

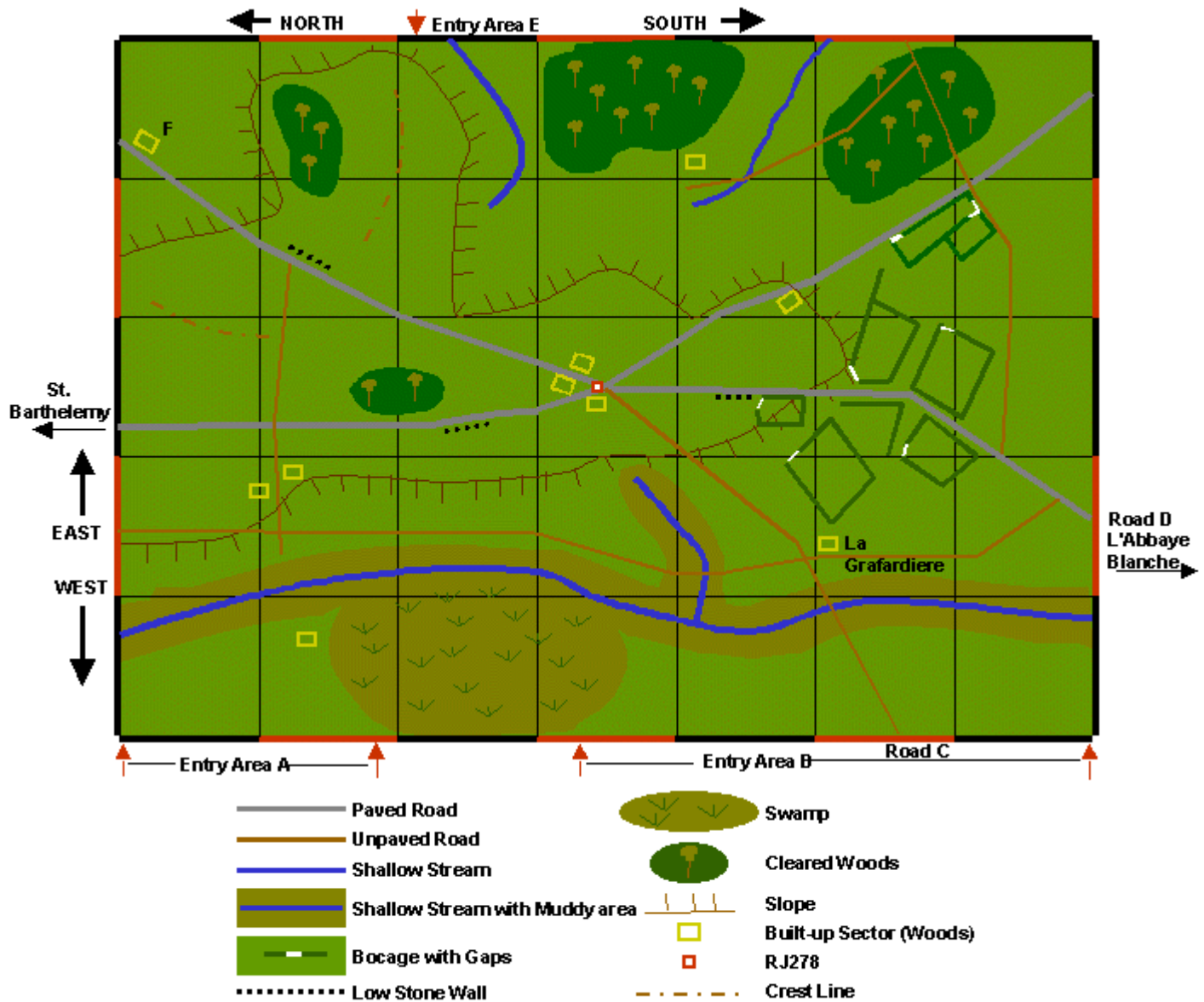
## Road Junction 278-Historical Overview

During the Mortain counteroffensive, Sturmbannführer Weidinger of the 2<sup>nd</sup> SS Panzer Division left the reinforced II Abteilung to hold the important road junction to his north while the rest of his Regiment, Der Führer, assaulted the roadblock at L'Abbaye Blanche.

Major General Hobbs of the 30th Infantry Division, grimly holding Juvigny, didn't like the situation developing to his south. He decided to strengthen his flank by taking Road Junction 278, cutting the route from the south to St. Barthelemy. He assigned Lt. Col. Samuel M. Hogan, commander of 3/33rd Armor, to lead Task Force 3, composed of 3/33 Arm. and 2/119 Inf to take the road junction.

At noon on August 9th the Americans left their assembly area, infantry riding on the tanks, to begin their attack to take RJ278.

This scenario is a composite of 2-3 attempts to take RJ 278 during 9-11 August. Historically, the Americans attacked over 3 consecutive days and did not achieve the objective. Through the night of the 11/12th the Germans began pulling out. They spent the night shelling the American positions, getting rid of their stocks of artillery before departing. RJ278 was taken after 10 AM on 12AUG with very light rearguard resistance.



## Terrain Notes

- The scenario is played on a 7' X 5' surface.
- The map is gridded in 1' squares
- Hedgerows are bocage
- Openings in the hedgerows are depicted in white.
- All openings and gaps between hedgerows are wide enough for one vehicle.
- All built up sectors are individual sectors.
- All sectors are soft cover.
- Woods are cleared woods except for the swamp.
- Rivers are shallow.
- The area surrounding La Riviere Dorée is muddy. There should be a 3-4" area of mud on both sides of the river and the branch leading to it.
- Remember that swamp is considered Dense concealment and blocks lines of sight.
- Crest lines block LOS. To see across a crest a unit must be conformed to it.
- The places where the unpaved roads cross the streams are fords. Crossing the river at a ford costs 4" of movement. Units on the roads and in the ford do not need to roll for bog-down while crossing the muddy area and the river.
- There are both paved and unpaved roads.
- Walls are low.

## Special rules

- Germans have hidden deployment. Make an extra copy of the map and just mark initial setup. Any German unit that moves or fires will be placed on the board for the rest of the game.
- The American dozer can breakthrough bocage at a cost of one action with no bog check, this will leave an opening that will cost vehicles 4" of movement to pass through.
- The dozer will also destroy a roadblock at the cost of one action.
- Air support at the battlefield was indiscriminate at best. Starting turn 3 at the beginning of the American Phase 1: C, roll a d10. 1-3 the Americans place a Thunderbolt, 9-0 the Germans place a Thunderbolt. Any unit firing vs the Thunderbolt will be considered to have fired it's offensive or defensive fire for the American player turn. The Thunderbolt is Experienced. No AFO is used.

## Game Length and Victory Conditions

- At the end of game turn 11, roll d10, on a 1 the game ends, at the end of turn 12 a 1-5 ends the game, turn 13 is the maximum last turn.
- American player moves first and starts off-board. Vehicle entering on the first turn may conduct only one movement action. Infantry units entering on the first turn may conduct two movement actions.
- For the Americans to win they have to be the only units in the village that RJ278 occupies. The Germans win by having any non-disrupted stand/vehicle in the village. .

## Sources

Victory at Mortain, Reardon

Against the Panzers, Vannoy/Karamales

Battle for Mortain, Featherston (also earlier titled Saving the Breakout)

The View from the Turret, Folkestad

Normandy 1944, Zetterling

The German Order of Battle set, Nafziger

# Briefing for Lt. Col. Samuel M. Hogan Commanding of Task Force 3/30th Infantry Division

## Situation

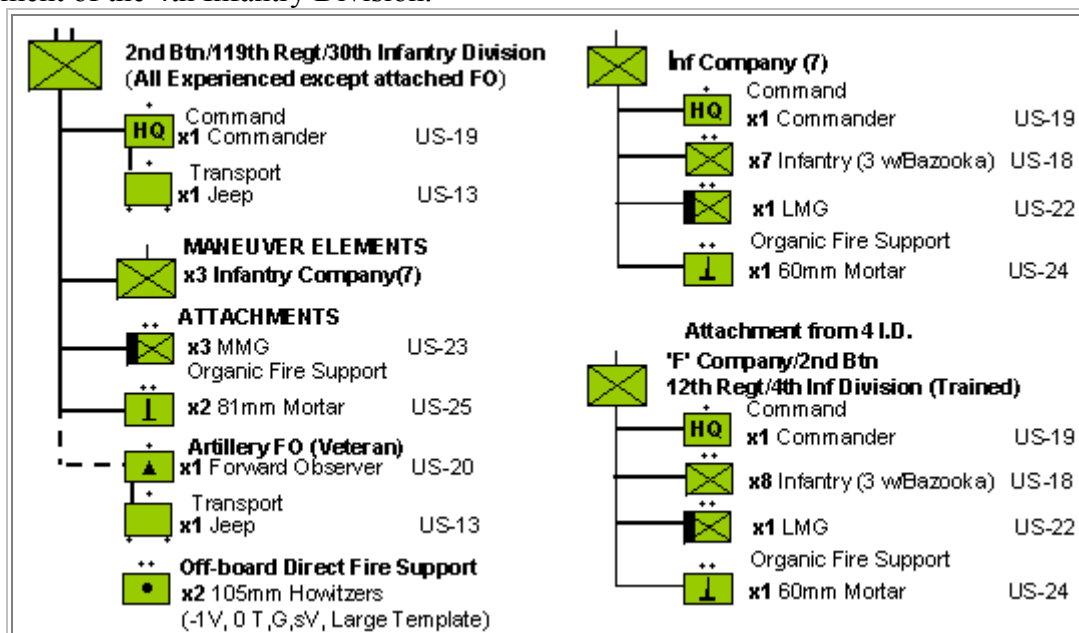
The German counteroffensive at Mortain is being held, but barely. Your commanding officer, Major General Hobbs of the 30th Infantry Division, wants to improve the situation on his Southern flank by capturing the strategic Road Junction 278 cutting the route from the south to St. Barthelemy.

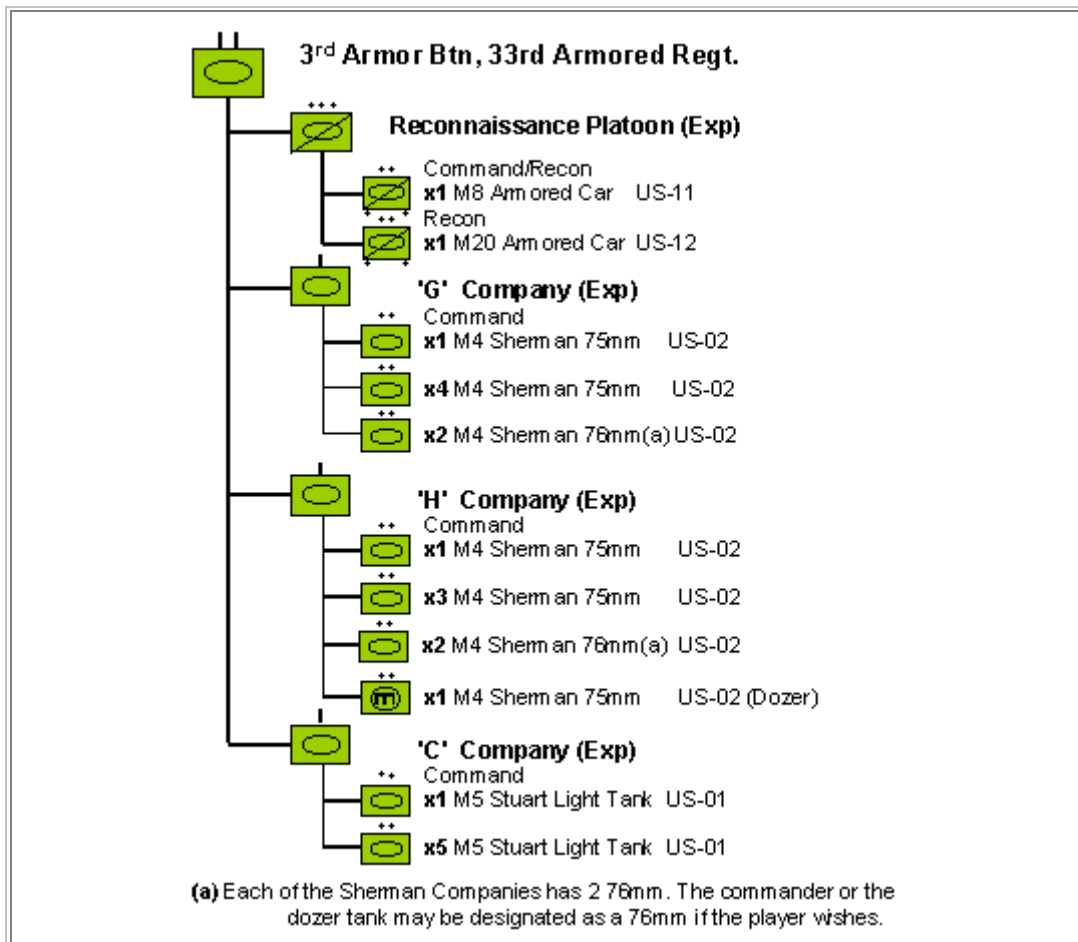
## Mission

You are to capture the strategic crossroads at Road Junction 278.

## Execution

Your command a task force consisting of armor from the 33rd Armored Regiment and infantry from the 2nd Battalion/119th Infantry Regiment of the 30th infantry division and a 'F' company from the 2nd Battalion/12 Infantry Regiment of the 4th Infantry Division.





American optional forces:

The U.S. has some additional forces to add to the basic Order of Battle.

At the beginning of the game, either use a die roll or choose one of the following options: 1-5 6-0

die	Force option
1-4	More Artillery, add 5 rounds of a 2nd battery of 105mm Howitzers, 2 templates
5-8	More Anti-tank assets, add a section TDs (entering turn 4) 2 X M10 US-03 Experienced
9-0	better air support, change Thunderbolt die rolls to 1-4 US, 0 Ger.

## Deployment

- US units enter from off board along the western edge or southern road D.
- Company F from the 12th Rgt enters north of the swamp in area A.
- All other Americans enter through area B or road D.
- One armor company must enter along road C and one armor company must enter along road D, the American chooses which company will enter via each road.
- The remaining armored company may enter by either road.
- US Vehicles entering on turn 1 get only one movement action.
- On-board mortars have 2 rounds of smoke, off board artillery has unlimited smoke.

## Terrain Effects, Game Length, and Victory Conditions

See the Overview.

# Briefing for officer commanding 1st Battalion 4th "Der Führer" SS PanzerGrenadier Regt.

## II SS Pz. Div. Das Reich

### Situation

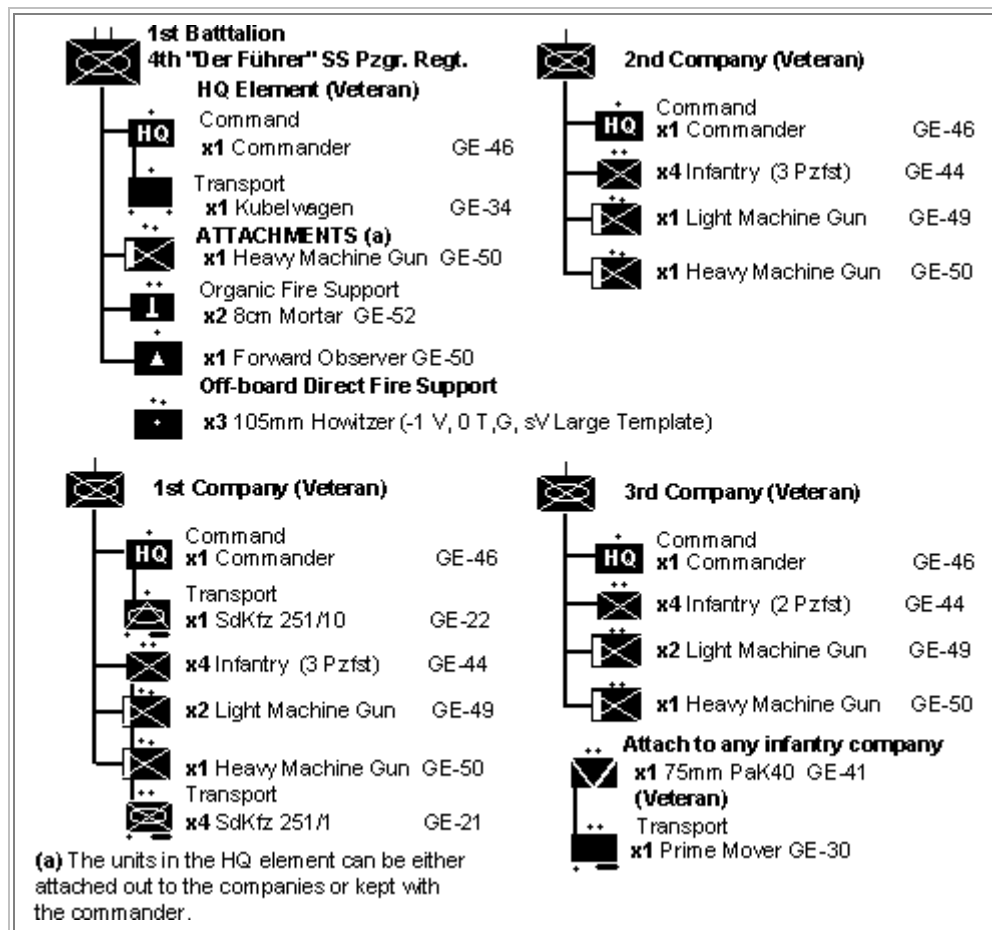
While the bulk of the Regiment is assaulting the U.S. roadblock at L'Abbaye Blanche, you have been assigned to protect their lines of communication. It looks as if an U.S. Mixed task force is going to attempt to capture the vital Road Junction 278.

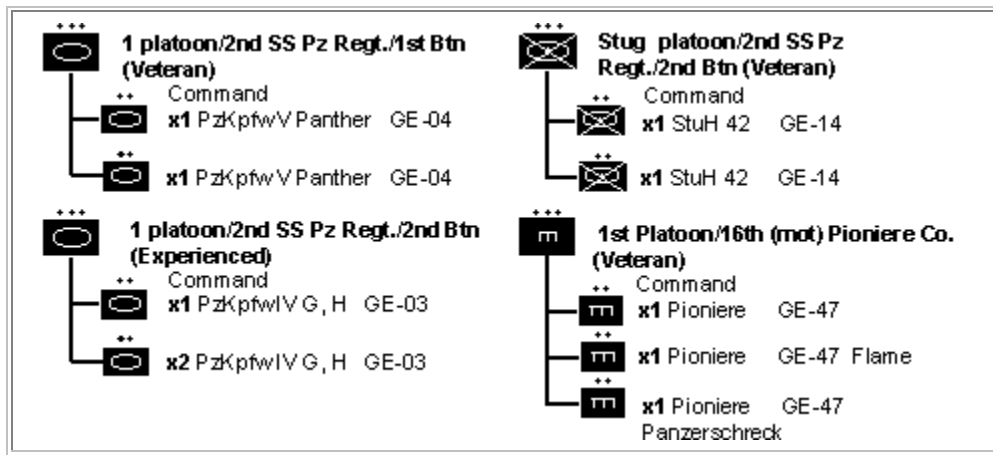
### Mission

You are to prevent the U.S. from capturing RJ278.

### Execution

Your force consists of the 1st Battalion of the 4th SS Panzergrenadier regiment with supporting armor and engineering assets. Only one of your infantry companies has its halftracks, and the other two are fighting dismounted.





German optional forces:

The German Player will add some additional forces to the basic Order of Battle.

At the beginning of the game, before you set up, either choose one of the following options or use a die roll to determine the extra forces:

die	Force option
1-5	An AA vehicle: x1 SPW SdKfz 251/17 AA h-track GE-25 (Veteran)
6-0	A mortar halftrack: x1 GrWW SdKfz 251/2 8cm mortar GE-23 (Veteran)

### Deployment and special rules

- The Mk V Panther platoon enters turn one at 'E', with only one movement action.
- The Pioneer platoon starts within 4" of building 'F'.
- All remaining Germans start on/in or east of the western boundary of the elevated terrain, la Grafardiere and the bocage.
- No units start dug in, improved or hull down.
- Forward observer can make only 6 attempts to call in the off board artillery.
- One round of smoke is available. It must be designated before rolling.
- All on board mortars have one round of smoke available.

### Terrain Effects, Game Length, and Victory Conditions

See the Overview.