

L' Abbaye-Blanche, Normandy 0515, August 6, 1944.

US Mission: Establish a road block and prevent any German movement through your position to Mortain to your south down Highway 2 or St. Barthelemy to the north up Highway 3.

US Intel report: Your forces arrived at L' Abbaye-Blanche yesterday and took over the position from a previous unit. You have created a hasty defensive position. During the night, you received scattered reports of patrols throughout the regiments sector encountering German patrols. Units south of Mortain have been reporting heavy enemy contact since 0100. Fog has enveloped the battlefield and at 0500 a German armored car penetrated your position in the fog, but was destroyed by one of your AT guns.

US Deployment: The US forces begin the game deployed anywhere west of the line marked on the map. The US forces begin the game hidden in a terrain feature or on blinds. If any US element moves before being spotted, replace that element with a blind. The US forces receive 1 dummy blind, which can be placed on table on any US Blinds card (e.g. to represent a unit displacing, a reinforcement arriving, etc). The US players may also lay one 3" daisy chain of mines, but cannot block Highway 2 or Highway 3. A blind will be placed on table to represent the burning armored car. At least 1 AT Gun must be sited with LOS to this blind

US Forces

Lt Springfield (Lvl III) (Force commander)

Sgt. Henry (Lvl I)

1 M2 0.50 cal HMG (5 crew)

2 M1919 0.30 cal LMG (4 crew)

Tank Destroyer Platoon (Morale 3)

Sgt. Barrett (Lvl II)

4 M10 GMC tank destroyers

Infantry platoon

Lt. Winchester (Lvl III)

Sgt. Colt (Lvl I)

3 rifle squads (10 men)

2 bazooka teams (2 men)

1 0.30 cal LMG (4 crew)

AT Gun Platoon

Sgt. Ithaca (Lvl I, AT Ace)

2 57mm ATG (5 crew)

Radio Net: All US platoons, Big Men, AT guns, independent MGs, and vehicles are on the radio net.

US Cards

US Blinds

Lt. Springfield

Sgt. Henry

Sgt. Barrett

Lt. Winchester

Sgt. Ithaca

Sgt. Colt

M10 GMC Tank Destroyer Platoon

1st Infantry Platoon

AT Gun

AT Gun

M1919 0.30 cal LMG

M1919 0.30 cal LMG

M2 0.50 cal HMG

Rally

Dynamic Commander

AT Bonus Card

Tea Break

Troops/Actions	0	1	2	3	4
Regular Infantry	1, 2, 3, 4	5	6, 7	8, 9, 10	-
0.30 cal LMG		1		2,3,4	
0.50 cal HMG		1		2,3,4,5	
Bazooka team				1,2	
57mm ATG	1	2	3	4,5	

Infantry Anti-Tank Weapons	0-4"	4-8"	8-12"	12-16"	16-24"
Bazooka	7	7	7	-	-
Infantry Close Quarter Weapons	3	-	-	-	-
0.30" LMG	2	2	2	1	1
0.5" HMG	3	3	2	2	1

AFV	Armour Value	Weapon Strike	Speed	Notes
57mm M1 ATG	n/a	7	n/a	
M10 Tank Destroyer	4	10	Fast	

Notes:

- 1) If all of the German vehicles on the table have been destroyed, any units on table that are not in LOS of good order German infantry may choose to return to a blind on any Tea Break.
- 2) The tank destroyer crews have an open top vehicle and are trained to seek enemy armor and get the first shot. They get the trained recce unit spotting bonus
- 3) The independent MGs are dismounted units from the Tank Destroyer platoon's reconnaissance section and receive the trained recce unit spotting bonus.
- 4) The battlefield is shrouded in fog. Double the measured ranges for all spotting attempts before consulting the spotting chart
- 5) The daisy chain of mines is treated as a single anti-vehicle mine, but does not suffer the -1 penalty.

Condition	Marker
Shock	Shock Counter
Dead	Red Ring
Pinned	1 Casualty Figure
Suppressed	2 Casualty Figures
Take Cover	Foliage Strip
Temp. Immobilized	Thrown Track at Front
Perm. Immobilized	Thrown Track at Rear
-1 Action	Dismounted Tank Crew
No Advance	Brown Ring
Retire	Pink Ring
Halt and Engage	Blue Ring
-1 Speed	Yellow Ring on engine deck
-1 Firing	Yellow Ring on gun tube
Gun Destroyed	Red Ring on gun tube
Artillery Aim Point	Blast marker

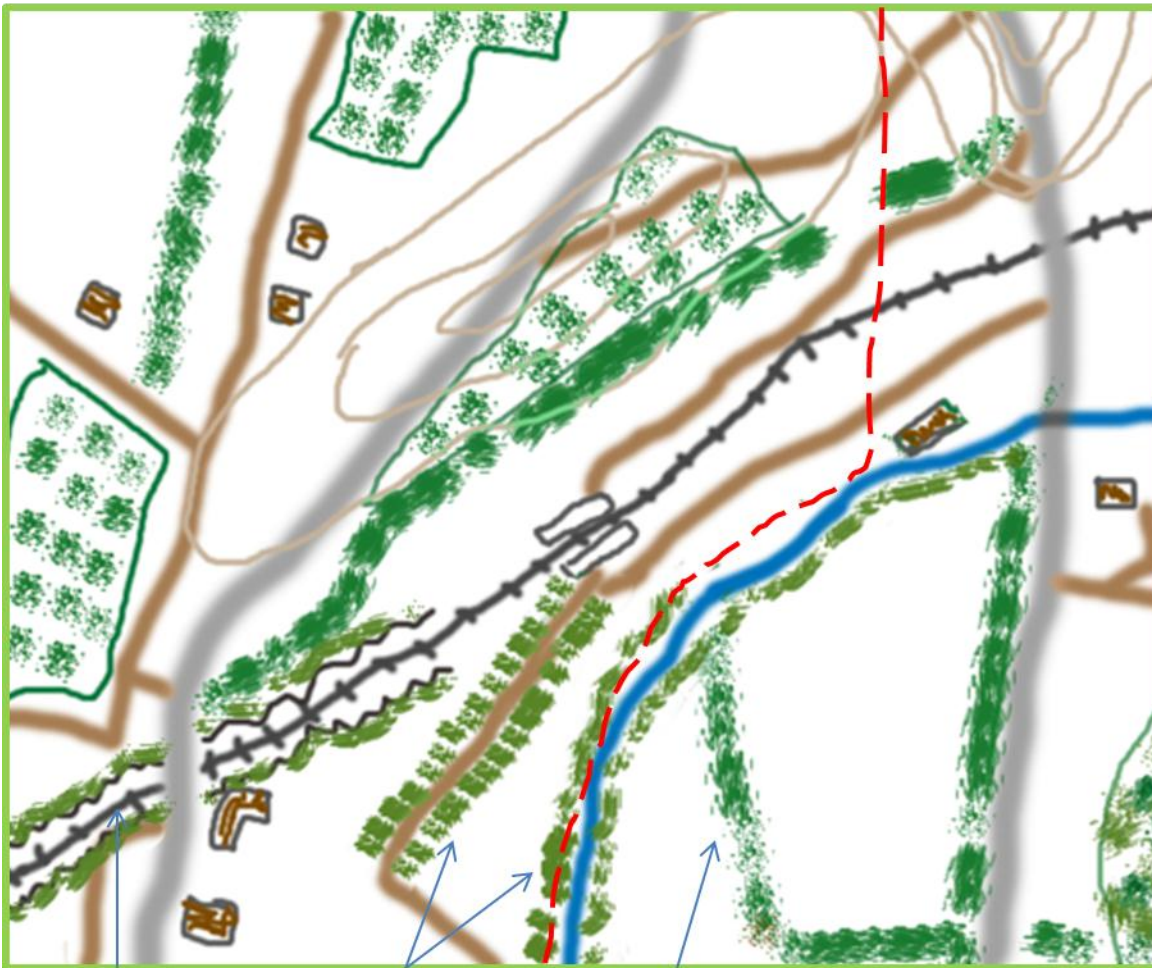
Terrain

The ridge and the orchards are broken terrain for vehicles. The orchards are light terrain for infantry. Tree lines and the railroad tracks are 1 die obstacles. The hill astride Highway 3 is heavy terrain. Vehicles traveling on the road may treat these as broken with an additional -1 pip per die. The railway cut is impossible terrain. The hedgerows are 2 die linear obstacles for infantry and fully tracked vehicles and impassable to others. Tracked vehicles attempting to cross test for bogging using 2d6 and bog on two 1s. Opportunity fire against a vehicle crossing a hedgerow is against rear armor. The stream is a 2 die obstacle for infantry and tracked vehicles. Vehicles make bog tests using 2d6 and bog on two 1s, 2s, or 3's

12"

Highway 2

Highway 3



rail way cut

tree lines

hedgerows

L' Abbaye-Blanche, Normandy 0515, August 6, 1944.

German Mission: Conduct a reconnaissance in force to the area of L'Abbaye-Blanche. If enemy resistance is encountered, eliminate the roadblock and push forces south along Highway 2 toward Mortain.

German Intel Report: The timetable for Operation Lüttich called for the attack to begin at midnight on August 6, but traffic snarls have already thrown the attack behind schedule. Your division is making a two-pronged attack on the Americans at Mortain and the northern pincer must pass through the road junction near L'Abbaye-Blanche. An armored car patrol was moving in advance of your force and was last reported approaching the abbey along a track parallel to the railroad. There has been no contact with the patrol since 0500.

German Deployment: Traffic jams and general confusion have interfered with the German ability to coordinate their attack.

- Group 1 starts the game on the table deployed on 2-3 blinds. They may be placed anywhere on Highway 3 south of the stream Group 1 may also deploy 1 dummy blind
- Group 2 enters the table from the north on Highway 2 deployed on 1-2 blinds plus 1 dummy blind
- Group 3 enters the table from the southwest on Highway 3 deployed on 2-3 blinds plus 1 dummy blind.

On a d6 roll of 5-6, each of these groups can add a second dummy blind when they are deployed.

The arrival of Groups 2 and 3 is dependent on the appearance of the Reinforcement card.

- Group 2 may come onto the table on any German Blinds card after 3 Reinforcement cards.
- Group 3 may come onto the table on any German Blinds card after 6 Reinforcement cards.

German Forces

Group 1

1st Panther Platoon (Morale 3)

1 Pzkw VA Panther

1st Panzergrenadier Platoon

Lt. Märzen (Lvl III)

3 squads (8 men, 2 LMGs, 2 Panzerfaust 30)

3 SsKfz 251/1 halftrack

Supply Platoon

1 Opel Blitz ammo truck (Must start the game on a blind with another element of the platoon)

Group 2

2nd Panzergrenadier Platoon

Sgt. Auferderheide (Lvl III)

2 squads (8 men, 2 LMG, 2 Panzerfaust 30)

2 SdKfz 251/1

Gun Platoon (Morale 3)

Sgt. Hoffman (Lvl I)

1 SdKfz 251/9 (75mm halftrack)

Group 3

Cpt. Klink (Lvl III)

German cards:

German Blinds

1st Panther Platoon

2nd Panther Platoon

1st Panzergrenadier Platoon

2nd Panzergrenadier Platoon

3rd Panzergrenadier Platoon

Cpt. Klink

Lt. Märzen

Lt. Schnell

Lt. Gesundheit

Sgt. Auferderheide

Sgt. Hoffman

Sgt. Kölsch

Forward Observer

10.5 cm Artillery Support

Rapid Deployment

Armored Bonus Move

Rally

Reinforcement

Notes:

- 1) If the range is higher than the measured range, the range is the measured range.
- 2) The spotter must be within 100 yards of the target. The spotter must be on the same side of the road as the target.
- 3) If a spotter is on the same side of the road as the target, the range is the measured range. If a spotter is on the opposite side of the road, the range is the measured range plus 50 yards.
- 4) The Germans victory level is increased if the ammo truck exits to the south.
- 5) The battlefield is shrouded in fog. Double the measured ranges for all spotting attempts before consulting the spotting chart

Forward Observer

2nd Panzer Platoon (Morale 4)

Lt. Schnell (Lvl II)

3 PzKw VA Panther

3rd Panzergrenadier platoon

Lt. Gesundheit (Lvl III)

Sgt. Kölsch (Lvl I, Junior Infantry Ace)

3 squads (8 men, 2 LMGs, 2 Panzerfaust 30)

3 Sskfz 251/1 halftrack

Artillery Support: Battery of 4 105mm Artillery

Radio net: All German vehicles, Captain Klink, and the forward observer are on a radio net. An infantry squad can be considered on the radio net if within 4" of its halftrack.

Troops/Actions	0	1	2	3	4
Veteran Infantry	1, 2, 3	4	5	6, 7	8

Infantry Anti-Tank Weapons	0-4"	4-8"	8-12"	12-16"	16-24"
Panzerfaust 30	11	11	-	-	-
Infantry Close Quarters Weapons	2	-	-	-	-
MMG/HMG	2	2	1	1	1

AFV	Armour Value	Weapon Strike	Speed	Notes
SdKfz 251 /1	2	MG	Fast	
SdKfz 251 /9	2	5 / 7	Fast	HEAT ○○
Panzer V Panther A	10	12	Fast	

Condition	Marker
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Suppressed	2 Casualty Figures
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Temp. Immobilized	Thrown Track at Front
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