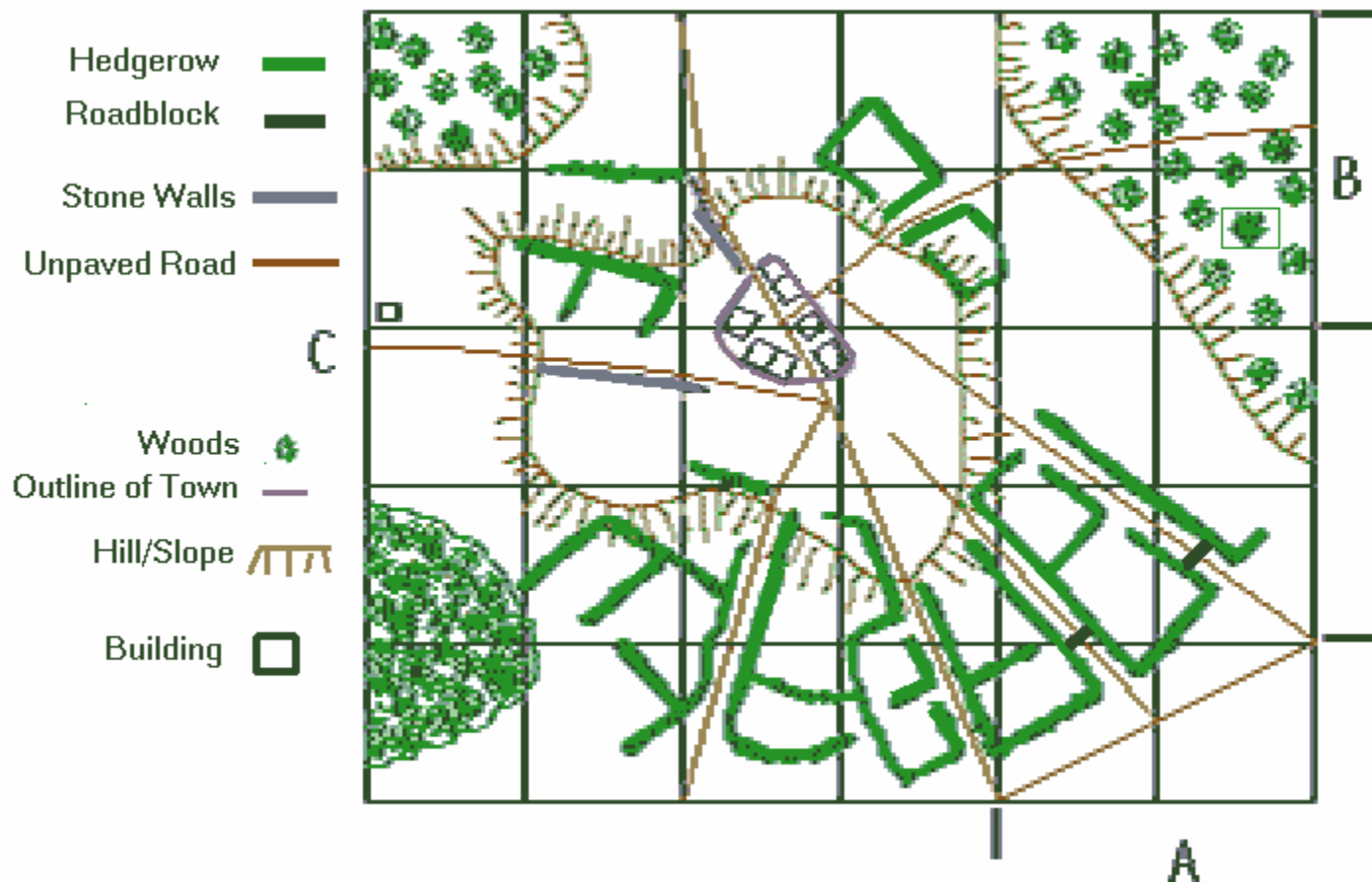


## Historical Overview

After the Breakout at St. Lo at the end of July 1944, most of the American forces moved through a relatively narrow corridor along the coast a Avaranches. Hitler looked at the map and ordered his generals to cut this corridor with the remaining armored reserves in the vicinity, ignoring the disparity of forces and total Allied Air supremacy. The result was "Operation Lüttich" also known as the Mortain Counterattack. It took several days for the Germans to gather their forces, which they launched in the early morning of 7AUG. Moving through the fog, the spearheads of the German advance ran headlong into an American blocking position at St. Barthelmy. Although they managed to clear the Americans out of the roadblock, they suffered casualties and delay, and found themselves exposed to the full weight of Allied airpower and artillery later in the day. Although it seemed dangerous at first, the counterattack at Mortain eventually led to the bulk of the German forces being surrounded in the Falaise pocket, and gave the Allies an opportunity to destroy the German Army in Western France (that unfortunately they did not take full advantage of-but that is another story).

This scenario pits the spearheads of the 1st SS Panzer and 2nd Panzer Divisions against the American blocking position manned by the 1st Battalion/117th Infantry Regiment of the 30th Infantry Division. Pictures of the game can be seen [here](#).



## Weather/Map/Terrain Notes

- Each division along the side of the map represents 1 foot (12")
- North is to the top of the Map.
- The game starts in dense fog.
  - The fog starts with an effect of "2"
  - Starting on turn 6, and continuing on every turn thereafter until the fog lifts completely, roll a D10. On a modified roll of 1, the fog effect decreases by one. When the fog effect has decreased to 0, the fog has "burned off" which will have effects on combat and play described below. The die roll modifier starts at a 0. For every turn that a 1 is not rolled, apply an additional -1 modifier to the next roll. For example, on turn 6 a 1 (0 modifier) is required, on turn 7, a 1 or 2 (-1 modifier), on turn 8 a 1,2, or 3 (-2 modifier), etc. Once the first 1 is rolled restart the modifier at 0 again for the next turn.
  - The Fog will completely burn off at the beginning of turn 14 if it has not done so before.

### Fog Effects:

- No indirect fire or air support may be used until the fog has completely burned off. After the fog has burned off on-board mortars may be used normally and calls for air support *must* be made each turn.
- Apply a negative (down) modifier equal to the fog effect for all spotting attempts. In addition, while units are usually suspected by all units with a clear LOS to the unit, while fog is in effect the maximum distance at which a unit can be suspected is (3-fog effect) range bands greater than the distance at which it is spotted when it fires.

#### Examples:

Without fog, an infantry unit conformed to the bocage is normally spotted at 3" (troops at the edge of dense terrain) when not firing and at 4" (up 1 from 3) when firing. Once spotted, it can be suspected by any unit with a clear LOS to the unit.

If a the fog effect is 1, the infantry would be spotted normally at 2" (down 1 band from 3"), and when firing at 3" (down 1, up 1 = net 0 range bands) and the maximum distance at which it could be suspected is 5"=Spotted firing at 3" + 2 range bands (3 - 1 fog effect).

If a fog effect is 2, the infantry would be spotted normally at 1" (down 2 bands from 3"), and when firing at 2" (down 2, up 1 = net -1 range band) and the maximum distance at which it could be suspected is 3"=Spotted firing at 2" + 1 range band (3 - 2 fog effect).

- When firing at suspected units (not spotted units) apply an additional -(fog effect) die roll modifier.

- After the fog has burned off, the American must roll a die during the "call for air support" phase of each American player turn until the end of the game. Air support will be provided by a Typhoon BR-60 (or a P47 US-26 if you don't own the Late-war supplement). This air support is not well coordinated with the ground forces as no forward air controllers are available. Essentially the airplanes are circling looking for likely targets. There is considerable danger of mistaken targeting.
  - On a roll of 1-6, the plane will attack a random German target. On a roll of 9-0, the plane will attack a random American Target. On a 7-8, no strike occurs.
  - If a strike occurs, the controlling side (the side who is NOT being attacked) must choose 3 targets. They need not be spotted.
  - Roll randomly with an equal chance of attacking each target. For example, a roll of 1-3 will attack target 1, 4-6 will attack target 2, and 7-9 will attack target 3. Reroll on a 0 to make the chances even.
  - After the target has been determined, roll for the armament. 1-5 Tank Busting, 6-0 bombs.
- All hedgerows are Bocage. Armor attempting to breach has an additional drm of 2 x the fog spotting modifier. (ie while fog is -2, breaching is a net -2 drm, -4 for fog and +2 for tracked vehicle).
- Stone Walls are low walls.
- The Woods at NW and NE map edges are "cleared woods".
- The Woods in the SW map corner is "woods with underbrush".
- The two roadblocks in the SE map corner (on the road between the hedgerows) are known and are also " deep minefield.

### **Game Length and Victory Conditions**

- Game length, 16 turns.
- First turn is 7am
- Last turn, American 9:30 am turn.
- German player moves first.
- The Germans must clear St.Barthelmy and the road to the west map edge at C. Clearing consists of having no undisordered U.S. unit in the town or within 5" of the road. The Americans must prevent Germans from completing their mission.

# Briefing for Officer Commanding 1st Battalion/117th Infantry Regiment of the 30th Infantry Division

## Situation

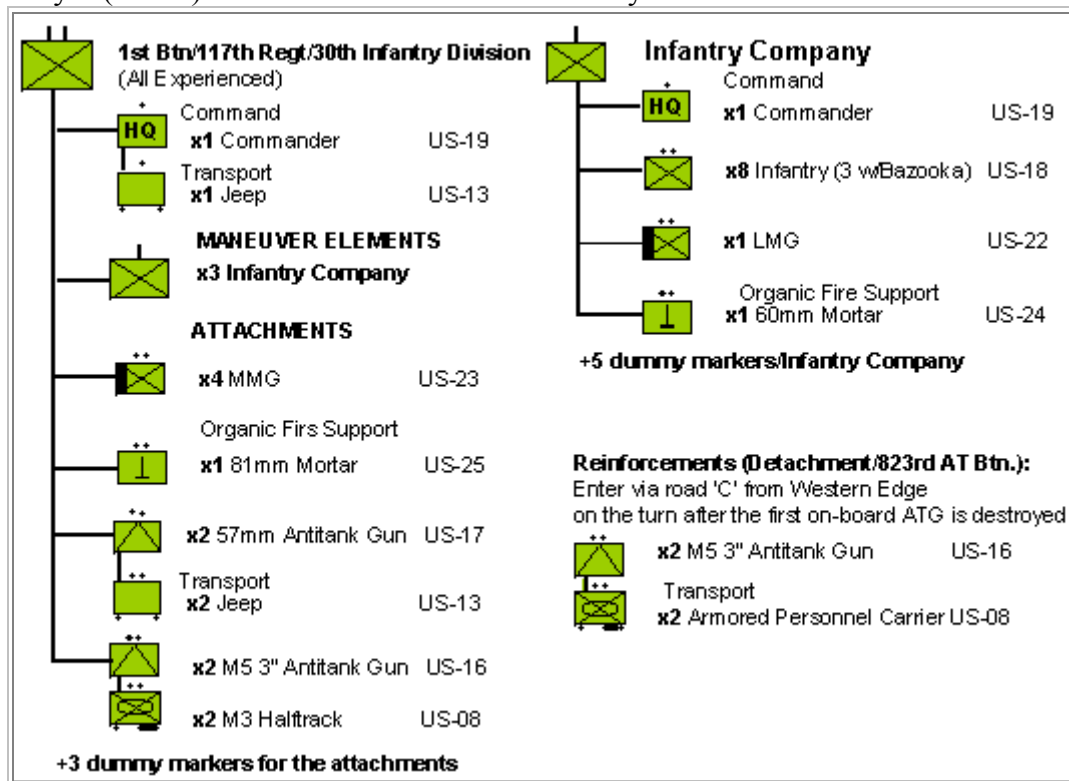
American Forces are pouring into Brittany and points South after finally breaking out of the bocage areas of Normandy. You have moved up to St. Barthelmy, a few miles North of Mortain, to protect the flank of the corridor at Avranches through the breakout is moving. All seems quiet, but suddenly you hear a lot of clanking and German voices through the fog.

## Mission

You are to defend St. Barthelmy and prevent Germans from moving West.

## Execution

Your forces are listed below. Some reinforcing Anti-tank assets from the 893rd Tank Destroyer (towed) Btn. will be available if necessary.



## Deployment

- Americans set up first.
- American infantry, 57mm & 3" ATGs are in improved positions. Infantry may start in foxholes outside the town or in improved positions in the town St. Barthelmy.
- All U.S. forces start hidden, use markers to indicate their positions. Also deploy dummies (see the orders of battle for the number of dummies that can be used).
- The American Battalion Commander w/jeep starts in the village (single Built Up Sector) near the Western map edge. The remaining Americans setup anywhere within or west of the hedgerows.
- No American can move until turn 4 unless a German unit has been spotted.
- Only the American stand(s) that has spotted a German can move prior to turn 4.
- The AT gun reinforcements become available on the first turn after the U.S. has lost an Anti-tank gun.

# Briefing for Officers commanding Spearheads of 2nd Panzer and 1st SS Panzer Divisions

## Situation

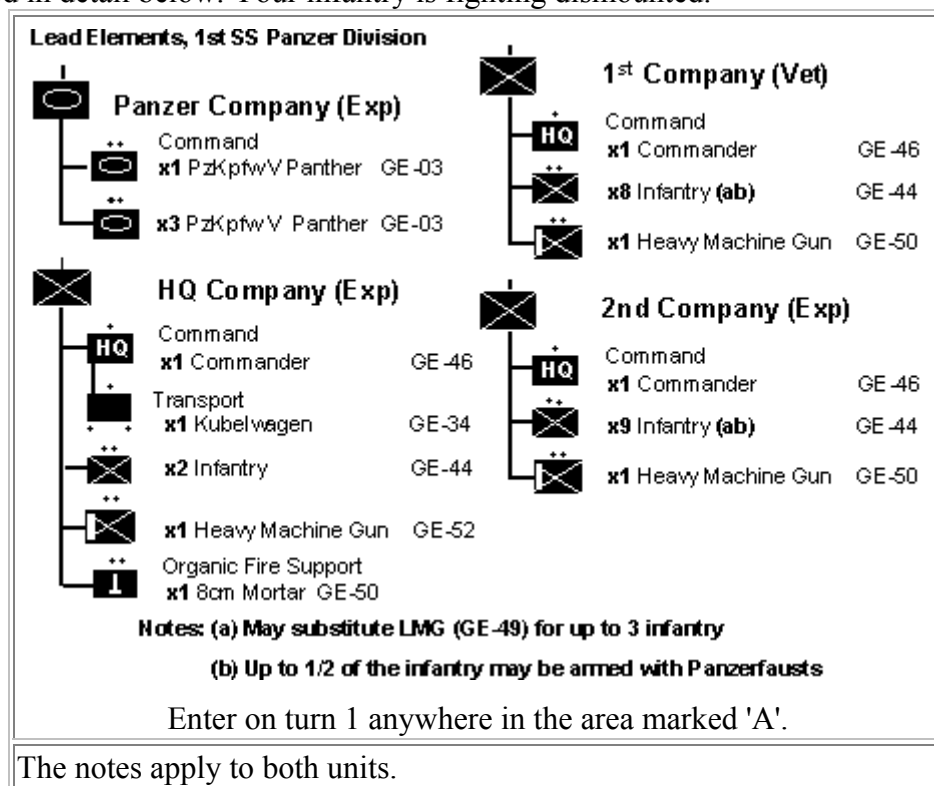
The American breakthrough from the bocage area in Normandy has spread to the South and West through a narrow corridor on the coast at Avranches. The Führer has ordered a rapid counterattack to break through to the coast and cut off the American Spearheads.

## Mission

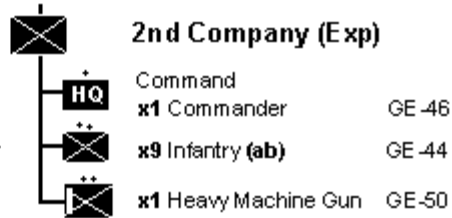
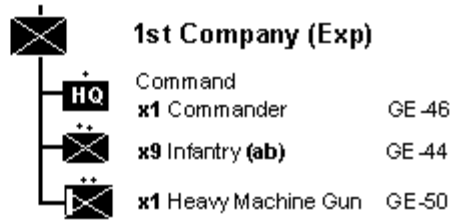
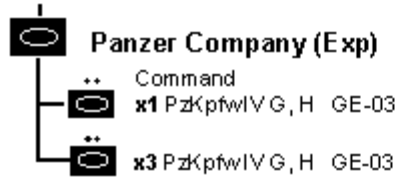
You are to clear St. Barthelmy and the road to the west (road 'C')

## Execution

Your forces are the spearheads of two Panzer Divisions, the 1st SS and 2nd Panzer. They are listed in detail below. Your infantry is fighting dismounted.



**Lead Elements, 2nd Panzer Division**



Enter on turn 1 anywhere in the area marked 'B'.