Regiment through Normandy, June - August, 1944

The Trévières Strongpoint was the first action for the “Manchus” in Normandy. The position was held by elements of the German 352nd Infantry Division’s Anti-Tank Battalion with three batteries of PAK40 75mm guns, and the 517th Battalion of the LXXXIV (84) Corps’ 30th Schnelle Brigade (Mobile Brigade). This was a light infantry battalion moving, it appears, by bicycle. The other two battalions of 30th Brigade went off to face the British. There may also have been elements of II/915th Infantry, 352nd Infantry Division as well as some of the Divisional Pioneer (Combat Engineer) Battalion. Artillery support was provided by II/1352 Artillery (10.5cm). These units were made up of Eastern Front veterans and replacements and thus were good quality troops. German Army squads were built around the MG42 machine gun, the infamous “Spandau,” which gave the Germans a substantial firepower advantage at the small unit level. They were also liberally supplied with ammunition. In terms of contrast, the typical US company in Normandy had two machine guns versus a German company with 14 machine guns. The US troops had to make up for the shortfall with artillery and tank support.



A German MG42 position.

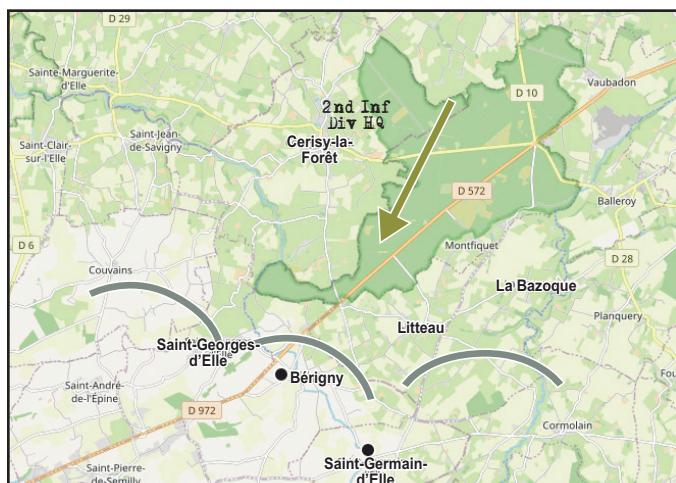
The deliberately flooded Aure valley made tank support difficult. The initial attack of the Manchus was not successful. The Aure had to be forded on foot and casualties and supplies had to be carried by hand back and forth over the river.

The “Manchus” did ultimately secure a foothold in the town with a better supported attack on the second day, and the 2nd Infantry Division then pushed through the Forêt de Cerisy. There was concern that the forested area would be a natural defensive position, but the Germans were organizing a new defensive line just to the south of the forest. US planners did not realize the defensive strength of the bocage terrain in that area.



A medic tends to a wounded soldier.

As Trévières fell, the first elements of the 3rd Fallschirmjäger Division began to arrive. There was not enough motor transport available to move the division, so one battalion from each German regiment (the 5th, 8th, and 9th) went ahead with the FLAK battalion (three batteries of 88mm), the anti-tank battalion (three batteries of 75mm AT guns), and the sole artillery battalion (the I/3rd, 105mm). Each regiment and battalion had a Schwere Kompanie (heavy weapons company) that also added more machine guns, mortars (both 81mm and 120mm), and infantry guns (both 75mm and 105mm).



Mission 2

The German Fallschirmjägers (paratroopers) were well organized for this type of fighting. Their companies were more powerful and more independent than their army counterparts. Platoons each had an officer as a leader, while in contrast army companies had NCOs as platoon leaders. Each squad was built around two MG42s, but as the MG42s were in short supply, many squads may have had just one. The 3rd Fallschirmjäger Division reported that it had only 70% of its MG42s, but had six basic loads of ammunition available at the start of the campaign. The company had its own 81mm mortar section, which helped fill a critical shortfall in fire support available. The machine gun nest, mortar, and panzerfaust combination

proved to be a difficult challenge for the “Manchus”. The Fallschirmjägers had trained in guerilla tactics, excelling at small unit defense. But the critical shortage of motor transport and artillery hurt their ability to react to US moves.



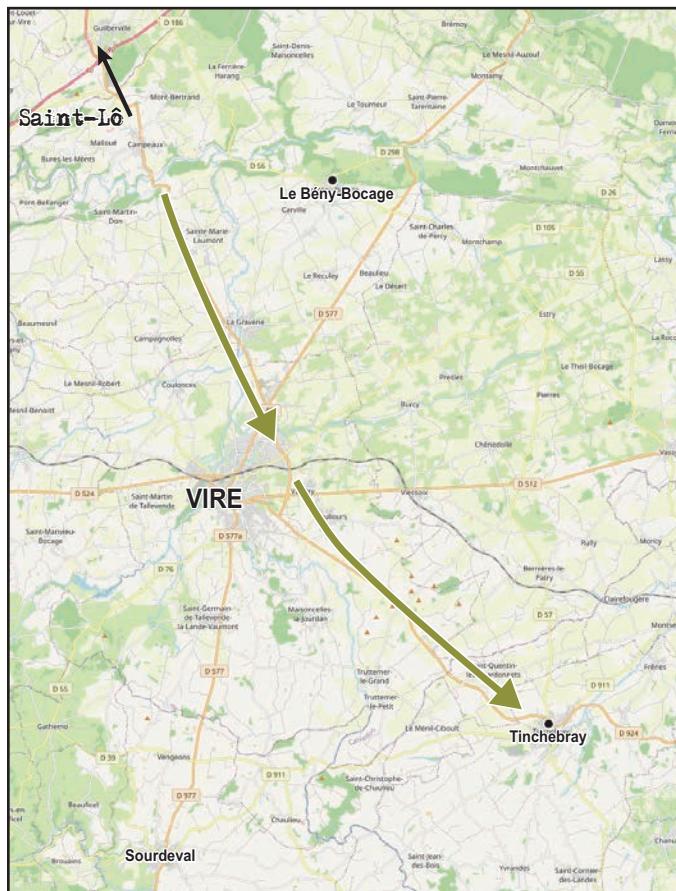
Missions 3-5

U.S. firepower was decisive against the well trained and deeply entrenched Germans. A letter written on 24 July, taken from the body of Gefreiter Helmut Kaslacka of the 9th Fallschirmjäger Regiment holding Hill 192, described the difficulties:

“...We were stationed in Brittany near Brest. When the invasion started, we moved out approximately 30-40 km daily, but only at night. During the day the American fighter bombers controlled the area. We were put into line E of St. Lô approximately 5 km away from the town. When we were committed, our company strength was 170. Then the 11 July arrived and the most terrible and gruesome day of my life. At 0300 our CO sector got a dense hail of arty and mortar fire; we thought the world was coming to an end. In addition to that the rumbling of motors and rattling could be heard in the enemy lines—tanks. It scared the pants off us. We could expect a very juicy attack. If we thought that the arty fire had reached its climax, we were disillusioned at 0530. At that time a tremendous firing started then continued to 0615. Then tanks arrived. The movement of tanks, however, is somewhat difficult here in Normandy. As we have our fields fenced in by wire and wooden fences, the fields over here are lined with hedgerows. They are about five feet high and have the same thickness. These hedgerows are winding criss-cross through the terrain. We dig in behind these walls and the Americans do the same. It is a regular “hedgerow war.” Well, on that 11 July the tanks were rolling toward us. They shot with their guns through the hedgerows as through cake dough. Sharpshooters gave us lots of trouble....Around 1000 the order came to withdraw as the position could not be held. I had one wounded in my MG position. When I wanted to get him into position with the help of someone else, a shell landed two yds away from us. The wounded fellow got another piece of shrapnel in his side and the other fellow was also wounded. I, however, did not get one single piece of shrapnel...A piece of shrapnel penetrated through

the leather strap of my MG and was thus diverted from my chest. In this way I could name many instances. At 1135 I left the platoon sector as last man. Carried my MG through the enemy lines into a slightly more protected defile and crept back again with another fellow to get the wounded. It was time to get them, for tanks were moving 30 yards from us. On our way back we were covered again with terrific arty fire. We were just lying in an open area. Every moment I expected deadly shrapnel. At that moment I lost my nerves. The others acted just like me. When one hears for hours the whining, whistling, and bursting of shells and the moaning and groaning of the wounded, one does not feel too well. Altogether it was hell. Our company has only 30 men left...We expect a new attack supported by tanks today or tomorrow..."

As the “Manchus” pushed forward inch by inch, the German paratroopers received little support. The 15th Regiment of the 5th Fallschirmjäger Division was committed from reserve to slow the US advance. The paratroopers hotly contested the ground but US tank-infantry teams, supported by hundreds of artillery pieces, slowly pushed them back. In this phase of the battle the Time-on-Target artillery technique, coupled with close cooperation with tanks (both learned in the difficult fighting of the previous weeks), turned the tide.



Mission 6-7



Normandy Campaign Unit Guide

9th Infantry



The CO HQ includes the Company Commander (you, a Captain) and various radio operators, linemen and other assistants.



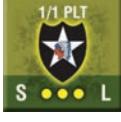
The XO (Executive Officer) is a Lieutenant and is second in command of the company.



The Company First Sergeant is the senior enlisted advisor to the Company Commander.



Platoon HQs include the Platoon Commander (a 2nd Lieutenant), Platoon Sergeant and radio operators.



Squads were meant to be made up of 12 men, but were frequently only between 6 and 9 strong in the field. They were armed with the M1 rifle (one with a rifle grenade-launching attachment), possibly one or two M1 carbines, and a Browning Automatic Rifle (BAR).



LMG teams use .30 cal machine guns mounted on light tripods (the M1919A4).



The Company HMG team uses an M2 Browning .50 cal machine gun.



Attached HMG teams use a water-cooled version of the .30 cal machine gun mounted on a heavy tripod (the M1917).



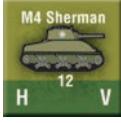
Bazooka teams are armed with the M1A1 2.36" rocket launcher.



The company had 60mm mortars available for immediate indirect fire support, and could also call on heavier 81mm mortars.



Runners carry messages to and from the CO HQ.



A variety of armored units supported the 9th Infantry through Normandy.



Higher HQ Units (Brigade Commander and Battalion Commander). These begin all missions off-map.

German Units



German infantry squads were usually made up of 10 men and were centered around the MG42 Light Machine Gun. Other members of the squad were armed with Kar98k bolt-action rifles and MP40 submachine guns. Panzerfaust light disposable anti-tank rockets were often also carried.



Fallschirmjäger squads were often armed with FG42 automatic rifles.



Machine Gun teams, armed with bipod-mounted MG42 light machine guns, provided formidable firepower.



When mounted on a heavy tripod the MG42 could maintain a very high rate of fire; 1200 rounds per minute (though in practice it would be fired in much shorter bursts).



German infantry companies had 81mm mortars to provide indirect fire support.



The Panzerschreck was the German version of the bazooka. With a range of under 100m it was most useful when fired at the side or rear armor of tanks.



The Germans fielded a number of anti-tank guns, including the infamous '88'—the 8.8cm FLAK 36 anti-aircraft cannon that also proved itself adept in the anti-tank role.



Company Table of Organization & Equipment (TO&E)

The following is your starting company for the campaign. If you play a mission in isolation, you will use this company. The RCLs and Mortar Section may be attached to any rifle platoon before each mission.

Unit	Description	Starting Experience	Assets / Ammo per Mission	Steps
Company Headquarters				
CO HQ	Company Headquarters	Green	SCR300 Bn TAC, SCR536 Co TAC radios	1
CO XO	Company Executive Officer	Green	SCR536 Co TAC	1
CO 1 Sgt	Company 1st Sergeant	Veteran		1
Mtr Sec*	60mm Mortar Section	Line	4 Mtr ammo, SCR536 Co TAC radio	3
1/Mtr	1st 60mm Mortar Team	Line	4 Mtr ammo	1
2/Mtr	2nd 60mm Mortar Team	Line	4 Mtr ammo	1
3/Mtr	3rd 60mm Mortar Team	Line	4 Mtr ammo	1
.50 cal HMG	M2 .50 cal HMG Team	Line	4 MG ammo	1
1/LMG	1st LMG Team M1919A4	Line	4 MG ammo	1
2/LMG	2nd LMG Team M1919A4	Line	4 MG ammo	1
1/AT	1st Bazooka Team	Line	3 Rkt ammo	1
2/AT	2nd Bazooka Team	Line	3 Rkt ammo	1
3/AT	3rd Bazooka Team	Line	3 Rkt ammo	1
1st Platoon				
1 PLT HQ	1st Platoon Headquarters	Green	SCR536 Co TAC radio	1
1/1	1st Squad, 1st Platoon	Line		3
2/1	2nd Squad, 1st Platoon	Line		3
3/1	3rd Squad, 1st Platoon	Line		3
2nd Platoon				
2 PLT HQ	2nd Platoon Headquarters	Green	SCR536 Co TAC radio	1
1/2	1st Squad, 2nd Platoon	Line		3
2/2	2nd Squad, 2nd Platoon	Line		3
3/2	3rd Squad, 2nd Platoon	Line		3
3rd Platoon				
3 PLT HQ	3rd Platoon Headquarters	Green	SCR536 Co TAC radio	1
1/3	1st Squad, 3rd Platoon	Line		3
2/3	2nd Squad, 3rd Platoon	Line		3
3/3	3rd Squad, 3rd Platoon	Line		3

* The Mortar Section is made up of the three Mortar Teams - see CSR 2

Company Vehicle Assets



Unit	Description	Exp	No.
Jeep	Jeep (no crew) (10.8.1)	As per driver/passenger	1 vehicle

Replaced automatically in-between missions if lost.



Assets

The following assets are available in every mission.

Unattached Assets	No. per mission
Rifle Grenades (1 shot)	3 (max 1 per platoon)
HC Smoke	4
WP Smoke	4
Red Star Parachute (RSP)	1
Red Star Cluster (RSC)	1
Green Star Parachute (GSP)	1
Green Star Cluster (GSC)	1
Red Smoke	1
Green Smoke	1
Yellow Smoke	1
Purple Smoke	1
Handheld Illumination (night missions only)	8

Experience

The following table details the Experience Points awarded depending on mission type:

Experience Points	
Task	Points
<i>Offensive Mission Experience Points</i>	
Secure the Primary Objective card	5
Secure the Secondary Objective card	4
Secure the Attack Position card	3
Clear another card that had a PC A marker	2 per card
Clear a card that had a PC B or C marker	1 per card
<i>Combat Patrol Experience Points (award for patrolling platoon)</i>	
Clear the Primary Objective	4
Clear a Route Point Card (not including Primary Objective)	1 per card
Complete a Patrol Successfully	5
<i>General Experience Points (all missions)</i>	
Capture Enemy Prisoners	2 per step
Capture an Enemy Casualty	1 per step
Perform a Successful attack with a hand grenade (not a ranged G! weapon)	1 per attack
Complete HQ Event marked* that turn	1 per event
Successfully Evacuate a Friendly Casualty	1 per casualty

Basic Campaign Information

Prisoners (8.15): Both sides take prisoners.

Runners (4.3.2): No runners are available at the start of the mission. If required, they must be created during play from existing units.

Replacements (12.4): Receive up to 6 Green replacement steps after completing each mission (plus any returning veteran steps).

Casualty Evacuation (5.1.7): Place a CCP Tactical Control anywhere on the map before each mission begins or set one during play for evacuation of casualties.

Grenades (7.10.2): Both US and German Grenade Attacks use the -4 VOF.

Campaign Special Rules (CSR)

1. Communications



The SCR536 Radios making up the CO TAC Network may be replaced by EE8 Field Phones in each

Offensive mission. Four Phone Lines are provided as assets in each mission if Phones are used. Other Networks remain on radios. Phones are not available for Combat Patrols.



In some missions, the option to mount the Arty FD NET SCR610 radio in a Jeep may be available.

- Due to the on-board equipment, this Jeep can only carry a single step (the Arty FO).
- If the Arty FO Jeep is not used in the mission, the Arty FO may transport the manpack SCR610 around the map normally.
- If the Jeep is selected, the SCR610 radio cannot be used as a transportable manpack until the next mission.
- While the Arty FO is on board, the Jeep is automatically Activated for Vehicle Movement every turn (this is an exception to 10.8.1).

Note: Especially in the latter missions of this campaign, you may find the jeep is handy to move the ARTY FO quickly around the larger maps.

2.60mm Mortar Section and Mortar Teams



In each mission, choose either the 60mm Mortar Section (H VOF, multi-step unit) or the individual 1-step Mortar Teams. If Teams are chosen, the Section radio/phone can be reassigned to any other company unit or attachment freely.

- During combat, F or A Hit results on the Mortar Section will reduce affected Steps to 1-step mortar teams as per the breakdown chart on the back of this mission book. If only one step remains, place a 1-step mortar team.
- On breakdown, each Mortar Team receives the same amount of mortar ammo as the Section carried (ammo is not divided, as the number of rounds represented by



a single ammo point is much less for a single G!-rated Mortar Team than a whole H-rated Section). See rulebook 7.18.1B.

- The 60mm Mortar Section cannot be split voluntarily during a mission.
- The Mortar Teams cannot reconstitute into a Mortar Section during a mission.



One-step Mortar Teams begin each mission with more ammunition than they can transport by themselves (5.1.6). Other units will need to be utilized to transport ammo if the Mortar Teams move. (The H VOF rated Mortar Section utilizes abstracted ammo bearers).

3. German Squads

- German A VOF rated squads and Fire Teams are equipped with MG42 machine guns. You must track ammo for these units.
- For each mission check the Enemy Details box to determine if you will face Grenadier (Gr) or Fallschirmjäger (FJ) squads. Select the appropriate set of counters and put the others aside. Refer to the charts on the back of this mission book to see how the different squads break down in combat.
- As noted on the chart, when the second step of an A VOF rated Fallschirmjäger squad takes an F Hit, draw an Action card. On an R#1/2, place two A-rated Fire Teams, otherwise place one S-rated and one A-rated Team (the final step remaining after breakdown is always an A-rated squad). If two A-rated Fire Teams are placed, divide the remaining MG ammo between them (7.18.1B).

Design Note: Although Fallschirmjäger squads were assigned two MG42s, only about 70% were actually available going into battle. Some are represented by the LMG teams encountered, leaving about a 50/50 chance that each full squad your company encounters will be equipped with two MG42s.

4. German 81mm Mortar Section

- During combat, the German 81mm mortar section breaks down into two mortar teams and one generic Fire Team (see breakdown chart).
- Mortar teams on their Fire Team side can Rally to Good Order mortar teams with an Enemy Activity Check or HQ Event, and when setting up a Reattempt. They cannot reconstitute into a mortar section.
- When the mortar section breaks down, each mortar team receives the same amount of mortar ammo as the Section carried.

5. Unique Fortifications

Outflanked Pillboxes

During the historical campaign, due to flanking maneuvers the Manchus occasionally came across bunkers and pillboxes that were incorrectly aligned to defend against their advance. If a Pillbox is drawn at Point Blank Range it is placed **Spotted** and begins facing in a random direction. Units inside do not open fire immediately (treat them as **Place PDF/VOF: No**).

Pillboxes placed at Max LOS/Range, including those placed on US occupied cards, are always placed unspotted. They face and open fire on their triggering card as usual.

Deep Bunkers

These represent bomb shelters, cellars and command bunkers. Deep Bunkers can be occupied and fired upon like regular Bunkers. However the units inside do not exert a VOF and may not Spot, deploy pyrotechnics or make Grenade Attacks. Enemy units will leave the Bunker upon drawing Fall Back or Grenade Attack actions in the enemy activity phase as per 5.3.2. Being in the Bunker does not affect LOS.

6. Squad Infiltration Attempts

If the **Squad Infiltration Attempt** package is drawn, make an Infiltrate Attempt by drawing two cards (adjusted for Experience) and look for the Infiltrate icon. If that action is successful, place the new enemy unit on the placement card, not Exposed, and under the best non-US occupied Cover marker currently on the card. If the action is not successful, place the enemy unit on the card, out of cover, and marked as Exposed. No actual movement takes place, the Attempt is only made to determine the Exposed status of the unit on its placement card.

7. German AT Units

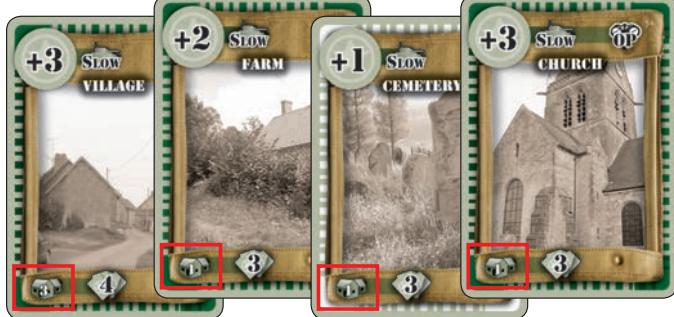


- **Panzerfausts** are only used to fire at vehicle targets, never at infantry.
- In addition to drawing for an action in the Enemy Activity Phase, the **Pak40 75mm AT Gun**, **88mm FLAK 36** and **Panzerschreck** are automatically Activated for AT combat every turn. **Panzerfaust** armed units and the **75mm Infantry Gun (IG)** are only Activated for AT Combat if they are on the same card as a US Vehicle. (As per 10.5.4 they will still attempt Reaction AT Fire.)
- The **75mm AT Gun** will save its main gun for AT combat. It places a Basic Small Arms VOF up to Close Range, as indicated on the counter, for which ammo is not tracked. As indicated on the Vehicle and Anti-Tank Weapons chart, it can carry out AT combat with its main gun up to Very Long Range.



- The **75mm Infantry Gun** also places an Small Arms VOF up to Close Range but will make Grenade Attacks (expending ammo) against infantry targets up to Very Long Range if possible (7.10.1). As indicated on the Vehicle and Anti-Tank Weapons chart, it can also carry out AT combat with its main gun up to Very Long range.

8. Terrain



Cover

When cover is found on Village, Farm, Cemetery and Church cards, it may be a building or Basic +1 Cover (indicating ruins). Draw on the following chart:

Cover type	Village	Farm	Cemetery	Church
	R#	R#	R#	R#
Strong Building	1-3/8	1/8	1/8	1-4/8
Strong Building*	4/8	2/8	-	5-6/8
Light Building	5/8	3/8	2-3/8	-
Light Building*	6/8	4/8	-	-
Basic +1 Cover	7-8/8	5-8/8	4-8/8	7-8/8

* If package is a Sniper or Spotter, place in upper story/church tower if available.

If a German force package in cover is placed in a Village, Farm, Cemetery or Church card, consult the table above and if the building cover value is the same or better than the enemy cover listed in the enemy package chart, place them in the building instead. Besides the initial placement of Snipers and Spotters, enemy units are not placed in and do not move into upper stories or church towers.

Design Note: While occupying the upper story of a building may seem like an advantage, it is generally more exposed and less easy to retreat from and would not be the preferred choice of defensive position for most German units.

9. Mortar Restrictions

Mortar Teams and Mortar Sections may not fire from Woods terrain.



10. Engineers



You may be assigned an Engineers Squad in some missions. The following rules apply:

Mine Detection

If a good order 2 or 3 step engineer squad resolves a Potential Contact Marker and it is a Mines! Contact, instead of drawing 3 cards for their mine check, it draws 1.

Engineers Clearing Paths Through Mines

In an attempt to mark a clear path through a known minefield, the engineer squad may attempt to infiltrate to or within a card with mines. If successful in the infiltration attempt, it then draws 1 card to check for a potential mine attack. If it avoids a mine attack, a path is marked and the Mine VOF marker is removed. If the engineer hits a mine, the marking has failed and the Mine VOF marker remains in place.

If the Infiltration attempt itself fails, the engineer unit is *not* marked exposed, but must draw 3 cards for a mine attack. You may attempt to clear a pathway any number of times as long as you have a good order 2 or 3 step engineer squad.

Engineers on a card with mines do not need a specific destination to make this infiltrate within a card check (though they may move to cover areas as usual if desired).



MISSION 1 - TRÉVIÈRES OFFENSIVE

June 8 to 10, 1944

First Battle with the German Army

Despite the traffic jam getting across Omaha Beach, we need to go into the attack to secure the beachhead and let the 1st and 29th Division troops catch their breath as they have been fighting hard since D-Day. We have to keep the pressure on the Germans, so they do not have a chance to re-organize a strong defensive line. The Germans do already have a strongpoint at Trévières, but we need to take the town as it is an important road junction. The Aure river is an obstacle to motorized movement, so we are going in on foot, wading across the Aure to take it in the flank. Due to the congestion on the beach, we do not have all our heavy weapons, but we will use maneuver and surprise. For most of us, this is our first time in combat, but this is what we spent the last two years training for. You know your jobs, I have confidence that your training will take over. Good luck and God bless you.



US troops fighting at close quarters amongst the thick Bocage hedgerows. The man in the middle is about to fire a Rifle grenade.

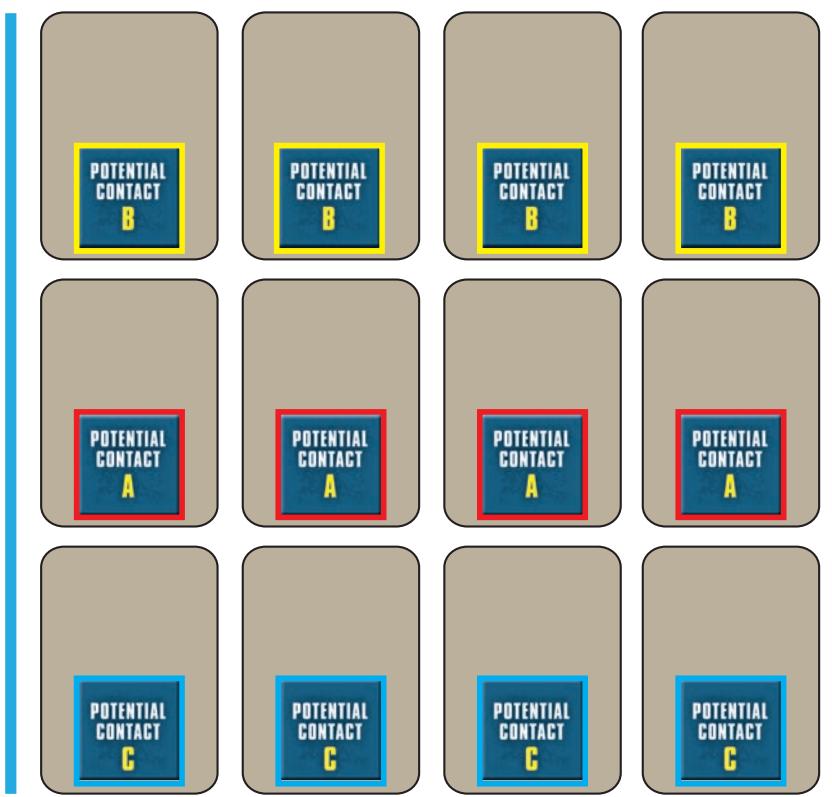
Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight +0
Map	4 columns by 3 rows
Attempts	You may Reattempt this mission once as per the instructions in the rulebook (3.9).
Mission Objective	Secure the Primary and Secondary Objectives and Clear Rows 1 and 2.
Tactical Controls	<ul style="list-style-type: none"> The Line of Departure (LOD) is between the Staging Area and Row 1. The Limit of Advance (LOA) is at the Top of Row 3. Left Boundary is left of Column 1. Right Boundary is right of Column 4. Place the Primary and Secondary Objectives on cards of your choice on Row 3. Place the Attack Position on Row 2 adjacent to either the Primary or Secondary Objective.
Potential Contact Placement	<ul style="list-style-type: none"> Row 3: B Row 2: A Row 1: C
Enemy	<p>Tactics: Deliberate Defense Experience: Line Historical Enemy: 352nd Division, 90th Brigade</p> <p>Use the Grenadier squads marked "Gr". Draw one at random each time a Squad is placed. Refer to the breakdown chart to see how the A- and S-rated Squads break down.</p>



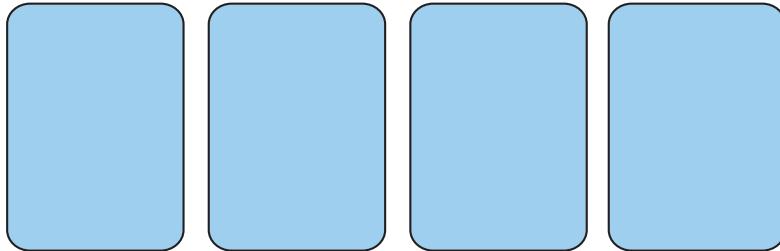
LOA

Left Boundary

Right Boundary



LOD



Key

Random Terrain

Staging Area

Tactical Controls

Primary/Secondary Objectives

LOD: Line of Departure
LOA: Limit of Advance

Left/Right Boundaries

Attack Position

Phase Lines
Pyrotechnic OrdersCasualty Collection Point
for Evacuation

Additional Attachments



Unit	Description	Parent Unit	Exp	Steps
Arty FO	Artillery Forward Observer with SCR610 Arty FD Net Radio	15th Field Artillery Battalion	Line	1

Fire Support

Fire Support Available

Battalion Fire Missions are not available for this mission.

Agency	Ammo	Combat Mod	Arty FO Draw	CO HQ Draw	Fire Missions
15th Field Artillery Battalion (105mm)	HE	-5	2	1	4
	WP	-4	2	1	1



Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Situation Report: CO HQ must spend its first 3 Commands to send a report to the battalion.*	1/10	1/10
Comm Trouble: BN HQ does not Activate CO HQ this turn. CO HQ must spend its first 2 Commands to re-establish communications.*	2/10	2/10
Artillery Displacing: 15th Field Artillery Battalion is unavailable this turn.	3/10	3/10
Checking Up: Randomly select 1 higher HQ Staff and place their counter on the same card as the CO HQ. They will remain for 2 turns. BN HQ is now considered to be "on the map" (4.1.1).*	4/10	4/10
Trouble on the Flank: No unit may move forwards to a new row (one further forward than the current lead US unit) this turn.	5/10	5/10
Company on the Flank is Ahead: You must move at least one unit forward to a new row (one further forward than the current lead US unit) this turn to close the gap. (Ignore if already on Row 3).*	6/10	6/10
Battalion is Screaming for Action: You must move at least one unit forward to a new row (one further forward than the current lead US unit) with a PC marker this turn. (Ignore if already on Row 3 or no PC markers can be reached).*	7-8/10	7/10
Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1.	9-10/10	8-10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Command points.

Enemy Higher HQ Events	Turns 2-10 R#
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	1/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10
Displace Leaders: Remove any leaders on cards with no US troops.	3/10
Displace HMGs: Remove any on-map HMGs on cards with no US troops.	4/10
Rally: Attempt to Rally all pinned on-map units and upgrade any unpinned LATs.	5-6/10
Fall Back: Move all unpinned units straight back one card.	7-8/10
Counter Attack: See Mission Special Rules (MSR).	9-10/10



Enemy Force Packages

All Squads breakdown as per the Grenadier breakdown chart.

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed (8.3).

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Mines! (Plus Sniper in Basic +1 Cover on R#1/2)	Yes	No	Mines on triggering card. Sniper if drawn at Max LOS/Range.
2	Incoming! (Artillery –4 or Mortar –3 with Spotter in Trenches)	Yes	No	Incoming VOF on triggering card. Spotter at Max LOS.
3	Sniper! (Sniper in Basic +1 Cover)	Yes	No	Max LOS/Range.
4	Mines and HMG Nest (Mines / HMG with 8 ammo* in Foxholes)	Yes	Yes	Mines on triggering card. HMG at Max LOS/Range.
5	MG Nest (LMG with 6 ammo or HMG with 8 ammo* in Foxholes)	Yes	HMG: Yes LMG: No	HMG: Max LOS/Range. LMG: R#1-2/10 - Point Blank. R#3-10/10 - Max LOS/Range.
6	Strong Point (Squad in Trench / Squad in Trench. Add HMG with 8 ammo* in Bunker to one squad's card on R#1/2)	Yes	No	R#1-2/10: Both at Close Range. R#3-10/10: Both at Max LOS/Range.
7	Defensive Position (Squad in Trench / Squad + Leader (only if available) in Trench)	Yes	No	R#1-2/10 Both at Close Range. R#3-10/10 Both at Max LOS/Range.
8	Pillbox (HMG in Pillbox)	Yes	No	Max LOS/Range.
9	Mortar Team (81mm Mortar Team with 6 ammo in Foxholes)	Yes	No	Max LOS/Range.
10	FLAK 36 AA Gun (88mm with 6 ammo in Trench)	Yes	Yes	Max LOS/Range.
11	Patrol (Squad infiltration attempt)	No	Yes	Max LOS (CSR 6).
12	Base of Fire (LMG with 6 ammo out of cover)	Yes	Yes	Max LOS/Range.

Mortar Spotters have 2 missions and draw 4 cards for the second mission. Arty Spotters have 2 missions and draw 2 cards for the second mission.

A-rated Squads have 6 ammo each.

* Weapons teams are only capable of Transporting 6 ammo; any additional will be left behind if the unit moves.

German Contact Packages

Package	PC A R#	PC B R#	PC C R#
1	-	-	1-2/10
2	-	1-2/10	3-6/10
3	1/10	-	7/10
4	-	3/10	8/10
5	2-3/10	4-6/10	9-10/10
6	4/10	7-8/10	-
7	5-6/10	-	-
8	7/10	-	-
9	-	9/10	-
10	8/10	10/10	-
11	9-10/10	-	-

PC A Counter Attack	
Package	R#
2	1-2/4
11	3/4
12	4/4

Unit Placement	
R#	Direction
1-4/8	Front
5-6/8	Left Front
7-8/8	Right Front

Mission Special Rules (MSR)

1. Counter Attack

When the Counter Attack event is drawn, immediately place PC markers, randomly selected from all those remaining, on their “?” side on *every card occupied by a US unit*. Change Enemy Tactics to **Offensive Assault** for three turns (including this turn). Place the ‘Counter Attack Ends’ marker on the turn track three turns ahead of the turn marker.

The sequence of play does not change. Resolve any PC A Markers using the Counter Attack chart in place of the regular PC A chart.



MISSION 2 - CERISY OFFENSIVE

June 11 to 19, 1944

Initial Contact with German Paratroops

We have the Germans on the run, but let's not get overconfident. Intel says they are rushing reinforcements in. Ahead of us is the Cerisy forest. It is a naturally defensible place, and we need to clear it and secure the left flank of our advance. We are not sure what units the Germans are committing or where they intend to make a stand, but we know they will not keep falling back. Your mission is to gain and maintain contact, clear the forest, and keep the pressure on the Germans.



A German Fallschirmjäger position dug into a hedgerow. A dead G.I. lies in the foreground.

Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight +0
Map	4 columns by 5 rows
Attempts	You may Reattempt this mission once as per the instructions in the rulebook (3.9).
Mission Objective	Secure the Primary and Secondary Objectives and Clear Rows 1 through 4.
Tactical Controls	<ul style="list-style-type: none"> The Line of Departure (LOD) is between the Staging Area and Row 1. The Limit of Advance (LOA) is at the Top of Row 5. Left Boundary is left of Column 1. Right Boundary is right of Column 4. Place the Primary and Secondary Objectives on cards of your choice on Row 5. Place the Attack Position on Row 4 adjacent to either the Primary or Secondary Objective.
Potential Contact Placement	<ul style="list-style-type: none"> Row 5: A Row 3-4: B Row 1-2: C
Enemy	<p>Tactics: Hasty Defense Experience: Line Historical Enemy: 9th Fallschirmjäger Regiment, 3rd Fallschirmjäger Division</p> <p>Use the Fallschirmjäger squads marked "FJ". Draw one at random each time a Squad is placed. Refer to the breakdown chart to see how the A- and A/S-rated Squads break down.</p>

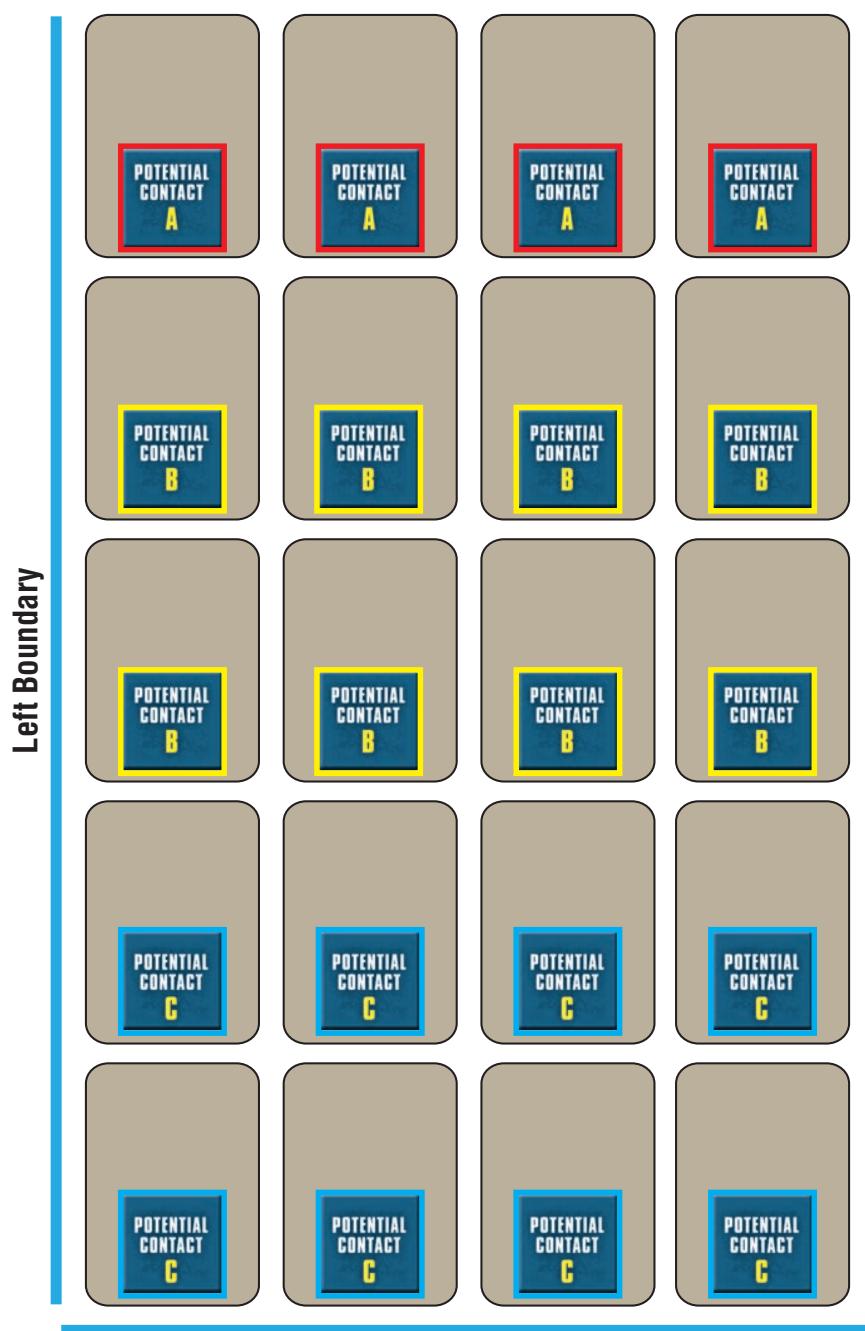


Additional Attachments

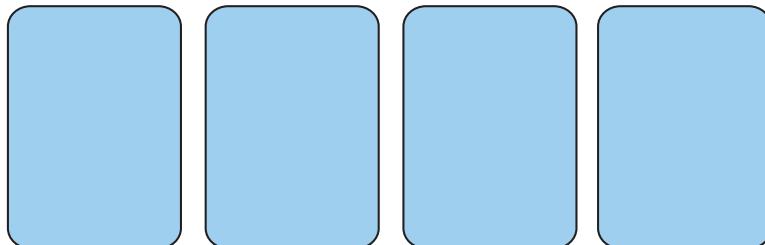
Unit	Description	Parent Unit	Exp	Steps
Arty FO	Artillery Forward Observer with SCR610 Arty FD Net Radio	15th Field Artillery Battalion	Line	1
Mtr FO	81mm Mortar Forward Observer with SCR300 Mtr FD Net Radio	Bn 81mm Mortar Platoon	Line	1



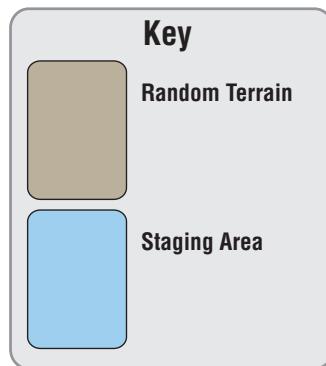
LOA



LOD



Key



Tactical Controls

PRIMARY OBJ 1 OBJECTIVE	SECONDARY OBJ 2 OBJECTIVE	Primary/Secondary Objectives
Line of Departure	Limit of Advance	LOD: Line of Departure LOA: Limit of Advance
LEFT BOUNDARY	RIGHT BOUNDARY	Left/Right Boundaries
ATTACK AP POSITION		Attack Position
Phase line 1	Phase line 2	Phase Lines Pyrotechnic Orders
Casualty Collection		Casualty Collection Point for Evacuation



Fire Support

Fire Support Available						
Battalion Fire Missions are available from the 15th Field Artillery Battalion.						
Agency	Ammo	Combat Mod	Arty FO Draw	Mtr FO Draw	CO HQ Draw	Fire Missions
15th Field Artillery Battalion (105mm)	HE	-5	3	2	2	4
	WP	-4	3	2	2	1
Battalion Mortar Platoon (81mm)	HE	-3	2	3	2	3
	WP	-3	2	3	2	1
Regimental Cannon Company (105mm)	HE	-4	3	3	2	3
	WP	-4	3	3	2	1

Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Situation Report: CO HQ must spend its first 3 Commands to send a report to the battalion.*	1/10	1/10
Comm Trouble: BN HQ does not Activate CO HQ this turn. CO HQ must spend its first 2 Commands to re-establish communications.*	2/10	2/10
Artillery Displacing: 15th Field Artillery Battalion is unavailable this turn.	3/10	3/10
Checking Up: Randomly select 1 higher HQ Staff and place their counter on the same card as the CO HQ. They will remain for 2 turns. BN HQ is now considered to be "on the map" (4.1.1).	4/10	4/10
Trouble on the Flank: No unit may move forwards to a new row (one further forward than the current lead US unit) this turn.	5/10	5/10
Company on the Flank is Ahead: You must move at least one unit forward to a new row (one further forward than the current lead US unit) this turn to close the gap. (Ignore if already on Row 5).*	6/10	6/10
Battalion is Screaming for Action: You must move at least one unit forward to a new row (one further forward than the current lead US unit) with a PC Marker this turn. (Ignore if already on Row 5 or no PC markers can be reached).*	7-8/10	7/10
Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1.	9-10/10	8-10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Command points.

Enemy Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	1/10	1-2/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10	3/10
Displace Leaders: Remove any leaders on cards with no US troops.	3/10	4/10
Displace HMGs: Remove any on-map HMGs on cards with no US troops.	4/10	5/10
Rally: Attempt to Rally all pinned on-map units and upgrade any unpinned LATs.	5-6/10	6-7/10
Fall Back: Move all unpinned units straight back one card.	7-8/10	8-9/10
Counter Attack: See Mission Special Rules (MSR).	9-10/10	10/10



Enemy Force Packages

All Squads breakdown as per the Fallschirmjäger breakdown chart.

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed (8.3).

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Incoming! (Artillery -4 with no Spotter <i>or</i> Mortar -3 with Spotter in Foxholes)	Yes	No	Incoming VOF on triggering card. Mtr Spotter at Max LOS.
2	Sniper! (Sniper in Basic +1 Cover)	Yes	No	Max LOS/Range
3	MG Nest (LMG with 6 ammo <i>or</i> HMG with 8 ammo* in Foxholes)	Yes	HMG: Yes LMG: No	HMG: Max LOS/Range. LMG: R#1-2/10 - Point Blank. R#3-8/10 - Max LOS/Range.
4	Defensive Position (Squad in Foxholes / Squad in Foxholes)	Yes	No	R#1-2/10: Both at Close Range. R#3-10/10: Both at Max LOS/Range
5	Strong Point (Squad in Trench / Squad in Trench + HMG with 8 ammo* in Bunker)	Yes	No	Max LOS/Range
6	Defensive Position+ (Squad in Foxholes / Squad + Leader (only if available) in Foxholes)	Yes	No	R#1-2/10 Both at Close Range R#3-10/10 Both at Max LOS/Range
7	Command Post (2-step squad + Leader in Deep Bunker - CSR 5)	No	Yes	R#1-3/5 Point Blank R#4-5/5 Close Range
8	Mortar Position (LMG with 6 mmo + 81mm Mortar Section with 6 ammo in Foxholes)	Yes	No	Max LOS/Range
9	Maneuver (Squad infiltration attempt)	No	Yes	Max LOS (CSR 6)
10	Pillbox (HMG with 8 ammo* in Pillbox)	Yes	No (CSR 5)	R#1-2/10 Point Blank (CSR 5) R#3-10/10 Max LOS/Range
11	Base of Fire (LMG with 6 ammo out of cover)	Yes	Yes	Max LOS/Range.

Mortar Spotters have 3 missions and draw 3 cards for the second and third mission.

A-rated Squads have 6 ammo each. All squads are armed with Panzerfaust (2 shots) (see CSR 7). Enemy Leaders are armed with Rifle Grenades (2 shots) (see 8.9).

* Weapons teams are only capable of Transporting 6 ammo, any additional will be left behind if the unit moves.

German Contact Packages

Package	PC A R#	PC B R#	PC C R#
1	-	1-3/10	1-3/10
2	-	4/10	4-5/10
3	1-3/10	5-8/10	6-8/10
4	4/10	-	-
5	5/10	-	-
6	6/10	-	-
7	7/10	-	-
8	8/10	-	-
9	9/10	9-10/10	9-10/10
10	10/10	-	-

PC A Counter Attack	
Package	R#
1	1-3/10
9	4-7/10
11	8-10/10

Unit Placement	
R#	Direction
1-4/8	Front
5-6/8	Left Front
7-8/8	Right Front

Mission Special Rules (MSR)

1. Counter Attack

When the Counter Attack event is drawn, immediately place PC markers, randomly selected from all those remaining, on their “?” side on *every card occupied by a US unit*. Change Enemy Tactics to **Offensive Assault** for three turns (including this turn). Place the ‘Counter Attack Ends’ marker on the turn track three turns ahead of the turn marker.

The sequence of play does not change. Resolve all PC A Markers using the Counter Attack chart in place of the regular PC A chart.



MISSION 3

ST. GEORGES D'ELLE—LE PARC DEFENSIVE

June 20 through July 10, 1944

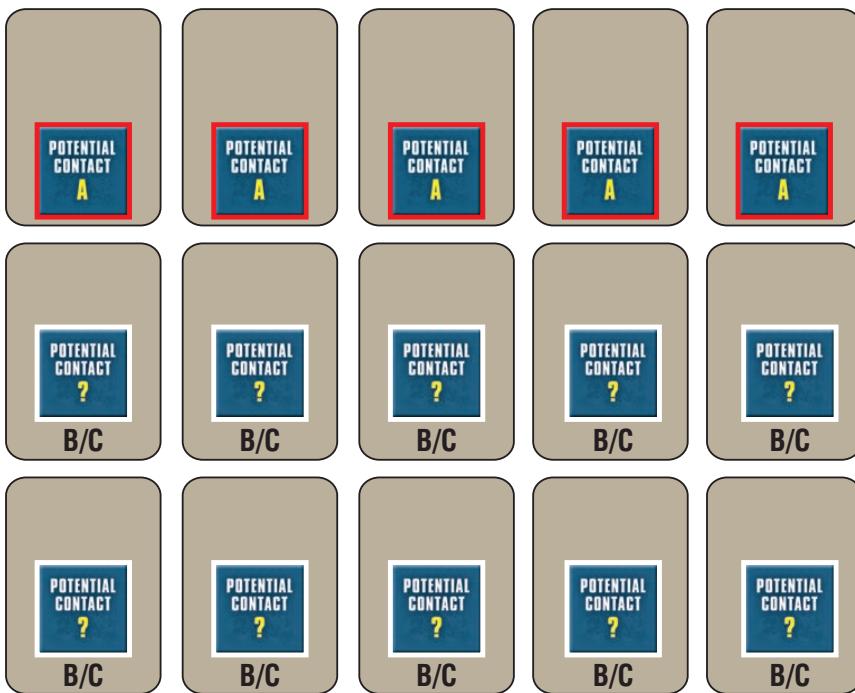
Patrols against German Paratroops

It has been a tough couple of weeks and the division is moving into the defense. These German paratroopers are tough and the darn hedgerows are not helping any. The Germans have thrown together a solid line and need to catch our breath and get more U.S. Divisions in the line pushing towards St Lô. We will keep up the pressure on the Germans with aggressive patrolling.



Covered by other members of his squad, a US soldier prepares to fire a rifle grenade at a German position

Situation	
Type, Duration, Visibility	Combat Patrols, 10 Turns per Patrol, Moon (Select Limited Visibility from +2 to +5 randomly for each patrol)
Map	5 columns by 4 rows. Each patrol is played on the same map. There is no Staging Area in this mission (MSR 4). Note that in a Campaign Game, this map will continue to be used in Mission 4 (MSR 3).
Attempts	Carry out one patrol with each platoon (MSR 1).
Mission Objective	Starting on Row 1, you must move the selected platoon to the Primary Objective in Row 4 and return it to Row 1. At least one unit must pass through the Objective and each Route Point. None of the cards are required to be Cleared.
Tactical Controls	Before the mission begins, place 2 Foxholes per card in Row 1. Place the Main Line of Resistance control between Rows 1 and 2. Place a Combat Outpost with up to 2 Foxholes on any one card in Row 2. At the start of each patrol, place the Primary Objective on a card of your choice on Row 4. Place an Artillery Concentration marker on any card per 7.16.5. Place four route point markers to mark the route to the Primary Objective and back to Row 1 (MSR 2).
Potential Contact Placement	<ul style="list-style-type: none"> • Row 4: A • Row 3-?: (B/C) • Row 2-?: (B/C) <p>(No PC marker is placed on the card with the Combat Outpost.)</p>
Enemy	<p>Tactics: Deliberate Defense Experience: Veteran Historical Enemy: 9th Fallschirmjäger Regiment, 3rd Fallschirmjäger Division</p> <p>Use the Fallschirmjäger squads marked “FJ”. Draw one at random each time a Squad is placed. Refer to the breakdown chart to see how the A- and A/S-rated Squads break down.</p>



Left Boundary

MLR

Right Boundary

Place up to 2 Foxholes per card.

Key
Random Terrain

Tactical Controls

PRIMARY OBJECTIVE

MLR
Main Line of ResistanceLEFT BOUNDARY
RIGHT BOUNDARY
Left/Right BoundariesROUTE POINT
ROUTE POINT
ROUTE POINT
ROUTE POINT
ROUTE POINT
Route markersCOMBAT OUTPOST
Place on Row 2CASUALTY COLLECTION POINT
for EvacuationARTILLERY CONCENTRATION
+1 Call for Fire draw**Defenses**FOXHOLES
Place up to two per card
on Row 1 and at the
Command Outpost.**Additional Attachments**

Unit	Description	Parent Unit	Exp	Steps
Arty FO	Artillery Forward Observer with SCR610 Arty FD Net Radio	15th Field Artillery Battalion	Line	1
Mtr FO	81mm Mortar Forward Observer with SCR300 Mtr FD Net Radio	Bn 81mm Mortar Platoon	Line	1
HMG Team	Two .30 cal HMG teams (1/1 HMG, 2/1 HMG) with 6 Ammo each	Bn HMG Platoon	Line	1 each



Fire Support

Fire Support Available						
Battalion Fire Missions are available from the 15th Field Artillery Battalion.						
Agency	Ammo	Combat Mod	Arty FO Draw	Mtr FO Draw	CO HQ Draw	Fire Missions
15th Field Artillery Battalion (105mm)	HE	-5	3	2	2	4
	WP	-4	3	2	2	1
	Illum	N/A	3	2	2	6
Battalion Mortar Platoon (81mm)	HE	-3	2	3	2	3
	WP	-3	2	3	2	1
	Illum	N/A	2	3	2	4
Regimental Cannon Company (105mm)	HE	-4	3	3	2	3
	WP	-4	3	3	2	1

Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Comm Trouble: BN HQ does not Activate CO HQ this turn. CO HQ must spend its first 2 Commands to re-establish communications.*	1-2/10	1-3/10
Lost in the Dark: Randomly select one unit from the patrol, move it one card in a randomly selected direction, and mark the unit Exposed. If the unit leaves the map boundaries, place a new card and a PC Marker for that Row.	3-4/10	4/10
Hold up!: No unit may move to an unoccupied card this turn.	5-6/10	5-6/10
It's Raining: Add a +2 Visibility Modifier for this turn.	7/10	7/10
Mortar Platoon Displacing: Battalion Mortar Platoon is unavailable this turn.	8/10	8-9/10
CO HQ is Screaming for Action: You must move at least one unit towards a new waypoint this turn. (Ignore if all four waypoints have already been visited).*	9-10/10	10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Command points.

Enemy Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	1/10	1-2/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10	3/10
Displace Leaders: Remove any leaders on cards with no US troops.	3/10	4/10
Displace HMGs: Remove any on-map HMGs on cards with no US troops.	4/10	5/10
Rally: Attempt to Rally all pinned on-map units and upgrade any unpinned LATs.	5-6/10	6-7/10
Fall Back: Move all unpinned units straight back one card.	7-8/10	8-9/10
Shifting Lines: Remove all unresolved PC markers from Row 4, randomly redraw them from A, B, & C markers, and place them on their ? sides.	9-10/10	10/10

Mission Special Rules (MSR)

1. Combat Patrols

- Units not involved in the patrols may be set up on the map. Place units from up to 1 platoon in the COP on Row 2. Place any others in the fortifications on Row 1. These units may be given orders, and will open fire on enemies in LOS but they may not move, except by automatic retreat, and are not eligible to receive promotions through Experience Points. Any units not set up on the map are not used in this mission.
- Since only one platoon is actually taking part in the patrol, halve all draws for General Initiative, rounding down (3.3.2d).
- Each patrol is played on the same map. At the end of a patrol, follow the Mission Reattempt sequence described in the rulebook (3.9) to award Experience Points (note MSR 2), reconstitute your platoon and update the map ready for the next patrol. Replace any removed PC markers. Any skills bought with Experience Points are carried over to the next mission.
- During a Campaign game, there is no penalty for not completing a Combat Patrol mission (unless you are



Enemy Force Packages

All Squads breakdown as per the Fallschirmjäger breakdown chart.

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed (8.3).

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Mines!	Yes	No	Mines on triggering card.
2	Incoming! (Artillery -4 or Mortar -3. Single fire mission; no Spotter.)	Yes	No	Incoming VOF on triggering card.
3	LMG Nest (LMG team with 6 ammo in Foxholes)	Yes	No	R#1-2/10 - Point Blank R#3-10/10 - Max LOS/Range
4	HMG Nest (Squad in Foxholes / HMG team with 8 ammo* in Foxholes)	Yes	Yes	Max LOS/Range
5	Patrol (Squad marked Exposed out of cover)	No	Yes	Max LOS
6	Illum & LMG (Mortar Illumination / LMG team with 6 ammo in Foxholes)	Yes	Yes	Mortar Illumination on triggering card LMG at Max LOS/Range
7	Illum & Patrol (Mortar Illumination / Squad marked Exposed out of cover)	No	Yes	Mortar Illumination on triggering card Squad at Max LOS
8	Defensive Position (Squad in Foxholes / Squad + Leader (only if available) in Foxholes.)	Yes	No	R#1-2/10 Both at Close Range R#3-10/10 Both at Max LOS/Range
9	Strong Point (Squad in Trench / Squad in Trench + HMG team with 8 ammo* in Bunker)	Yes	No	Max LOS/Range
10	Pillbox (HMG team with 8 ammo* in Pillbox)	Yes	No (CSR 5)	R#1-2/10 Point Blank (CSR 5) R#3-10/10 Max LOS/Range
11	Maneuver (Squad infiltration attempt)	No	Yes	Max LOS (CSR 6)
12	Mortar Position (LMG team with 6 ammo + 81mm Mortar Section with 6 ammo in Foxholes)	Yes	No	Max LOS/Range

A-rated Squads have 6 ammo each. Enemy Leaders are armed with Rifle Grenades (2 shots) (see 8.9).

* Weapons teams are only capable of Transporting 6 ammo; any additional will be left behind if the unit moves.

playing “survivor” mode and somehow have your CO HQ on Row 1 become a casualty). Note that only platoons who actually carry out a patrol are eligible to gain Experience Points (whether the patrol is successful or not).

2. Route Points

- Route Point Control markers must be placed on four separate cards (this may include the Primary Objective). Your units may roam the map freely, but at least one unit must enter each of these cards to successfully complete the patrol
- Experience points can be awarded for Clearing the same cards as previous patrols (exception to 3.9).

3. Scouting Terrain

In a campaign game, the map will also continue to be used in Mission 4. Retain all cover markers (friendly and enemy) and minefields discovered during your patrols.

4. Staging Area

There is no Staging Area in this mission. All units that will be used for a patrol must be set up on the map. Any units not set up on the map remain unavailable until the next patrol.

German Contact Packages

Package	PC A R#	PC B R#	PC C R#
1	-	1-2/10	1-2/10
2	-	3-5/10	3-5/10
3	1/10	6/10	6/10
4	2-3/10	-	-
5	4/10	7/10	7-8/10
6	-	8-9/10	9/10
7	-	10/10	10/10
8	5-6/10	-	-
9	7/10	-	-
10	8/10	-	-
11	9/10	-	-
12	10/10	-	-

Unit Placement	
R#	Direction
1-4/8	Front
5-6/8	Left Front
7-8/8	Right Front



MISSION 4: HILL 192 OFFENSIVE

July 11 and 12, 1944: Supporting Attack against German Paratroops

The division is going to take Hill 192. Our mission is to support this attack on the left, whilst the 23rd and 38th Infantry Regiments make the main assault. The main effort needs us to keep as many Germans tied down so they cannot reinforce or counterattack effectively. Use our supporting arms to inflict as much damage as we can.



A US Heavy Machine Gun team engages German positions with their M1917 machine gun.

Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight +0
Map	5 columns by 4 rows. There is no Staging Area in this mission (MSR 3). Note: In a Campaign Game, the Map from Mission 3 is used (MSR 1).
Attempts	You may Reattempt this mission once as per the instructions in the rulebook (3.9).
Mission Objective	Secure the Primary and Secondary Objectives and Clear Rows 2 and 3.
Tactical Controls	Place 2 Foxholes per card in Row 1. You may also place 2 Foxholes on any one card in Row 2; some units from one platoon of your choice may be placed on this card. All other units start on Row 1. <ul style="list-style-type: none"> • The Limit of Advance (LOA) is at the Top of Row 4. • Left Boundary is left of Column 1, Right Boundary is right of Column 5. • Place the Primary and Secondary Objective on cards of your choice on Row 4. • Place the Attack Position on Row 3 adjacent to either the Primary or Secondary Objective. • Place an Artillery Concentration marker on any card per 7.16.5.
Potential Contact Placement	<ul style="list-style-type: none"> • Row 4: A • Row 3: A • Row 2: B • Row 1: C Note: PC markers can be placed on US occupied cards.
Enemy	Tactics: Deliberate Defense Experience: Veteran Historical Enemy: 9th Fallschirmjäger Regiment, 3rd Fallschirmjäger Division Use the Fallschirmjäger squads marked "FJ". Draw one at random each time a Squad is placed. Refer to the breakdown chart to see how the A- and A/S-rated Squads break down.



Additional Attachments

Unit	Description	Parent Unit	Exp	Steps
Arty FO	Artillery Forward Observer with SCR610 Arty FD Net Radio	15th Field Artillery Battalion	Line	1
Mtr FO	81mm Mortar Forward Observer with SCR300 Mtr FD Net Radio	Bn 81mm Mortar Platoon	Line	1
HMG Team	Two .30 cal HMG teams (1/1 HMG, 2/1 HMG) with 6 Ammo each	Bn HMG Platoon	Line	1 each



LOA

Left Boundary
Right Boundary

POTENTIAL CONTACT A	POTENTIAL CONTACT A	POTENTIAL CONTACT A	POTENTIAL CONTACT A	POTENTIAL CONTACT A
POTENTIAL CONTACT A	POTENTIAL CONTACT A	POTENTIAL CONTACT A	POTENTIAL CONTACT A	POTENTIAL CONTACT A
POTENTIAL CONTACT B	POTENTIAL CONTACT B	POTENTIAL CONTACT B	POTENTIAL CONTACT B	POTENTIAL CONTACT B
Forward Line of Own Troops				
POTENTIAL CONTACT C	POTENTIAL CONTACT C	POTENTIAL CONTACT C	POTENTIAL CONTACT C	POTENTIAL CONTACT C

Key

Random Terrain

Tactical Controls

		Primary/Secondary Objectives
	LOA: Limit of Advance	
		Left/Right Boundaries
	Attack Position	
		Phase Lines Pyrotechnic Orders
	Casualty Collection Point for Evacuation	
	Artillery Concentration +1 Call for Fire draw	

Defenses

	Place up to two per card on Row 1.
--	---------------------------------------

Fire Support

Fire Support Available						
Battalion Fire Missions are available from the 15th Field Artillery Battalion.						
Agency	Ammo	Combat Mod	Arty FO Draw	Mtr FO Draw	CO HQ Draw	Fire Missions
15th Field Artillery Battalion (105mm)	HE	-5	3	2	2	4
	WP	-4	3	2	2	1
	TOT	-7	3	2	1	1
Battalion Mortar Platoon (81mm)	HE	-3	2	3	2	3
	WP	-3	2	3	2	1
Regimental Cannon Company (105mm)	HE	-4	3	3	2	3
	WP	-4	3	3	2	1



Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Situation Report: CO HQ must spend its first 3 Commands to send a report to the battalion.*	1-2/10	1/10
Comm Trouble: BN HQ does not Activate CO HQ this turn. CO HQ must spend its first 2 Commands to re-establish communications.*	3/10	2/10
Artillery Displacing: 15th Field Artillery Battalion is unavailable this turn.	4/10	3/10
Checking Up: Randomly select 1 higher HQ Staff and place their counter on the same card as the CO HQ. They will remain for 2 turns. BN HQ is now considered to be "on the map" (4.1.1).*	5/10	4/10
Trouble on the Flank: No unit may move forwards to a new row (one further forward than the current lead US unit) this turn.	6/10	5/10
Company on the Flank is Ahead: You must move at least one unit forward to a new row (one further forward than the current lead US unit) this turn to close the gap. (Ignore if already on Row 4).*	7/10	6/10
Battalion is Screaming for Action: You must move at least one unit forward to a new row (one further forward than the current lead US unit) with a PC Marker this turn. (Ignore if already on Row 4 or no PC markers can be reached).*	8/10	7/10
Rgt Cannon Company Displacing: Regimental Cannon Company is unavailable this turn.	9/10	8/10
Mortar Platoon Displacing: Battalion Mortar Platoon is unavailable this turn.	10/10	9/10
Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1.	-	10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Command points.

Enemy Higher HQ Events	Turns 2-5 R#	Turns 6-10 R#
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	1/10	1-2/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10	-
Displace Leaders: Remove any leaders on cards with no US troops.	3/10	3/10
Displace HMGs: Remove any on-map HMGs on cards with no US troops.	4/10	4/10
Rally: Attempt to Rally all pinned on-map units and upgrade any unpinned LATs.	5-6/10	5-6/10
Fall Back: Move all unpinned units straight back one card.	7-8/10	7-8/10
Counter Attack: See Mission Special Rules below (MSR 4).	9-10/10	9-10/10

Mission Special Rules (MSR)

1. Scouted Terrain

If playing a campaign game, use the map from Mission 3. Retain all cover markers (friendly and enemy) and minefields that were discovered during your patrols. Remove the Combat Outpost, but keep the Foxholes in place (units from one platoon may begin set up here as per the mission instructions).

2. Engineers



During a campaign game, if any minefields were discovered on Rows 2 or 3 in the previous mission, a team of engineers become available as an attachment (use the 3-step S-rated engineers squad). See CSR 10 for details.

3. Staging Area

There is no Staging Area in this mission. All units that will be used for the mission must be set up on the map. Any units not set up on the map remain unavailable until the next mission.

4. Counter Attack

When the Counter Attack event is drawn, Place PC A markers on any US occupied card that is either

- adjacent to a card with an unrevealed PC marker, or
- in the top Row.

Change Enemy Tactics to **Offensive Assault** for three turns (including this turn). Place the 'Counter Attack Ends' marker on the turn track. The sequence of play does not change.

Resolve PC A Markers using the Counter Attack chart in place of the regular PC A chart.



Enemy Force Packages

All Squads breakdown as per the Fallschirmjäger breakdown chart.

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed (8.3).

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Mines! (Draw an R#9: On R#4-6 add an HMG in Foxholes On R#7-9 add a Sniper in Basic +1 Cover).	Yes	No	Mines on triggering card. If drawn, HMG or Sniper at Max LOS/Range.
2	Incoming! (Artillery -4 or Mortar -3 with Spotter in Foxholes)	Yes	No	Incoming VOF on triggering card. Spotter at Max LOS.
3	Sniper! (Sniper in Basic +1 Cover)	Yes	No	Max LOS/Range
4	MG Nest (LMG team with 6 ammo or HMG team with 8 ammo* in Foxholes)	Yes	HMG: Yes LMG: No	HMG: Max LOS/Range. LMG: R#1-2/10 - Point Blank R#3-10/10 - Max LOS/Range.
5	Maneuver (Squad infiltration attempt)	No	Yes	Max LOS (CSR 6)
6	AT Weapons (Panzerschreck Team with 4 ammo or 75mm AT PAK40 with 6 ammo in Foxholes)	Yes	No	Max LOS/Range
7	Defensive Position (Squad in Foxholes / Squad + Leader (only if available) in Foxholes)	Yes	No	R#1-2/10 Both at Close Range R#3-10/10 Both at Max LOS/Range
8	Strong Point (Squad in Trench / Squad in Trench + HMG with 8 ammo* in Bunker)	Yes	No	Max LOS/Range
9	Command Post (2-step squad + Leader in Deep Bunker - CSR 5)	No	Yes	R#1-3/5 Point Blank R#4-5/5 Close Range
10	Heavy Weapons (75mm Infantry Gun with 6 ammo or 88mm FLAK 36 with 6 ammo in Foxholes)	Yes	Yes	Max LOS/Range
11	Mortar Position (LMG with 6 ammo + 81mm Mortar Section with 6 ammo in Foxholes)	Yes	No	Max LOS/Range
12	Base of Fire (LMG with 6 ammo out of cover)	Yes	Yes	Max LOS/Range

Mortar Spotters have 3 missions and draw 3 cards for their second and third mission. Artillery Spotters have 2 missions and draw 2 cards for their second mission.

A-rated Squads have 6 ammo each. Each squad is armed with Panzerfausts (2 shots) (see CSR 7). Enemy Leaders are armed with Rifle Grenades (2 shots) (see 8.9).

*Weapons teams are only capable of transporting 6 ammo, the remainder will be left behind if they move.

German Contact Packages

Package	PC A R#	PC B R#	PC C R#
1	-	1-3/10	1-3/10
2	-	4-6/10	4-5/10
3	-	-	6/10
4	1/10	7-8/10	7-9/10
5	-	-	10/10
6	2-3/10	9-10/10	-
7	4-5/10	-	-
8	6/10	-	-
9	7/10	-	-
10	8-9/10	-	-
11	10/10	-	-

PC A Counter Attack	
Package	R#
2	1-3/10
5	4-7/10
12	8-10/10

Unit Placement	
R#	Direction
1-4/8	Front
5-6/8	Left Front
7-8/8	Right Front



MISSION 5: ST. GERMAIN D'ELLE—LA CROIX ROUGE—LE SOULAIRE DEFENSIVE

July 13 to 25, 1944

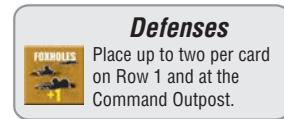
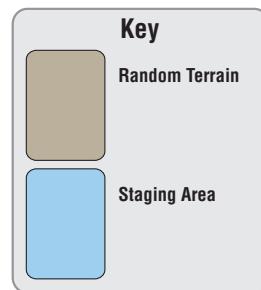
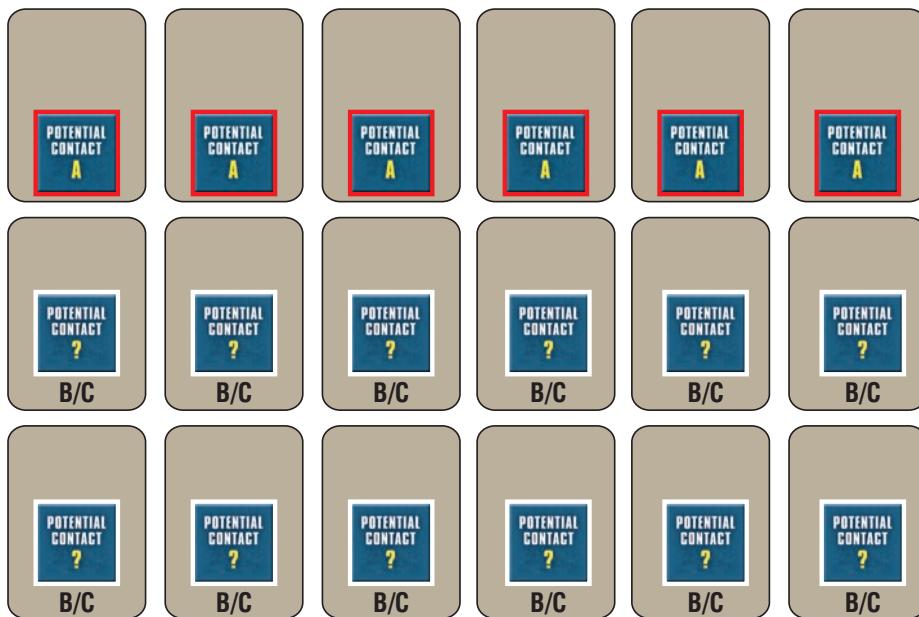
Patrols against German Paratroops

This line is a tough nut to crack. The German paratroopers are hanging in there. We have to be wearing them down. We need some time to get our replacements integrated so we are going back over to the defense. The other Divisions pushing toward St. Lô are having a tough go of it, too. We will continue with aggressive patrolling to help your new guys get experience before the next push.



A US infantryman observes the ground to his front.

Situation	
Type, Duration, Visibility	Combat Patrols, 10 Turns per Patrol, Moon (Select Limited Visibility from +2 to +5 randomly for each patrol).
Map	6 columns by 4 rows. Each patrol is played on the same map.
Attempts	Carry out one patrol with each platoon (MSR 1).
Mission Objective	Starting on Row 1, you must move the platoon through four Route Points and the primary Objective. At least one unit must pass through the Objective and each Route Point. None of the cards are required to be Cleared.
Tactical Controls	Before the mission begins, place 2 Foxholes per card in Row 1. Place the Main Line of Resistance control between Rows 1 and 2. Place a Combat Outpost with up to 2 Foxholes on any one card in Row 2. At the start of each patrol, place the Primary Objective on a card of your choice on Row 4. Place an Artillery Concentration marker on any card per 7.16.5. Place four route point markers to mark the route to the Primary Objective and back to Row 1 (MSR 2).
Potential Contact Placement	<ul style="list-style-type: none"> Row 4: A Row 3-?: (B/C) Row 2-?: (B/C) <p>(No PC marker is placed on the card with the Combat Outpost.)</p>
Enemy	<p>Tactics: Deliberate Defense Experience: Veteran Historical Enemy: 9th Fallschirmjäger Regiment, 3rd Fallschirmjäger Division</p> <p>Use the Fallschirmjäger squads marked “FJ”. Draw one at random each time a Squad is placed. Refer to the breakdown chart to see how the A- and A/S-rated Squads break down.</p>



Left Boundary

MLR

Right Boundary

Place up to 2 Foxholes per card.



Additional Attachments

Unit	Description	Parent Unit	Exp	Steps
Arty FO	Artillery Forward Observer with SCR610 Arty FD Net Radio	15th Field Artillery Battalion	Line	1
Mtr FO	81mm Mortar Forward Observer with SCR300 Mtr FD Net Radio	Bn 81mm Mortar Platoon	Line	1
HMG Team	Two .30 cal HMG teams (1/1 HMG, 2/1 HMG) with 6 Ammo each	Bn HMG Platoon	Line	1 each



Fire Support

Fire Support Available						
Battalion Fire Missions are available from the 15th Field Artillery Battalions.						
Agency	Ammo	Combat Mod	Arty FO Draw	Mtr FO Draw	CO HQ Draw	Fire Missions
15th Field Artillery Battalion (105mm)	HE	-5	3	2	2	4
	WP	-4	3	2	2	1
	Illum	N/A	3	2	2	6
Battalion Mortar Platoon (81mm)	HE	-3	2	3	2	3
	WP	-3	2	3	2	1
	Illum	N/A	2	3	2	4
Regimental Cannon Company (105mm)	HE	-4	3	3	2	3
	WP	-4	3	3	2	1

Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Comm Trouble: BN HQ does not Activate CO HQ this turn. CO HQ must spend its first 2 Commands to re-establish communications.*	1-2/10	1-3/10
Lost in the Dark: Randomly select one unit from the patrol, move it one card in a randomly selected direction, and mark the unit Exposed. If the unit leaves the map boundaries, place a new card and a PC Marker for that Row.	3-4/10	4/10
Hold up! : No unit may move to an unoccupied card this turn.	5-6/10	5-6/10
It's Raining: Add a +2 Visibility Modifier for this turn.	7/10	7/10
Mortar Platoon Displacing: Battalion Mortar Platoon is unavailable this turn.	8/10	8-9/10
CO HQ is Screaming for Action: You must move at least one unit towards a new waypoint this turn. (Ignore if all four waypoints have already been visited).*	9-10/10	10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Command points.

Enemy Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	1/10	1-2/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10	3/10
Displace Leaders: Remove any leaders on cards with no US troops.	3/10	4/10
Displace HMGs: Remove any on-map HMGs on cards with no US troops.	4/10	5/10
Rally: Attempt to Rally all pinned on-map units and upgrade any unpinned LATs.	5-6/10	6-7/10
Fall Back: Move all unpinned units straight back one card.	7-8/10	8-9/10
Shifting Lines: Remove all unresolved PC markers from Row 4, randomly redraw them from A, B, & C markers, and place them on their ? sides.	9-10/10	10/10

Mission Special Rules (MSR)

1. Combat Patrols

- Units not involved in the patrols may be set up on the map. Place units from up to 1 platoon in the COP. Place any others in the fortifications on Row 1. These units may be given orders, and will open fire on enemies in LOS but they may not move, except by automatic retreat, and are not eligible to receive promotions through Experience Points. Any units not set up on the map are not used in this mission.

- Since only one platoon is actually taking part in the patrol, halve all draws for General Initiative, rounding down (3.3.2d).
- Each patrol is played on the same map. At the end of a patrol, follow the Mission Reattempt sequence described in the rulebook (3.9) to award Experience Points (note MSR 2), reconstitute your platoon and update the map ready for the next patrol. Replace any removed PC markers. Any skills bought with Experience Points are carried over to the next mission.



Enemy Force Packages

All Squads breakdown as per the Fallschirmjäger breakdown chart.

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed (8.3).

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Mines!	Yes	No	Mines on triggering card.
2	Incoming! (Artillery -4 or Mortar -3. Single fire mission; no Spotter)	Yes	No	Incoming VOF on triggering card.
3	LMG Nest (LMG team with 6 ammo in Foxholes)	Yes	No	R#1-2/10 - Point Blank R#3-10/10 - Max LOS/Range
4	HMG Nest (Squad in Foxholes / HMG team with 8 ammo* in Foxholes)	Yes	Yes	Max LOS/Range
5	Patrol (Squad marked Exposed out of cover)	No	Yes	Max LOS
6	Illum & LMG (Mortar Illumination / LMG team with 6 ammo in Foxholes)	Yes	Yes	Mortar Illumination on triggering card LMG at Max LOS/Range
7	Illum & Patrol (Mortar Illumination / Squad marked Exposed out of cover)	No	Yes	Mortar Illumination on triggering card Squad at Max LOS
8	Defensive Position (Squad in Foxholes / Squad + Leader (only if available) in Foxholes)	Yes	No	R#1-2/10 Both at Close Range R#3-10/10 Both at Max LOS/Range
9	Strong Point (Squad in Trench / Squad in Trench + HMG team with 8 ammo* in Bunker)	Yes	No	Max LOS/Range
10	Command Post (2-step squad + Leader in Deep Bunker - CSR 5)	No	Yes	R#1-3/5 Point Blank R#4-5/5 Close Range
11	Maneuver (Squad infiltration attempt)	No	Yes	Max LOS (CSR 6)
12	Mortar Position (LMG team with 6 ammo + 81mm Mortar Section with 6 ammo in Foxholes)	Yes	No	Max LOS/Range

A-rated Squads have 6 ammo each. Enemy Leaders are armed with Rifle Grenades (2 shots) (see 8.9).

* Weapons teams are only capable of Transporting 6 ammo; any additional will be left behind if the unit moves.

German Contact Packages

Package	PC A R#	PC B R#	PC C R#
1	-	1-2/10	1-2/10
2	-	3-5/10	3-5/10
3	1/10	-	6/10
4	2-3/10	-	-
5	4/10	6/10	7-8/10
6	-	7-8/10	9/10
7	-	9-10/10	10/10
8	5-6/10	-	-
9	7/10	-	-
10	8/10	-	-
11	9/10	-	-
12	10/10	-	-

Unit Placement	
R#	Location
1-4/8	Front
5-6/8	Left Front
7-8/8	Right Front

- During a Campaign game, there is no penalty for not completing a Combat Patrol mission (unless you are playing “survivor” mode and somehow have your CO HQ on Row 1 become a casualty). Note that only platoons who actually carry out a patrol are eligible to gain Experience Points (whether the patrol is successful or not).

2. Route Points

- Route Point Control markers must be placed on four separate cards (this may include the Primary Objective). Your units may roam the map freely, but at least one unit must enter each of these cards to successfully complete the patrol.
- Experience points can be awarded for Clearing the same cards as previous patrols (exception to 3.9).



MISSION 6: VIRE OFFENSIVE

July 26 to August 7, 1944

Attack against Delaying German Paratroops

With St. Lô in our hands and the German resistance fading we need to push hard before the Germans can stabilize their defenses. Our objective is the road junction of Vire. Use tank-infantry teams to find, fix, and eliminate pockets of enemy resistance.



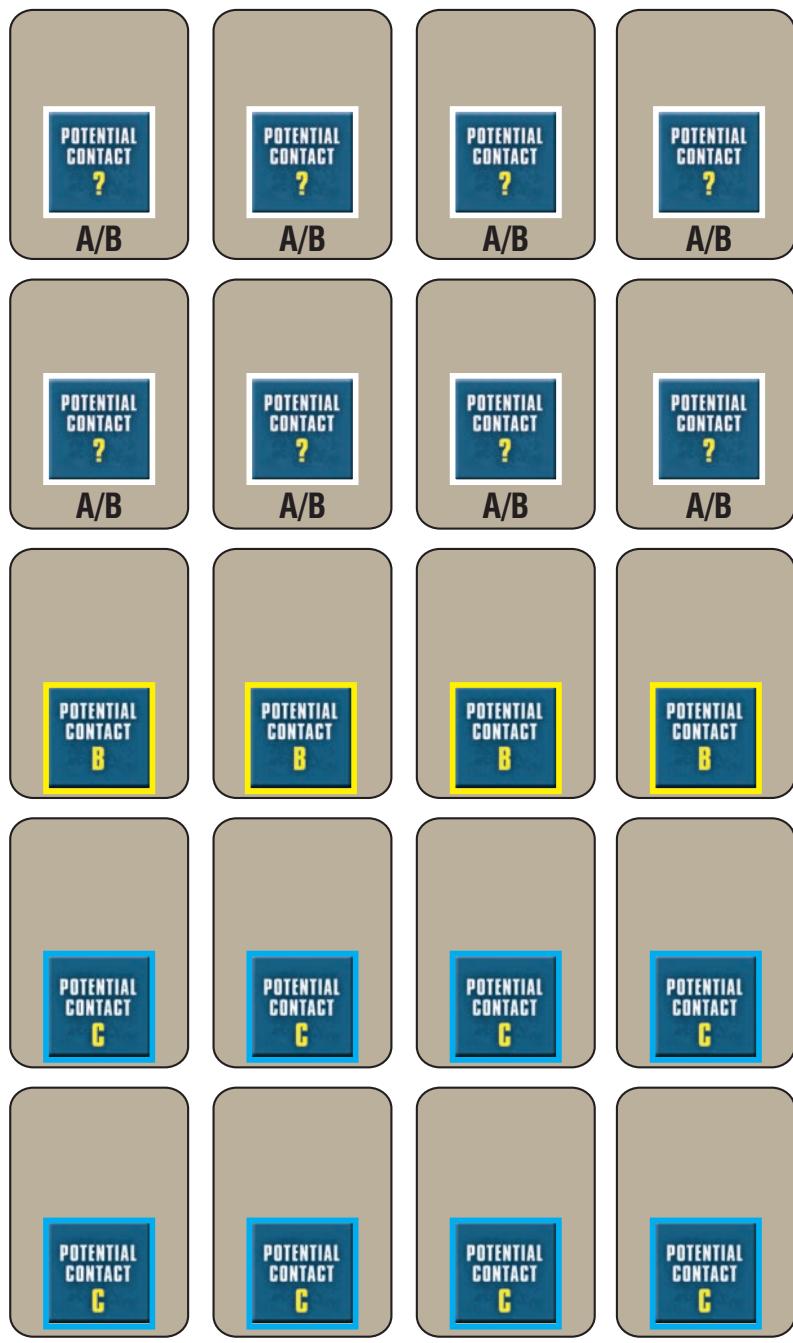
A well concealed Fallschirmjäger takes aim down the sights of his FG42 automatic rifle.

Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight +0
Map	4 columns by 5 rows
Attempts	You may Reattempt this mission once as per the instructions in the rulebook (3.9).
Mission Objective	Secure the Primary and Secondary Objectives and Clear Rows 1 through 3 of any enemy forces.
Tactical Controls	<p>Place the Primary and Secondary Objective on cards of your choice on Row 5. Place the Attack Position on Row 4 adjacent to either the Primary or Secondary Objective.</p> <ul style="list-style-type: none"> The Line of Departure (LOD) is between the Staging Area and Row 1. The Limit of Advance (LOA) is at the Top of Row 5. Left Boundary is left of Column 1. Right Boundary is right of Column 4.
Potential Contact Placement	<ul style="list-style-type: none"> Row 4-5: ? (A/B) Row 3: B Row 2: C Row 1: C
Enemy	<p>Tactics: Delay Defense Experience: Line Historical Enemy: 9th Fallschirmjäger Regiment, 3rd Fallschirmjäger Division</p> <p>Use the Fallschirmjäger squads marked "FJ". Draw one at random each time a Squad is placed. Refer to the breakdown chart to see how the A- and A/S-rated Squads break down.</p>

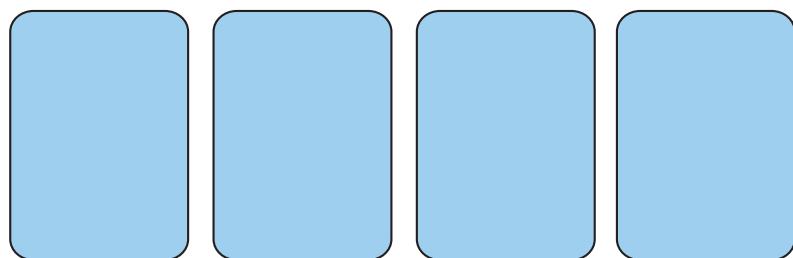


LOA

Left Boundary



LOD



Key

Random Terrain

Staging Area

Tactical Controls



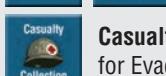
Primary/Secondary Objectives

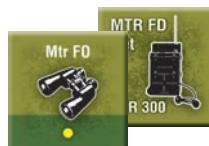
LOD: Line of Departure
LOA: Limit of Advance

Left/Right Boundaries



Attack Position

Phase Lines
Pyrotechnic OrdersCasualty Collection Point
for Evacuation



Additional Attachments

Unit	Description	Parent Unit	Exp	Steps
Arty FO	Artillery Forward Observer with SCR610 Arty FD Net Radio. Optionally, the radio may be mounted in the Arty Jeep for this mission (CSR 1).	15th Field Artillery Battalion	Line	1
Mtr FO	81mm Mortar Forward Observer with SCR300 Mtr FD Net Radio	Battalion 81mm Mortar Platoon	Line	1
HMG Team	Two .30 cal HMG teams (1/1 HMG, 2/1 HMG) with 6 Ammo each	Battalion HMG Platoon	Line	1 each
M4 Sherman Tank Platoon	5 x M4 Sherman tanks including Tank HQ with 5 ammo each	741st Tank Battalion	Line	5
Engineer Squad	Engineer Squad (See CSR 10)	2nd ECB	Line	3
Event Unit (this unit may become available as part of a Higher HQ Event)				
M5 Tank Platoon	5 x M5 tanks including Tank HQ with 5 ammo each	2nd Inf. Division Recon Battalion	Line	5

Note: Anti-Tank ambush rules (10.8.3) apply to the M4 and M5 Tank platoons.

Fire Support

Fire Support Available						
Battalion Fire Missions are available from the 15th Field Artillery Battalion.						
Agency	Ammo	Combat Mod	Arty FO Draw	Mtr FO Draw	CO HQ Draw	Fire Missions
15th Field Artillery Battalion (105mm)	HE	-5	3	2	2	4
	WP	-4	3	2	2	1
	TOT	-7	3	2	1	1
Battalion Mortar Platoon (81mm)	HE	-3	2	3	2	3
	WP	-3	2	3	2	1
Regimental Cannon Company (105mm)	HE	-4	3	3	2	3
	WP	-4	3	3	2	1



Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Situation Report: CO HQ must spend its first 3 Commands to send a report to the battalion.*	1-2/10	1/10
Comm Trouble: BN HQ does not Activate CO HQ this turn. CO HQ must spend its first 2 Commands to re-establish communications.*	3/10	2/10
Tank Support: Enter a tank platoon (4 tanks + tank HQ) of M5s on to any cards of your choice on Row 1. Each has 5 ammo.	4/10	3/10
Checking Up: Randomly select 1 higher HQ Staff and place their counter on the same card as the CO HQ. They will remain for 2 turns. BN HQ is now considered to be "on the map" (4.1.1).	5/10	4/10
Trouble on the Flank: No unit may move forwards to a new row (one further forward than the current lead US unit) this turn.	6/10	5/10
Company on the Flank is Ahead: You must move at least one unit forward to a new row (one further forward than the current lead US unit) this turn to close the gap. (Ignore if already on Row 5).*	7/10	6/10
Battalion is Screaming for Action: You must move at least one unit forward to a new row (one further forward than the current lead US unit) with a PC Marker this turn. (Ignore if already on Row 5 or no PC markers can be reached).*	8/10	7/10
Rgt Cannon Company Displacing: Regimental Cannon Company is unavailable this turn.	9/10	8/10
Mortar Platoon Displacing: Battalion Mortar Platoon is unavailable this turn.	10/10	9/10
Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1.	-	10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Command points.

Enemy Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	1/10	1-2/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10	3/10
Displace Leaders: Remove any leaders on cards with no US troops.	3/10	4/10
Displace HMGs: Remove any on-map HMGs on cards with no US troops.	4/10	5/10
Rally: Attempt to Rally all pinned on-map units and upgrade any unpinned LATs.	5-6/10	6-7/10
Fall Back: Move all unpinned units straight back one card.	7-8/10	8-9/10
Counter Attack: See MSR 1 below.	9-10/10	10/10



Enemy Force Packages

All Squads breakdown as per the Fallschirmjäger breakdown chart.

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed (8.3).

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Mines! (Draw an R#9: On R#4-6 add an HMG in Foxholes On R#7-9 add a Sniper in Basic +1 Cover).	Yes	No	Mines on triggering card. If drawn, HMG or Sniper at Max LOS/Range.
2	Incoming! (Artillery –4 with no Spotter <i>or</i> Mortar –3 with Spotter in Foxholes)	Yes	No	Incoming VOF on triggering card. Spotter at Max LOS.
3	Sniper! (Sniper in Basic +1 Cover)	Yes	No	Max LOS/Range
4	LMG Nest (LMG with 4 ammo in Foxholes)	Yes	No	R#1-2/10 - Point Blank R#3-10/10 - Max LOS/Range.
5	HMG Nest (HMG with 6 ammo in Foxholes)	Yes	Yes	Max LOS/Range
6	Patrol (Squad out of cover, marked Exposed)	No	Yes	Max LOS
7	Mortar Team (81mm Mortar Team with 3 ammo in Foxholes)	Yes	No	Max LOS/Range
8	AT Weapons (Panzerschreck Team with 4 ammo <i>or</i> 75mm AT PAK40 with 4 ammo in Foxholes)	Yes	No	Max LOS/Range
9	Defensive Position (Squad in Foxholes / Squad + Leader (only if available) in Foxholes).	Yes	No	R#1-2/10 Both at Close Range R#3-10/10 Both at Max LOS/Range
10	Maneuver (Squad infiltration attempt)	No	Yes	Max LOS (CSR 6)
11	Heavy Weapons (75mm Infantry Gun with 4 ammo <i>or</i> 88mm FLAK 36 with 4 ammo in Foxholes)	Yes	Yes	Max LOS/Range
12	Base of Fire (LMG with 4 ammo out of cover)	Yes	Yes	Max LOS/Range

Mortar Spotters have 2 missions and draw 3 cards for their second.

A-rated Squads have 4 ammo each. Each squad is armed with a Panzerfaust (1 shot) (see CSR 7). Enemy Leaders are armed with Rifle Grenades (1 shot) (see 8.9).

German Contact Packages

Package	PCA R#	PC B #	PC C R#
1	-	1/10	1-3/10
2	-	2-3/10	4-5/10
3	-	4-5/10	6/10
4	1-2/10	6-7/10	7-9/10
5	3/10	-	-
6		-	10/10
7	4/10	8/10	-
8	5/10	9-10/10	-
9	6-7/10	-	-
10	8/10	-	-
11	9-10/10	-	-

PC A Counter Attack	
Package	R#
2	1-3/10
10	4-7/10
12	8-10/10

Unit Placement	
R#	Direction
1-4/8	Front
5-6/8	Left Front
7-8/8	Right Front

Mission Special Rules (MSR)

1. Counter Attack

When the Counter Attack event is drawn, Place PC A markers on any US occupied card that is either

- a) adjacent to a card with an unrevealed PC marker, *or*
- b) in the top Row.

Change Enemy Tactics to **Offensive Assault** for three turns (including this turn). Place the 'Counter Attack Ends' marker on the turn track. The sequence of play does not change.

Resolve PC A Markers using the Counter Attack chart in place of the regular PC A chart.

2. Vehicle & AT Unit Activation

Carry out vehicle actions in the following order:

1. Tanks
2. Jeeps
3. AT Guns & AT capable Infantry units

Complete actions for all units in a group before moving on to the next (Reaction Fire occurs at any time as usual).



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MISSION 7: TINCHEBRAY OFFENSIVE

August 8 to 16, 1944

Attack against Collapsing German Paratroops

We have them on the run. I know we are all tired, but we cannot let this opportunity slip away. Keep pushing towards our next objective of Tinchebray road junction.

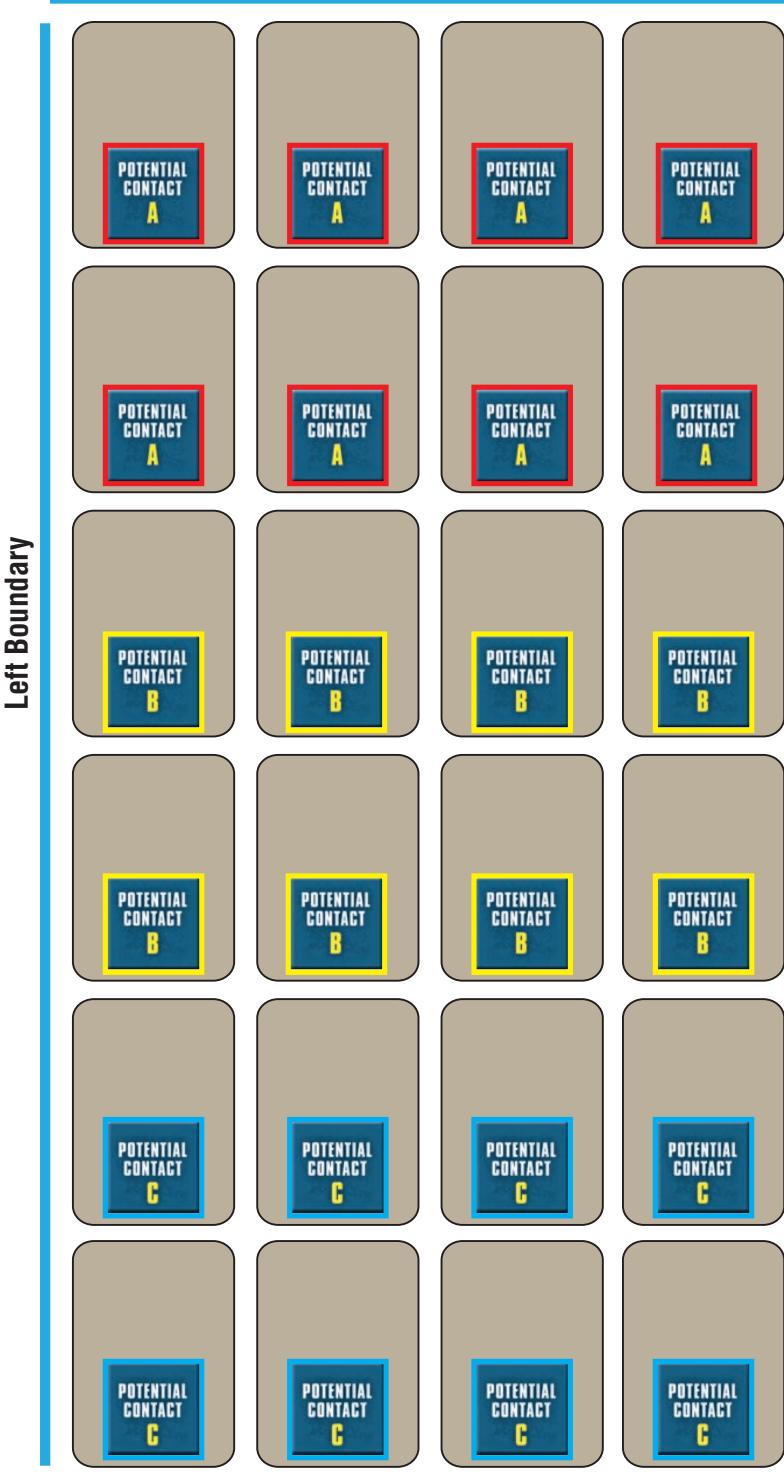


An M5 Stuart Light Tank supports US infantry. Note how it has dozer blades fitted to push through bocage hedgerows.

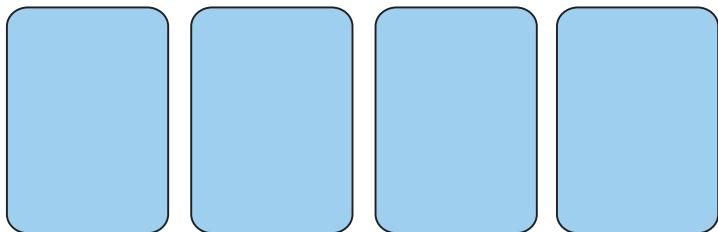
Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight +0
Map	4 columns by 6 rows
Attempts	You may Reattempt this mission twice as per the instructions in the rulebook (3.9).
Mission Objective	Secure the Primary and Secondary Objectives and Clear Rows 1 through 5.
Tactical Controls	Place the Primary Objective on a card of your choice on Row 6. Place the Secondary Objective on a card of your choice on Row 5. Place the Attack Position on Row 4 adjacent to the Secondary Objective.
Potential Contact Placement	<ul style="list-style-type: none"> Row 5-6: A Row 3-4: B Row 1-2: C
Enemy	<p>Tactics: Delay Defense Experience: Green Historical Enemy: 3rd and 5th Fallschirmjäger Divisions</p> <p>Use the Fallschirmjäger squads marked "FJ". Draw one at random each time a Squad is placed. Refer to the breakdown chart to see how the A- and A/S-rated Squads break down.</p>



LOA



LOD



Key

Random Terrain

Staging Area

Tactical Controls

Primary/Secondary Objectives

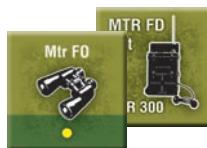
LOD: Line of Departure
LOA: Limit of Advance

Left/Right Boundaries



Attack Position

Phase Lines
Pyrotechnic OrdersCasualty Collection Point
for Evacuation



Additional Attachments

Unit	Description	Parent Unit	Exp	Steps
Arty FO	Artillery Forward Observer with SCR610 Arty FD Net Radio. Optionally, the radio may be mounted in the Arty Jeep for this mission (CSR 1).	15th Field Artillery Battalion	Line	1
Mtr FO	81mm Mortar Forward Observer with SCR300 Mtr FD Net Radio	Battalion 81mm Mortar Platoon	Line	1
HMG Team	Two .30 cal HMG teams (1/1 HMG, 2/1 HMG) with 6 Ammo each	Battalion HMG Platoon	Line	1 each
M10 Tank Destroyer Platoon	4 x M10 Tank Destroyers including Tank HQ with 5 ammo each	612th Tank Destroyer Bn	Line	4
Engineer Squad	Engineer Squad (See CSR 10).	2nd ECB	Line	3
Event Unit (this unit may become available as part of a Higher HQ Event)				
M5 Tank Platoon	5 x M5 tanks including Tank HQ with 5 ammo each	2nd Inf. Division Recon Battalion	Line	5

Fire Support

Fire Support Available						
Battalion Fire Missions are available from the 15th Field Artillery Battalion.						
Agency	Ammo	Combat Mod	Arty FO Draw	Mtr FO Draw	CO HQ Draw	Fire Missions
15th Field Artillery Battalion (105mm)	HE	-5	3	2	2	4
	WP	-4	3	2	2	1
	TOT	-7	3	2	1	1
Battalion Mortar Platoon (81mm)	HE	-3	2	3	2	3
	WP	-3	2	3	2	1
Regimental Cannon Company (105mm)	HE	-4	3	3	2	3
	WP	-4	3	3	2	1

Note: Anti-Tank ambush rules (10.8.3) apply to the M10 and M5 platoons.



Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Situation Report: CO HQ must spend its first 3 Commands to send a report to the battalion.*	1-2/10	1/10
Comm Trouble: BN HQ does not Activate CO HQ this turn. CO HQ must spend its first 2 Commands to re-establish communications.*	3/10	2/10
Tank Support: Enter a tank platoon (4 tanks + tank HQ) of M5s on to any cards of your choice on Row 1. Each has 5 ammo.	4/10	3/10
Checking Up: Randomly select 1 higher HQ Staff and place their counter on the same card as the CO HQ. They will remain for 2 turns. BN HQ is now considered to be "on the map" (4.1.1).	5/10	4/10
Trouble on the Flank: No unit may move forwards to a new row (one further forward than the current lead US unit) this turn.	6/10	5/10
Company on the Flank is Ahead: You must move at least one unit forward to a new row (one further forward than the current lead US unit) this turn to close the gap. (Ignore if already on Row 6).*	7/10	6/10
Battalion is Screaming for Action: You must move at least one unit forward to a new row (one further forward than the current lead US unit) with a PC Marker this turn. (Ignore if already on Row 6 or no PC markers can be reached).*	8/10	7/10
Artillery Displacing: 15th Field Artillery Battalion is unavailable this turn.	9/10	8/10
Mortar Platoon Displacing: Battalion Mortar Platoon is unavailable this turn.	10/10	9/10
Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1.	-	10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Command points.

Enemy Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	1/10	1-2/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10	-
Displace Leaders: Remove any leaders on cards with no US troops.	3/10	3/10
Displace HMGs: Remove any on-map HMGs on cards with no US troops.	4/10	4/10
Rally: Attempt to Rally all pinned on-map units and upgrade any unpinned LATs.	5-6/10	5-6/10
Fall Back: Move all unpinned units straight back one card.	7-10/10	7-10/10



Enemy Force Packages

All Squads breakdown as per the Fallschirmjäger breakdown chart.

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed (8.3).

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Mines! (On R#1-2/9 add an HMG with 4 ammo in Foxholes).	Yes	No	Mines on triggering card. If drawn, HMG at Max LOS/Range.
2	Incoming! (Mortar -3 with Spotter in Foxholes)	Yes	No	Incoming VOF on triggering card. Spotter at Max LOS.
3	Sniper! (Sniper in Basic +1 Cover On R#1/3 also place Mines)	Yes	No	Sniper at Max LOS/Range. If drawn, Mines on triggering card
4	LMG Nest (LMG with 3 ammo in Foxholes)	Yes	No	R#1-2/10 - Point Blank R#3-10/10 - Max LOS/Range.
5	HMG Nest (HMG with 4 ammo in Foxholes)	Yes	Yes	Max LOS/Range
6	Patrol (Squad out of cover, marked Exposed)	No	Yes	Max LOS
7	Mortar Team (81mm Mortar Team with 3 ammo in Foxholes)	Yes	No	Max LOS/Range
8	AT Weapons (Panzerschreck Team with 4 ammo <i>or</i> 75mm AT PAK40 with 4 ammo in Foxholes)	Yes	No	Max LOS/Range
9	Defensive Position (Squad in Foxholes / Squad + Leader (only if available) in Foxholes).	Yes	No	R#1-2/10 Both at Close Range R#3-10/10 Both at Max LOS/Range
10	Maneuver (Squad infiltration attempt)	No	Yes	Max LOS (CSR 6)
11	Infantry Gun (75mm Infantry Gun with 4 ammo in Foxholes)	Yes	Yes	Max LOS/Range

Mortar Spotters have 2 missions and draw 3 cards for their second.

A-rated Squads 4 ammo each. Each squad is armed with a Panzerfaust (1 shot) (see CSR 7). Enemy Leaders are armed with Rifle Grenades (1 shot) (see 8.9).

German Contact Packages

Package	PC A R#	PC B R#	PC C R#
1	-	1/10	1-2/10
2	-	2-3/10	3-4/10
3	-	4/10	5-6/10
4	1/10	5-7/10	7-8/10
5	2/10	-	-
6	3/10	-	9-10/10
7	4/10	8/10	-
8	5-6/10	9-10/10	-
9	7-8/10	-	-
10	9/10	-	-
11	10/10	-	-

Unit Placement	
R#	Direction
1-4/8	Front
5-6/8	Left Front
7-8/8	Right Front

Mission Special Rules (MSR)

1. Vehicle & AT Unit Activation

Carry out vehicle actions in the following order:

1. Tanks and Tank Destroyers

2. Jeeps

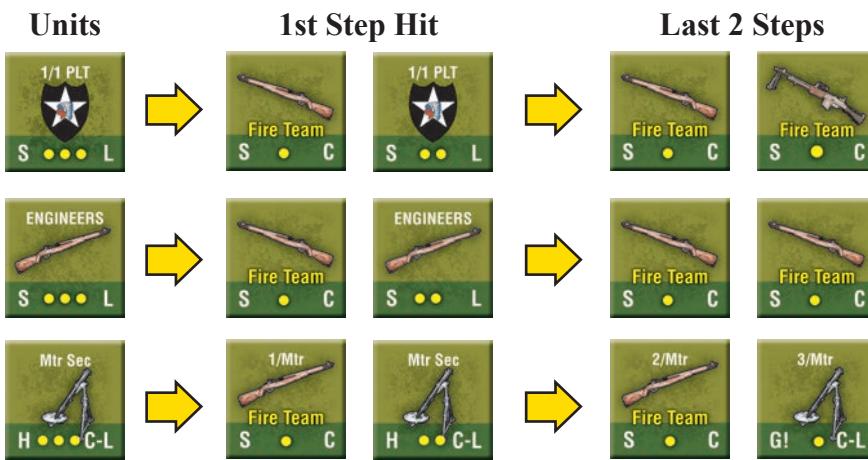
3. AT Guns & AT capable Infantry units

Complete actions for all units in a group before moving on to the next (Reaction Fire occurs at any time as usual).



Unit Breakdown

US Units



Generic Assault and Fire Teams



See 7.18.1B - Mortar Ammo.



Unit Breakdown

German Units

Grenadier Squads

Units



1st Step Hit



Last 2 Steps



Generic Assault and Fire Teams



Fallshirmjäger Squads

Units



1st Step Hit



Last 2 Steps



Divide any remaining MG ammo between the two teams.

Fallshirmjäger Assault Team



Other multi-step units

Units



Last 2 Steps



See 7.18.1B - Mortar Ammo.



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