

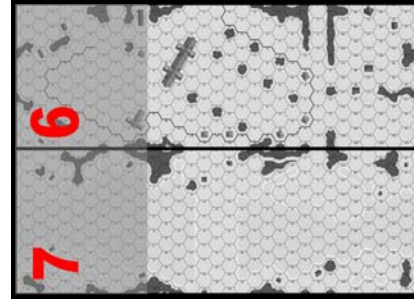
ANOTHER STRONGPOINT

Scenario AY-02

B060721



ST. MALO, FRANCE; AUGUST 14, 1944: The American 83rd Infantry Division hit the Saint Malo outer defenses on August 4, captured the central strongpoint of Saint Joseph hill on August 9, and had cleared Saint Servan to the south and the modern suburb of Parame to the east by August 11. Guarding the landward causeways to the walled town itself was the fifteenth century chateau of Anne of Brittany.



<USE only rows L through GG>

VICTORY CONDITIONS: The Americans win if they have an unbroken SQUAD not locked in melee inside the chateau (building 6n4) at the end of any German turn OR exit at least 9 infantry units (at least six must be squads) off the west edge north of the harbor. The German player wins by avoiding the American Victory Conditions.

Rules: SQL, COI, COD, GIA and any optional/supplemental rules upon agreement of both players.

TURN RECORD CHART:

+	German Sets Up First	1	2	3	4	5	6	7	8	9	10	Restart on Turn 11
*	American Moves First	1	END	3	4	5	6	7	8	9	10	



Remnants of 77th, 91st, and 243rd Divisions [ELR 3]: Set up west of hex row Y and north of the harbor. See SSR7 for artillery. [GIA: Two half-squads may be substituted for squads, as desired.]

9-2	9-1	8-1	8-0	4-6-7	4-12 B12	2-8 B12
2	2	2		6	3	6



330th Regiment, 83rd Infantry Division [ELR 4]: Enter south and/or east edge on any movement or advance phase.

9-1	8-1	8-0	7-0	6-6-6	2-3-6	4-12 B12	6 4 X11+
2	4	2	18	6	2	2	4

REINFORCEMENTS: Select only one of the following Groups on any American reinforcement turn. Selections may be in any order. The selected Group must either: enter during that turns movement phase or place a spotting round on that turn's rally phase.

Group A: enter east edge.

18 75 -16
2

Group B: enter south or east edge. (These assault squads have morale of 7, designate in some way if not using GI counters, 667 squads may place DC.)

10-2	9-2	6-6-7	5pp 6-12	30 A
4	2	4		

Group C: 105mm artillery support, see SSR8.

Group D: 200mm artillery support, see SSR8.

Scenario Special Rules:

SSR AY02.1: Hedges, orchards, wheatfields, and marshes do not exist, treat as clear, ground level terrain.

SSR AY02.2: Islands on Board 7 do not exist. No water (harbor) hexes may be traversed in any way.

SSR AY02.3: There is a three-hex wide causeway across board 7 from p3/q4/r3 to p9/q9/r9, all causeway hexes are clear, ground level terrain.

SSR AY02.4: No wall hexside can be crossed by a vehicle unless breached. To cross a wall hexside infantry units must expend all of their movement points, they may not cross during their advance phase. A wall hexSIDE may be breached by either an unmodified artillery KIA simultaneously in both adjacent hexes or a DC successfully placed from an adjacent hex. A breached wall hexside has all the characteristics of a normal stone wall. All walls are a level 1 obstruction to all LOS to/from non-adjacent hexes.

SSR AY02.5: Buildings within the walled enclosure are stone, all others are of wood construction. The chateau (building 6n4) has a terrain modifier of +4.

SSR AY02.6: Anti-tank mines exist in EVERY road hex. These mines will disable (immobilize) any vehicle that enters or exits such a hex on a die roll of 6. These mines do not affect infantry and can be cleared in the normal manner by infantry in the SAME hex.

SSR AY02.7: The German artillery support is from the island fortress of Cezembre. An FFE marker, affecting only the target hex, may be placed during a friendly fire phase in any clear hex with a LOS DIRECTLY north along a hex row (ie. hex 6S2, not hexes 6T3, 6S3). Treat as indirect fire, not direct fire. Resolve as AREA fire if used against a smoke hex.

SSR AY02.8: The American artillery support is spotted by observation plane and thus may be placed in any hex (no radio contact rolls are necessary). This support is subject to accuracy, scatter, and artillery correction rules. Draw chits for the fire missions if using rule 45, but subtract 1 from the result for the 200mm support (minimum of 1 mission). If using rule 107, 200mm ammunition is scarce. Each FFE of 200mm support may be used to suppress the German artillery for the next two German fire phases. Suppressed artillery may not fire.

AFTERMATH: Estimating that only 3~5,000 Germans occupied the St. Malo area, it was bypassed in the breakout to the Brittany ports, and initially only a regiment was assigned to its capture. During the final assault, persistent MG from the chateau could not be suppressed by two days of artillery fire, high velocity direct fire, or air support. With minefields preventing direct tank support, the chateau surrendered only after St. Malo to its rear had fallen to bypassing infantry. Nearly 12,000 Germans had garrisoned the area, whose port facilities, despite American hopes, were completely demolished during the assault.

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Tournament scenario designed by Alan Yngve ©1983
(with corrections and clarifications made as of: 2/13/2006)

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