

Kraut Corner -11th July 1944

"This was the most terrible and most gruesome day of my life"

Gefreiter Hulmut Kasiacka, 10/9th Paratroop Regiment

Overview

After five weeks of slow and bloody fighting in the fields and lanes of the Normandy bocage, the US army was within striking distance of the key target of St Lo. The town itself lay in a saucer like depression and was not defensible, but first the US forces had to capture Hill 192, which overlooked the town. The hill was held by forces from the stretched but veteran 7th Paratroop Army. On 11th July, after a massive artillery barrage, the forces of 2nd Infantry Division moved in to clear the hill. The prize was St Lo and a hill with a view all the way back to the Omaha beaches.

This scenario covers some of the actual fighting for the hill, based around one of a number of German strongpoints from 0600-0800 on 11th July. The small scale of the forces makes the scenario suitable for new players or for a short game.

General Scenario Information

US Player moves first

Game lasts 12 turns

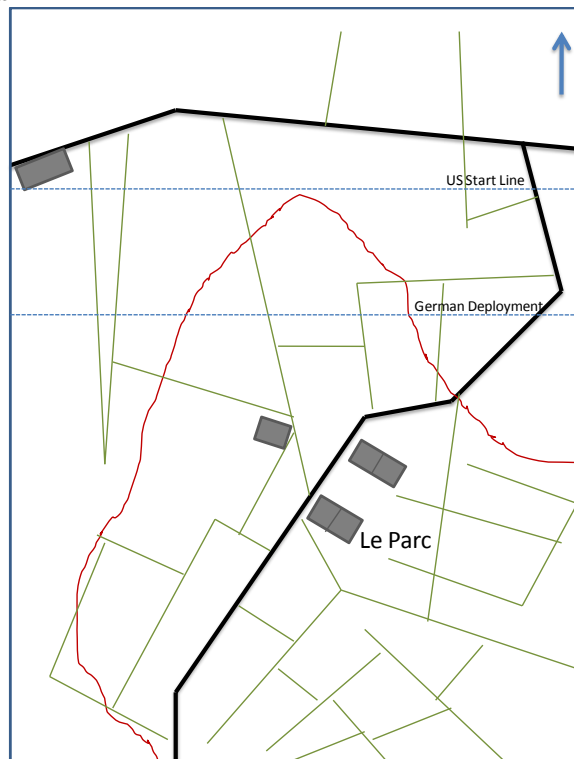


Table is 3' x 4'

Roads have bocage hedges along their length

Red contour line delineates the edge of the hill (higher ground to south)

Hedges are bocage

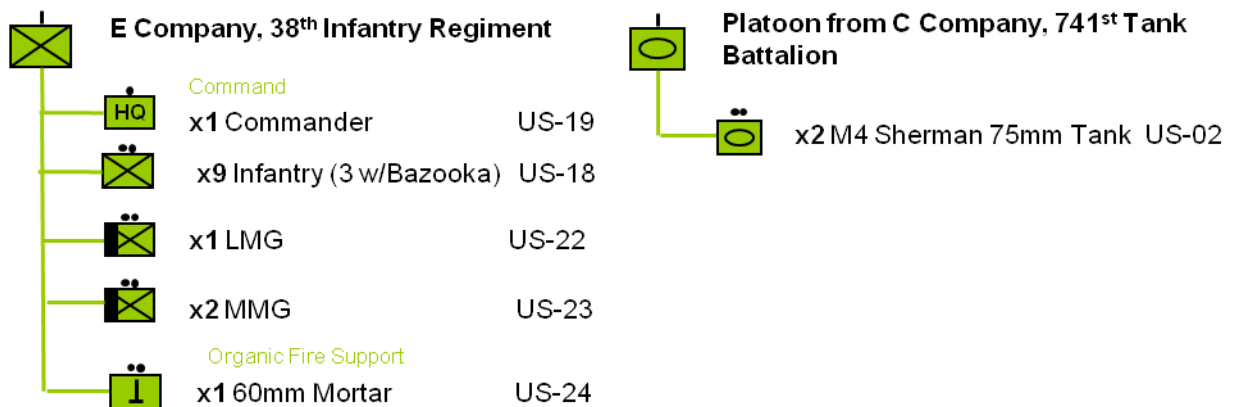
American Player Briefing

It's been a long time since you landed on Omaha Beach. Fortunately for you, it was a while after the initial landings and you and your unit had a brief respite before joining the drive on St Lo, the regional centre lying a tantalizing 15 miles behind the beach. After some hard fighting in the small fields and hedgerows of Normandy, St Lo lies within reach. However, Hill 192 dominates St Lo and before you can take the town the GIs must first take the hill. 38th Infantry Regiment is leading the attack which will be preceded by a massive artillery barrage. Your company's objective is to take "Kraut Corner", a platoon size strongpoint which your patrols have identified up ahead close to the hamlet of Le Parc. Until this position is taken the rest of the battalion will not be able to move forward securely and your company has been given the assistance of a section of tanks.

The artillery barrage will have softened up the defenders but bitter experience has taught you that the Germans dig themselves deeply into the massive hedgerows and will not be easy to dislodge. You will need to use your firepower, especially the tanks, to suppress the defenders and then close assault to take the position. Be careful of getting too close with the tanks though, as many German soldiers carry anti-tank weapons.

Your commander will be satisfied if you take the position with less than 25% casualties in your company. You will be back in the ranks if you fail to take the position within the first two hours!

US forces must deploy to the North of the US start line
All troops are Experienced



German Player Briefing

It's been a long time since your veteran troops were brought in to bolster the defences in the American sector. Your unit has the honour of defending Hill 192, on the approaches to St Lo, a key regional communication centre on the River Vire. If you lose control of Hill 192 then American artillery observers will overlook the town which will then become untenable. Your platoon has dug itself into a section of hedgerow to form a strong defensive position. This morning, a massive artillery barrage opened up on your position and despite your preparations, your unit took casualties and everyone was shaken by its sustained ferocity. Now the barrage has stopped and your men are shaking off the dust and preparing their weapons. You can hear the rumble of tanks and know that you are in for a long day.

Your force is small and dug in, giving you limited mobility so you need to get your initial deployment right with units supporting each other. Use the blank markers to keep the enemy guessing as to where your main strength is. You must be prepared to use your Panzershreks and Panzerfausts to keep the tanks at a distance.

Your commander expects you to hold the position for at least two hours. If you lose the position without at least inflicting heavy casualties on the Americans then expect your next posting to be on the Eastern Front!

All troops are Veteran

The unit starts with casualties and do not therefore gain a bonus for having no casualties

All elements start dug-in

Use hidden deployment (with 5 blank markers)

German forces must deploy south of the German deployment line, but not to the south of Le Parc

