

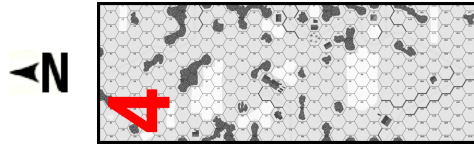
FRANCE 1944

OAF Scenario 34.4



Somewhere in France, August, 1944: As Allied forces moved out of the Normandy area and inward into France the Allied push took off in a rapid pace. General Patton's 3rd Army was ever moving capturing and liberating French villages and towns as they went. The front line often changed by the hour, but by August the long arm of allied supply lines was stretched and the pace eventually slowed. American and German units would move out cautiously in search of the enemy. One such encounter occurred near an isolated farmhouse.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The player who eliminates the most enemy squads wins. If there is a tie, then the player with the most unbroken squads on the enemy side of the board wins (row Q is the dividing line- squads on row Q do not count). If still tied, then the player with the most unbroken squads remaining wins.

TURN RECORD CHART:

Simultaneous Set Up	1	2	3	4	5	6	END
Roll die to determine who moves first							



AT START - set up north of hex row J inclusive:



AT START - set up south of hex row X inclusive:



SPECIAL SCENARIO RULES:

SSR OAF 34.4.1: TERRAIN: Wheatfield's are in effect.

SSR OAF 34.4.2: Both sides set up simultaneously. Following the setup, each player rolls a die. The player with the highest die roll moves first.

SSR OAF 34.4.3: The player moving first may only move his units half their normal movement capability on the first turn's MPH.

AFTERMATH: Upon encountering the enemy each side moved quickly to deploy their forces in order to gain the advantage. The ensuing confrontation became fast and furious; with each side redeploying their units in an effort to turn back the other and gain momentum. With each side laying down withering fire on the other they moved forward eventually forcing hand to hand combat. Victory would eventually fall to the side that could withstand the fighting.

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