

Make or Break

US Briefing:

Following the Cobra breakout from the hedgerow country, SHAEF was presented with a great opportunity when the German Army counterattacked at Mortain. With the 30th Infantry Division holding the German attack, the allied command decided to deviate from the preplanned schedule and turn Patton's Third Army east into France instead of south into Brittany. The goal was to rapidly outflank the Germans and encircle their armies now trying to push to Avaranches.

Unfortunately, the best forces to make the exploitation were pointed in the wrong directions, toward their original target, Brittany. The 90th Infantry Division had performed badly up to this point and there were those in favor of breaking up the division for replacements. However the 90th had a new commander and a new opportunity, since the 90th was now at the tip of the spear.

After taking Mayenne, elements of the 90th Division's 357th Regimental Combat Team are on the road to LeMans, an important supply and command center for the German Seventh Army and the pivot point around which the Allies intend to swing north and meet the advancing British at Falaise.

Objective:

Your column is to move out from Montsurs and advance to Ste. Suzanne, secure bridges in this area, then proceed east toward Bernay. Pockets of enemy resistance should be bypassed where possible by mobile units and maximum pressure applied eastward. General Weaver is advancing in parallel to the south. You should make contact with General Weaver's forces when possible and provide flank security for his column. You must also make every effort to improve the reputation of the 90th Division as a fighting unit and not allow the men under your command to falter or panic in the face of the enemy.

Intelligence:

Enemy resistance in this sector has been scattered and disorganized, consisting mainly of isolated strongpoints or garrisons of second line German static infantry divisions and other rear-area personnel. Recent contact reports indicate that new German units may be arriving in the area. These appear to be elements of the 9th Panzer Division and 708th Infantry Division, although deployment seems scattered and significant strength has not been seen from either formation. Weather is generally poor and air support is limited. French resistance has reported the locations of those units deployed on table to begin the game and a liaison is available for interrogation prior to the game.

Deployment:

All US forces enter from the west at any of the three roads. The road march order for all US forces must be specified before play and all US forces enter the table in that order. US forces may enter on turn one or later, but US ME's must enter in the recorded order. The gun units of the U.S. Cannon company can deploy off-table instead of entering.

Game Notes:

Open ground on the map should be liberally covered with tall crops and orchards (sparse terrain only)

Any platoon command stand or vehicle that is not a dedicated commander stand (e.g. recon platoon's command LMG) must make calls for artillery fire as a troop stand and not as a commander. The platoon commander still confers commander bonuses for maneuver rolls.

All US forces are experienced.

Transports are not counted in a unit's initial strength and lost transport does not count as casualties, but destroyed transport assets result in VP penalties.

U.S. off-table artillery comes from the West edge of the board.

There are listings for two different sized OB. Be warned that if you use the "supersize" (two full infantry battalions with support) the map will become somewhat crowded and the game may become slow.

Complete OOB

Colonel Barth's Column (all forces experienced)

Regimental HQ

1x Commander (Colonel Barth) US-19
1x Jeep US-13

1st Infantry Battalion

Battalion HQ

1x Commander US-19
1x Jeep US-13

Company A

1x Commander US-19
6x Infantry US-18.1
3x Infantry w/ bazooka US-18.1
1x LMG US-22
1x 60mm mortar US-24
4x Trucks US-15

Company B

1x Commander US-19
6x Infantry US-18.1
3x Infantry w/ bazooka US-18.1
1x LMG US-22
1x 60mm mortar US-24
4x Trucks US-15

Company C

1x Commander US-19
6x Infantry US-18.1
3x Infantry w/ bazooka US-18.1
1x LMG US-22
1x 60mm mortar US-24
4x Trucks US-15

1st Battalion attachments

Weapons company

4x MMG US-23
2x 81mm Mortar (*organic support*) US-24
3x Trucks US-15

AT platoon

1x 57mm AT Gun US-17 (tow as small)
1x Light truck US-14

2nd Infantry Battalion

Company A

1x Commander US-19
6x Infantry US-18.1
3x Infantry w/ bazooka US-18.1
1x LMG US-22
1x 60mm mortar US-24
1x 57mm AT Gun US-17
1x Medium truck 5x Trucks US-15

90th Division

Company B, 607th Tank Destroyer Battalion

Command M20 Armored Car US-12
3x Recon M20 Armored Car US-12
6x M10 Tank Destroyer US-03

2nd Platoon, Company A, 712th Tank Battalion

1x Command M4 Sherman 75mm US-02
1x M4 Sherman 75mm US-02

3rd Platoon, Company A, 712th Tank Battalion

1x Command M4 Sherman 75mm US-02
1x M4 Sherman 75mm US-02

1st Platoon, Battery B, 537th AAA Autoweapons Battalion

1x Command M16 MGMC US-10
1x M16 MGMC US-10

2nd Platoon, 90th Reconnaissance Troop

1x Command LMG	US-22
1x Jeep (w/ MG)	US-13
1x LMG	US-22
1x Jeep (w/ MG)	US-13
1x M8 armored car	US-11
1x 60mm mortar	US-24
1x Jeep	US-13

Artillery - See page below for available missions and strengths.

Direct Support

343rd Field Artillery Battalion

Battery A

2 x 105mm Howitzers (off-table)
1x Forward Observer
1x Jeep

Battery B

2 x 105mm Howitzers (off-table)
1x Forward Observer
1x Jeep

Battery C

2 x 105mm Howitzers (off-table)
1x Forward Observer
1x Jeep

Direct Support

344th Field Artillery Battalion

Battery A

2 x 105mm Howitzers (off-table)
1x Forward Observer
1x Jeep

General Support

345th Field Artillery Battalion

Battery B

2 x 155mm Howitzers (off table)

Supersize Options

2nd Infantry Battalion

Battalion HQ

1x Commander	US-19
1x Jeep	US-13

Infantry Company

1x Commander	US-19
6x Infantry	US-18.1
3x Infantry w/ bazooka	US-18.1
1x LMG	US-22
1x 60mm mortar	US-24
4x Trucks	US-15

Infantry Company

1x Commander	US-19
6x Infantry	US-18.1
3x Infantry w/ bazooka	US-18.1
1x LMG	US-22
1x 60mm	US-24
4x Trucks	US-15

2nd Battalion Attachments

Weapons company, 2nd Battalion

2x 81mm Mortar (<i>organic support</i>)	US-25
4x MMG	US-23
3x Truck	US-15

Regimental Cannon Company

Organic Support

1x Commander	US-19
1x Jeep	US-13
1x Forward Observer	US-21
1x Jeep	US-13
3x 105mm Howitzer	US-P20 (see website prototype)
3x Truck	US-15

Regimental AT Platoon

1x Commander	US-19
1x Jeep	US-13
2x 57mm AT Gun	US-17 tow as small
2x Light Truck	US-14
3x Engineer	US-20
1x Truck	US-15

Direct Support

344th Field Artillery Battalion

Battery B

2 x 105mm Howitzers (off-table)	
1x Forward Observer	US-21
1x Jeep	US-13

Battery C

2 x 105mm Howitzers (off-table)	
1x Forward Observer	US-21
1x Jeep	US-13

U.S. Artillery Options:

Each Infantry Company has a dedicated battery of field artillery in *direct support*. The 343rd supports the 1st Battalion, the 344th supports the 2nd Battalion. The cannon company is independent. If any of the players calls for direct support from his dedicated battery, the corresponding Battalion is not available to fire as a unit that turn. All players running the units in a Battalion must agree to give up their direct support for the Battalion to be available for a larger mission.

This battery may be called upon to fire:

Battery Random Shelling	2 lg. templates	-2 vs. V	-1 vs. TGsV	(one / FA battalion)
Battery Shelling	2 lg. templates	-1 vs. V	+0 vs. TGsV	
Battery Concentration	1 lg. template	+0 vs. V	+1 vs. TGsV	

If the entire Field Artillery Battalion is available to the US, the following missions may be requested:

Battalion Shelling	6 lg. templates	-1 vs. V	+0 vs. TGsV
Battalion Concentration	3 lg. templates	+0 vs. V	+1 vs. TGsV
Thickened Battalion Concentration	2 lg. templates		
	outside half templates	+0 vs. V	+1 vs. TGsV
	inside half templates	+1 vs. V	+2 vs. TGsV

The single *general support* battery may be assigned to thicken a battery or battalion fire mission.

Thickened Battery Shelling	2 lg. templates	+1 vs. V	+2 vs. TGsV
Thickened Battery Concentration	1 lg. template	+2 vs. V	+3 vs. TGsV
Thickened Battalion Shelling	6 lg. templates		
	outside 4 templates	-1 vs. V	+0 vs. TGsV
	inside 2 templates	+1 vs. V	+2 vs. TGsV
Thickened Battalion Concentration	3 lg. templates		
	outside 2 templates	+0 vs. V	+1 vs. TGsV
	inside template	+2 vs. V	+3 vs. TGsV

Finally, the observer may request a time-on-target attack using all available direct and general support artillery batteries. While doing the TOT, no other missions may use and direct and general support artillery. As organic support, the cannon company cannot participate in the TOT, but may fire independent missions.

Normal Sized Scenario

The TOT mission will use 4 batteries x 2 templates 105mm and 1 battery x 2 template 155mm artillery.
The beaten zone will be 1 large template.

General Support roll fails:

8 templates/3 round up =+3 modifier, use the 105mm weapon rating of -1V/0 T,G,sV: +2 vs. V/+3 vs. TGsV

General Support roll succeeds

10 templates/3 round up =+4 modifier, use the 155m weapon rating of +1V/+2 T,G,sV: +5 vs. V/+6 vs. TGsV

Supersize Scenario

TOT mission will use 6 batteries x 2 templates 105mm and 1 battery x 2 template 155mm artillery.

The beaten zone will be 1 large template.

General Support roll fails:

12 templates/3 round up =+4 modifier, use the 105mm weapon rating of -1V/0 T,G,sV: +3 vs. V/+4 vs. TGsV

General Support roll succeeds

14 templates/3 round up =+5 modifier, use the 155m weapon rating of +1V/+2 T,G,sV: +6 vs. V/+7 vs. TGsV
guaranteed to get the German's attention!

The battalion mortar platoons may fire the following missions

2x Section Shelling (separate observer ea.)	1 sm. template	-1 vs. V	+0 vs. TGsV
Battery Random Shelling	2 sm. templates	-2 vs. V	-1 vs. TGsV
Battery Shelling	2 sm. templates	-1 vs. V	+0 vs. TGsV
Battery Concentration	1 sm. template	+0 vs. V	+1 vs. TGsV

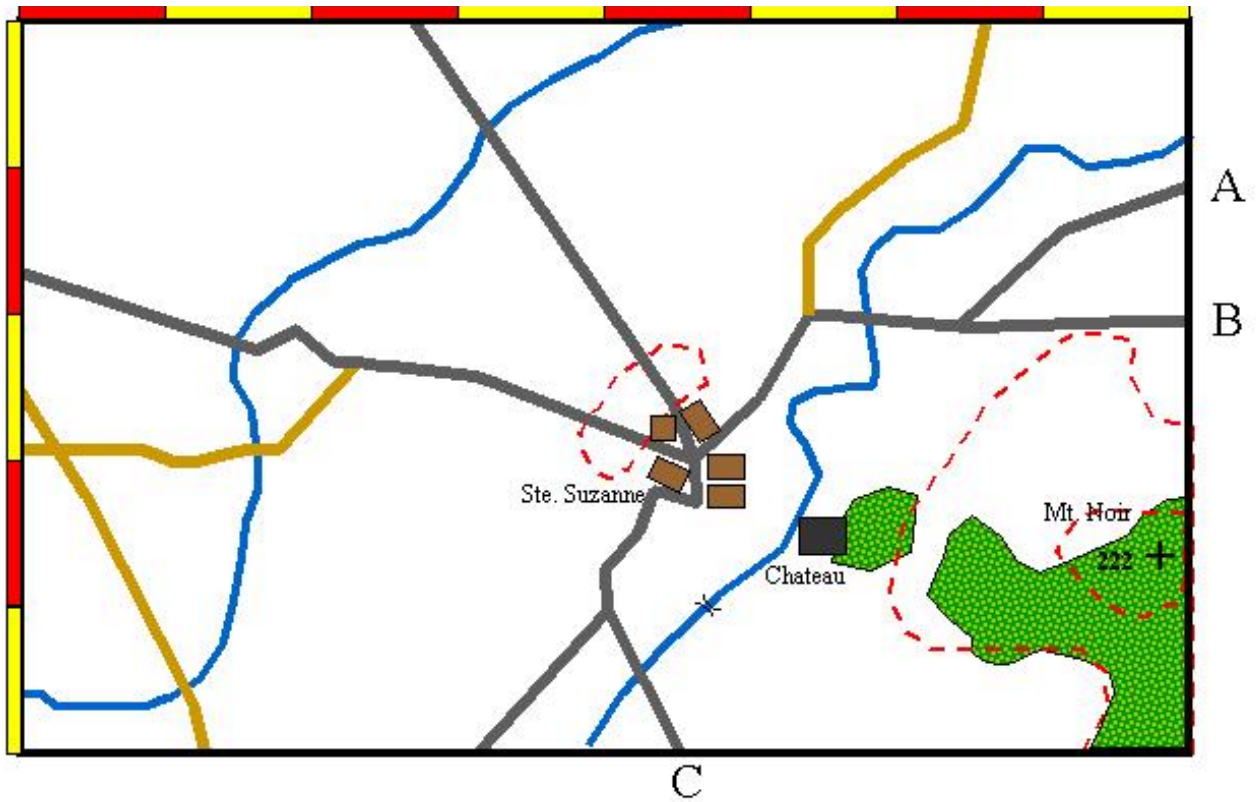
The regimental cannon company may fire the following missions

3x Section Shelling (separate observer ea.)	1 lg. template	-1 vs. V	+0 vs. TGsV
Battery Random Shelling	3 lg. templates	-2 vs. V	-1 vs. TGsV
Battery Shelling	3 lg. templates	-1 vs. V	+0 vs. TGsV
Battery Concentration	1 lg. template	+0 vs. V	+1 vs. TGsV

All 60mm mortars may fire only section shelling missions

Section Shelling	1 sm. template	-2 vs. V	-1 vs. TGsV
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Any unit capable of firing a shelling mission and marked as having available smoke ammunition may fire a single smoke mission of the same size.



Terrain	Map Symbol	Concealment	Cover	Mobility		
				Infantry	Track/Halftrack	Wheeled/Gun
Open		None	None	Full	Full	Full
Gentle Slope	Red Dashed	None	None	Full	Full	Half
Woods w/ underbrush	Green	Dense	Soft	Full	Half / bog chk	Half / bog chk
Tall Crops	Not shown	Sparse	Soft	Full	Full	Half
Orchard	Not shown	Sparse	Soft	Full	Half	Half
Streets	Grey w/in town	Dense	Soft	Full	Half	Half
St. Suzanne	Brown Sectors	Dense Edge	Soft	Full	Impassable	Guns: Half Wheel: Imp.
Chateau	Grey Sectors	Dense Edge	Hard	Full	Impassable	Guns: Half Wheel: Imp.
Paved Roads	Grey	None	None	Double Road	Double Road	Double Road
Dirt Roads	Tan	None	None	Full Road	Full Road	Full Road
Streams	Blue	None	None	Half	Breach	Breach / bog chk

Game Length-12 turns

U.S. Moves first.

Award VP's to the Americans as follows

+6 VP	Each US company ME that exits at east road with >50% strength and motorized transport
+2 VP	Each US platoon ME that exits at east road with >50% strength and motorized transport
+6 VP	No undisturbed German units within 5" of bridge over stream NE of St. Suzanne
-6 VP	Each German company or tank platoon ME that exits south road at >50% strength
-2 VP	Each German Recon, Infantry, or Gun platoon ME that exits south road at >50% strength
+1 VP	Each German platoon ME reduced to $\leq 50\%$ strength
+4 VP	Each German company ME reduced to $\leq 50\%$ strength
-2 VP	Each US Company ME reduced to $\leq 50\%$ strength
+3 VP	At least one US ME or HQ exits to south at Road C
-1 VP	per 3 American stands/vehicles that panic
-1 VP	per 4 US transport vehicles destroyed.
+1 VP	per 3 German transport vehicles destroyed

Victory Conditions:

≤ 5 VP	Major German Victory
6-10 VP	Minor German Victory
11-15 VP	Draw
15-20 VP	Minor US Victory
≥ 21 VP	Major US Victory

Make or Break

German Briefing:

The High Command has responded to the American breakout at St. Lo in the typical fashion, with a dangerous counteroffensive. A huge concentration of the available German armored forces are engaged in a bloody fight to try and cut off the Americans at Avaranches. However, the assault appears to be behind schedule and the Americans have not reacted with the expected panicked withdrawal. Instead, they have thrown units forward on the flanks, in an apparent attempt to outflank and encircle the attacking units. Withdrawal from the attack is out of the question, so the Americans must be stopped or all is lost. The units in the path of the Americans to this point are second line at best and have offered little resistance. However, reinforcements have been arriving at LeMans. The Panzer Reconnaissance Battalion of the 9th Panzer Division has arrived, as has the lead regiment of the 708th Infantry Division. The men of the 708th arrived on foot and with horse-drawn equipment, but transport has been scraped together to get these men quickly west. If the Americans are able to take LeMans quickly, command and supply of the German Seventh Army will be thrown into disarray, opening the door for disaster. The Americans must be slowed long enough for an orderly withdrawal from LeMans.

Objective:

Your forces will move out as soon as possible to the area of Ste. Suzanne where you are to fight a delaying action, preventing the US forces from further eastern movement for as long as possible. If the advance of the US forces can be delayed, strike south to attack the parallel column operating there in a flank attack. Economy of force is critical to fighting the sustained withdrawing action required for the evacuation of LeMans.

Intelligence:

Intelligence believes that the main attacking force consists of the 90th Division. This Division has a poor combat rating based on engagement in Normandy. Expect a motorized infantry supported by tanks and large amounts of artillery. Fortunately, weather is overcast, preventing enemy air activity.

Deployment:

Deployment of German units is listed with those units in the TOE.

The Germans have had no time to prepare elaborate defensive positions. The Germans may deploy a single Tiger I model anywhere on the map just off the road. This Tiger is disabled by mechanical failure and is only present to paralyze Americans with fear.

In previous engagements, French resistance forces met advancing American columns and revealed positions of known German units. Actual models for all units are deployed on table.

Game Note:

Open ground on the map should be liberally covered with tall crops and orchards (sparse terrain only)

For this scenario, all German SdKfz 251 and 250 series halftracks have armor values of 1/1. All German SdKfz 234 series armored cars have armor values of 2/1.

Any platoon command stand or vehicle that is not a dedicated commander stand (e.g. recon platoons command LMG) must make calls for artillery fire as a troop stand and not as a commander. The platoon commander still confers commander bonuses for maneuver rolls.

Transports are not counted in a unit's initial strength and lost transport does not count as casualties, but destroyed transport assets result in VP penalties.

There are listings for two different sized OBs. If the U.S. is using their "supersize" ob, you get to use yours. Note that the board will become somewhat crowded and the game may be slow in the supersize scenario.

German Forces Complete OOB

Deployed in St. Suzanne

Ste. Suzanne Garrison

Supply Company (trained)

1x Commander	GE-46
2x Infantry w/ Panzerfaust	GE-44
3x Infantry	GE-44

Deployed limbered on primary road in adjacent to St. Suzanne

Heavy Flak Battery (trained)

1x Commander	GE-46
1x Kubelwagon	GE-34
1x Flak 88	GE-42
1x SdKfz 7 Heavy Prime Mover	GE-32
1x 20mm towed Flak	GE-43
1x Medium Truck	GE-36

Ninth Panzer Reconnaissance Battalion

Deploy on-table anywhere east of western-most stream

Scout Car Platoon (experienced)

1x Command Recon SdKfz 234/1	GE-32
1x Recon SdKfz 234/2 Puma	GE-33

Enter table on turn 1 from northern edge secondary road.

Scout Car Platoon (experienced)

1x Command Recon Sdkfz 250/9	GE-28
1x Recon Sdkfz 250/9	GE-28

Enter table on turn 1 from eastern edge primary road

Scout Car Platoon (experienced)

1x Command Recon SdKfz 234/1	GE-32
1x Recon SdKfz 234/2 Puma	GE-33

Platoon, Light Armored Reconnaissance Company (veteran)

1x Command LMG	GE-49
2x Recon Infantry w/ panzerfaust	GE-44
3x SdKfz 250/1 halftrack	GE-26

Enter on turn 2 at eastern edge primary road

Battalion HQ (veteran)

1x Command 234/1	GE-32
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Enter on turn 3 at northern edge secondary road

Medium Armored Reconnaissance Company (-) (veteran)

1x Commander	GE-46
1x SdKfz 251/10	GE-22
4x Recon Infantry w/ panzerfaust	GE-44
2x Recon LMG	GE-49
4x SdKfz 251/1	GE-21
1x SdKfz 251/2 (8cm mortar)	GE-23
1x SdKfz 251/9 (7.5cm IG)	GE-24

Ninth Panzer Reconnaissance attachments (experienced)

1x SdKfz 250/7 (8cm mortar)	GE-P38 (website prototype)
1x SdKfz 250/8 (7.5cm IG)	GE-27
1x SdKfz 234/3 (7.5cm IG)	GE-60

direct support

available to Ninth Panzer Reconnaissance Battalion on beginning on Turn 5

Light SP Battery

2x Wespe SP 105mm artillery (Ammo limit 2 rounds of HE)	GE-58 (off-board)
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Ninth Panzer Regiment, I Battalion

Enter on turn 2 at eastern edge primary road

Platoon, Panzer Recon Company (experienced)

1x Command PzKw IIIM GE-01

1x Recon PzKw IIIM GE-01

Enter on turn 3 from northern edge secondary road

Platoon, Panzer Recon Company (experienced)

1x Command PzKw IIIM GE-01

1x Recon PzKw IIIM GE-01

708th Infantry Division

enter turn 1 on road from east edge

Motorcycle platoon, Fusiler battalion (experienced)

1x Command LMG GE-49

1x Recon SMG with panzerfaust GE-45

1x Recon SMG GE-45

1x HMG GE-50

3x motorcycle GE-94

1x Kettenkrad GE-95

enter turn 2 on road from east edge

Infantry Company (trained)

1x Commander GE-46

4x Infantry GE-44

4x Infantry w/ panzerfaust GE-44

1x LMG GE-49

1x HMG GE-50

2x Panzerschrek GE-51

1x Kubelwagon GE-34

4x Medium trucks GE-36

enter on turn 3 on road from east edge

Battalion HQ (experienced)

1x Commander GE-46

1x Kubelwagon GE-34

Platoon, Panzerjaeger Battalion (trained)

1x Commander GE-46

1x Kubelwagon GE-34

1x PAK 40 GE-41

1x Trucks GE-36

708th Division attachments (trained)

Infantry gun platoon

1x 75mm Infantry guns GE-38

1x Horse Limber GE-37

Engineer platoon

2x engineer GE-47

1x HMG GE-50

1x Truck GE-36

organic support

available to 708th Infantry beginning on turn 3

3 x 8cm mortar (off table) GE-52

Supersize Options

Enter on Turn 1st

Ninth Panzer Regiment, I Battalion

Platoon, Panzer Recon Company

1x Command PzKw IIIM	GE-01
1x Recon PzKw IIIM	GE-01
1x PzKw III Flamm	GE-56

Ninth Panzer Division

SP Flak Platoon

1x Command SdKfz 10/4	GE-19
1x SdKfz 10/4	GE-19

708th Infantry Division

Enter Turn 4 on road from east edge

Infantry Company (trained)

1x Commander	GE-46
4x Infantry	GE-44
4x Infantry w/ panzerfaust	GE-44
1x LMG	GE-49
1x HMG	GE-50
2x Panzerschreck	GE-51
1x Kubelwagon	GE-34
4x Medium trucks	GE-36

German Artillery Options

The German Wespe battery may fire many of the following missions

Battery Random Shelling	2 lg. templates	-2 vs. V	-1 vs. TGsV
Battery Shelling	2 lg. templates	-1 vs. V	+0 vs. TGsV
Battery Concentration	1 lg. template	+0 vs. V	+1 vs. TGsV

The German 81mm mortar platoon may fire the following missions

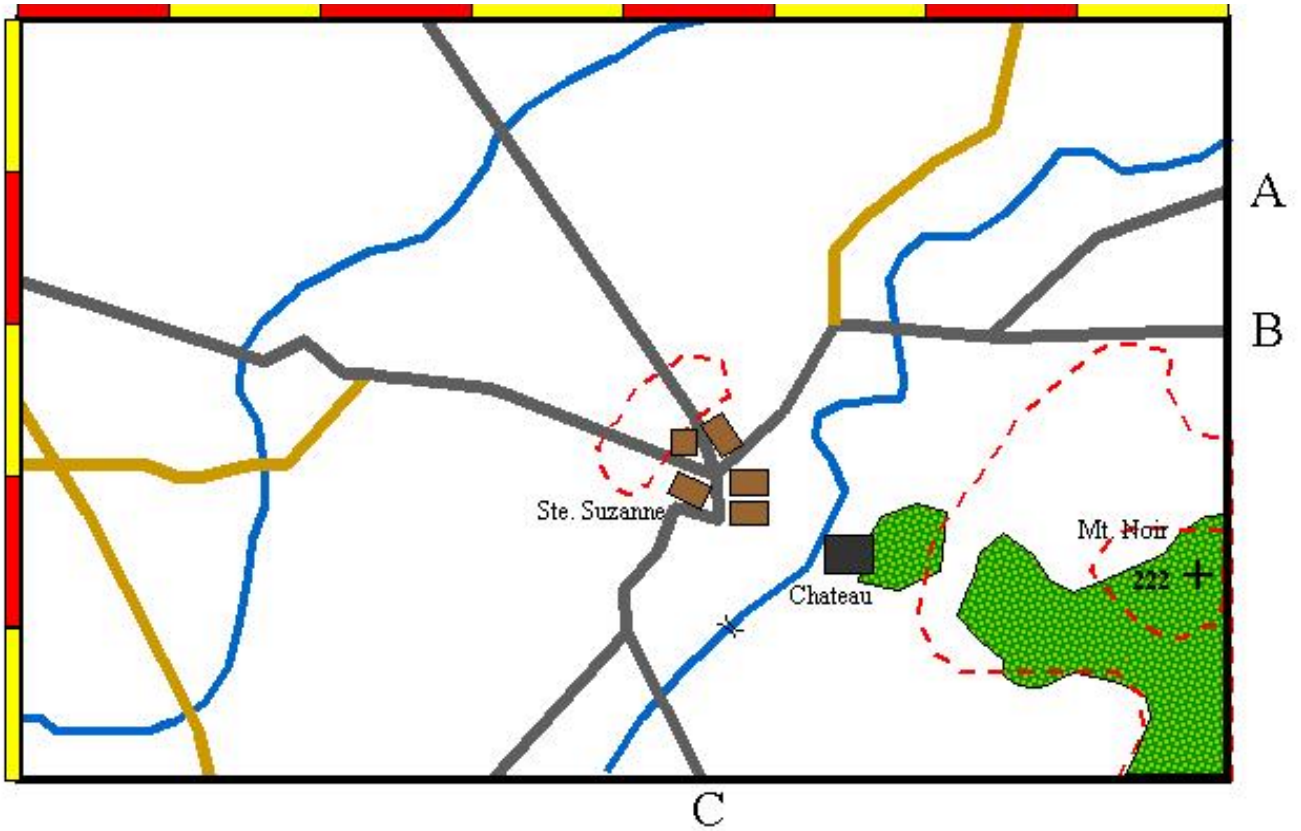
Battery Random Shelling	3 sm. templates	-2 vs. V	-1 vs. TGsV
Battery Shelling	3 sm. templates	-1 vs. V	+0 vs. TGsV
Battery Concentration	1 sm. template	+0 vs. V	+1 vs. TGsV

All other German indirect fire units may fire the following mission

Section Shelling	1 sm. template	-1 vs. V	+0 vs. TGsV
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Any unit capable of firing a shelling mission and marked as having available smoke ammunition may fire a smoke mission of the same size.

German off-board artillery originates at the East edge of the board. Because of limited range, the mortar company supporting the 708th infantry is limited to firing 5 feet from the East edge of the table. Alternatively, the German can elect to the mortars them onto the board on turn 2, emplace them on turn 3 or later and calculate their range normally on turn 4 and later.



Terrain	Map Symbol	Concealment	Cover	Mobility		
				Infantry	Track/Halftrack	Wheeled/Gun
Open		None	None	Full	Full	Full
Gentle Slope	Red Dashed	None	None	Full	Full	Half
Woods w/ underbrush	Green	Dense	Soft	Full	Half / bog chk	Half / bog chk
Tall Crops	Not shown	Sparse	Soft	Full	Full	Half
Orchard	Not shown	Sparse	Soft	Full	Half	Half
Streets	Grey w/in town	Dense	Soft	Full	Half	Half
St. Suzanne	Brown Sectors	Dense Edge	Soft	Full	Impassable	Guns: Half Wheel: Imp.
Chateau	Grey Sectors	Dense Edge	Hard	Full	Impassable	Guns: Half Wheel: Imp.
Paved Roads	Grey	None	None	Double Road	Double Road	Double Road
Dirt Roads	Tan	None	None	Full Road	Full Road	Full Raod
Streams	Blue	None	None	Half	Breach	Breach / bog chk

Game Length

12 Turns - U.S. moves first

Award VP's to the Americans as follows

+6 VP	Each US company ME that exits at east road with >50% strength and motorized transport
+2 VP	Each US platoon ME that exits at east road with >50% strength and motorized transport
+6 VP	No undisordered German units w/in 5" of bridge over stream NE of St. Suzanne
-6 VP	Each German company or tank platoon ME that exits south road at >50% strength
-2 VP	Each German Recon, Infantry, or Gun platoon ME that exits south road at >50% strength
+1 VP	Each German platoon ME reduced to $\leq 50\%$ strength
+4 VP	Each German company ME reduced to $\leq 50\%$ strength
-2 VP	Each US Company ME reduced to $\leq 50\%$ strength
+3 VP	At least one US ME or HQ exits to south at Road C
-1 VP	per 4 US transport vehicles destroyed.
+1 VP	per 3 German transport vehicles destroyed

Victory Conditions:

≤ 5 VP	Major German Victory
6-10 VP	Minor German Victory
11-15 VP	Draw
15-20 VP	Minor US Victory
≥ 21 VP	Major US Victory