

Purple Heart Draw

“This was the most terrible and most gruesome day of my life”

Gefreiter Hulmut Kasiacka, 10/9th Fallschirmjaeger Regiment

Overview

The progress of the US forces inland from Omaha beach towards the vital road junction of St Lo had been painful and slow. The closed in terrain of the bocage had significantly favoured the German defenders making each field a stronghold and neutralising the Americans' advantages in materiel. However, after 5 weeks' hard fighting saw the 2nd Infantry Division just a few miles from St Lo. Before them lay the dominating feature of Hill 192 with views all the way back to the sea. If it can be taken then St Lo, which lies in a saucer, will become untenable to the Germans.

Hill 192 is held by the remaining veterans of 9th Fallschirmjaeger Regiment. Despite heavy losses they are well dug-in and determined to hold to the last. On 11th July, 38th Infantry Regiment is committed to the attack, with 23rd Infantry Regiment moving on its flank to take a small valley (draw), preceded by a heavy bombardment. Success will mean that US forces will be able to start the real breakout around the German left flank of Normandy; failure will condemn the American to more days of hard fighting in the bocage and the risk of their British and Canadian allies weakening in the face of the German Panzer Divisions around Caen.

General Scenario Information

Mines: Likely avenues of movement were mined by the Germans. Any American vehicle moving must roll on the mine passage chart prior to making any move action, if the vehicle rapid advances then 2 rolls are required one before moving and the second prior to making the second move, with +2 to the roll if the whole move is off road. Mines do not effect troops, only vehicles.

US vehicles lost to mines do not count towards victory points, although they do count as losses for morale checks.

US Player moves first.

Game lasts 12 turns.

US forces must deploy north of the line A-B. German forces may deploy anywhere south of the line of the E-W stream.


The whole of the area North of line C-D must be in US hands by the end of the game, with no undisordered German units within it or it is a German victory.

US off-board artillery originates from the North (left) edge of the map, German from the South

Whoever wins, use the standard points calculation (p.12 of the rulebook) but the German casualty points are doubled. For a major victory, a side must have less casualty points than the enemy, otherwise the victory is minor on account of the losses.



Map Key

- Built up sector
- Paved road
- Unpaved road
- Stream
- Contour line
- Cleared woods

- Bocage hedge

The board is 6'x4'

The stream has steep banks (treat as deep).

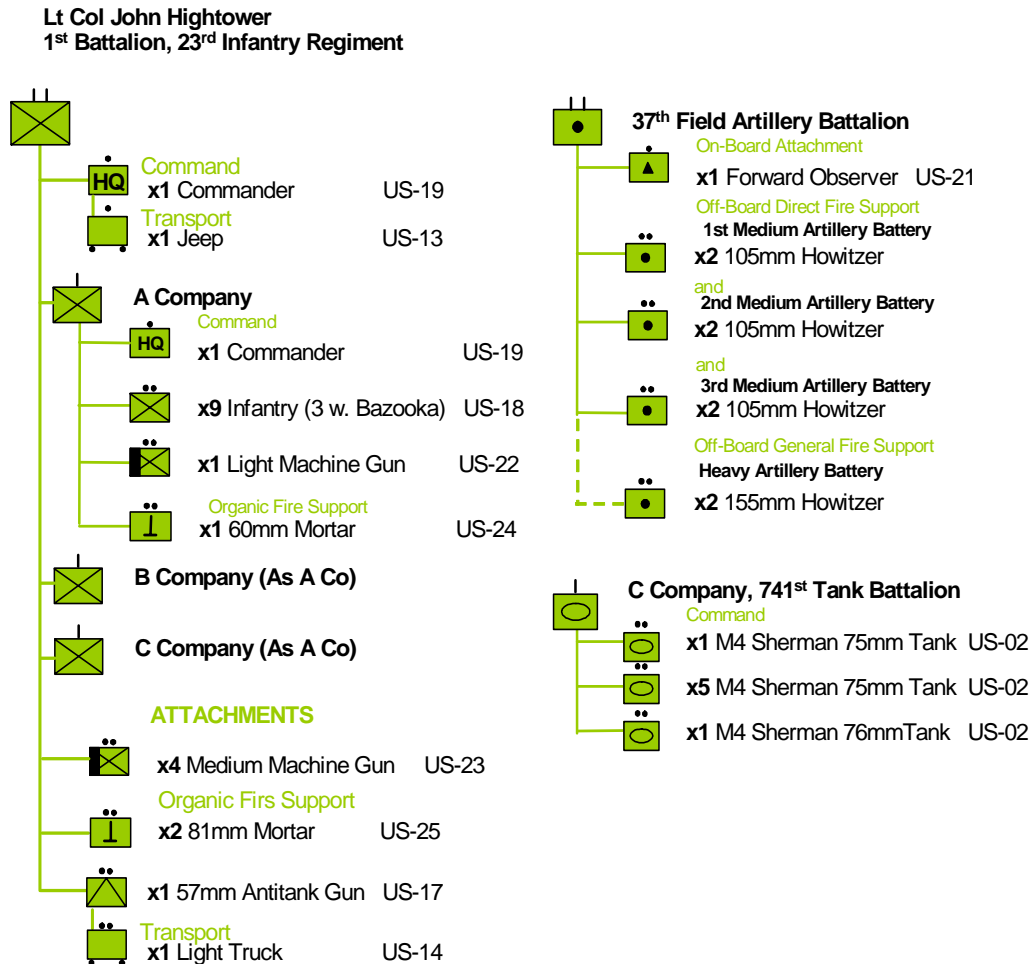
All built-up sectors are stone and can contain one stand.

NB: the actual terrain is even more closed in than this, but get in as many hedges as you can.

American Player Briefing

All troops are Experienced.

US Barrage: The US player may plot a barrage of up to four turns using 2 full artillery battalions (including 155mm support) before the German player has deployed his forces. The fire plan may be held, lifted or restarted on a successful call-for-fire result. Once the barrage has been lifted only the 37th FA Battalion becomes available.



German Player Briefing

All troops are Veteran.

All units start with casualties and do not therefore gain a bonus for having no casualties.

All units start dug-in and the German player may place 3 log covered dugouts capable of holding two troop bases.

