MORTAIN: THWARTING A BREAKTHROUGH

In the early morning hours of August 7, 1944, the combined force of three Panzer divisions attacked the narrow front held by the 30th Infantry Division. Operation Luttich was the German Army counteroffensive to seize the town of Avranches and cut off the US Third Army, which was racing through France after its breakout in the early stages of Cobra. The attack struck elements of the US VIII Corps near the town of Mortain.

The 30th Infantry Division was nicknamed "Old Hickory" because it was originally comprised of National Guard units from the Southeast, Andrew Jackson's old stomping ground. The 30th took over the recently vacated positions around Mortain from the 1st Infantry Division; many of these were set up hastily and with the assumption that both sides of the battle would soon be moving eastward.

As the 30th settled in for the night of August 6th, units of the 1st SS Panzer Division, the 2nd SS Panzer Division, and the 2nd Panzer Division were assembling for the start of Operation Luttich, Hitler's plan to drive to the Brittany coast near Avranches. The 116th Panzer Division was also designated to participate in this assault, but its arrival was delayed when it was relieved from its front line positions late. These armored forces were placed under the command of Field Marshal von Kluge.

The German forces participating in the offensive were at reduced strength, damaged from the bloody fighting along the Normandy front line. To complicate matters, the main roads to the staging area were few and difficult to maneuver, preventing many of the units from arriving on time. Much of the 1st SS Panzer Division was still 10 miles away by H-Hour. Nevertheless, Hitler wanted this strike to start on August 7th. Kluge had to make do with the force he had to break through the lines formed by the 30th Infantry Division.

The 30th Infantry Division occupied a front of approximately 10 miles centering on the town of Mortain and ranging from St Barthelmy in the north to Barenton in the south. The 117th Infantry Regiment took up positions around St Barthelmy and Juvigny, with its northern limits on the See River. Much of the 119th was in reserve and its 2nd Infantry Battalion was attached to the 2nd Armored Division near Vire. The 120th Infantry Regiment was placed in and around Mortain, with the 1st Battalion on Hill 285 and in Mortain, the 2nd Battalion on Hill 314, and the 3rd Battalion occupying Barenton to the south.

Geographically, Mortain was located on the crucial crossroads on Route National 177 (RN 177), the main east-west road to Avranches. The height of Hill 314 commanded the entire region around Mortain and provided a clear view of RN 177 heading west toward St Hilaire. The presence of the 2nd Infantry Battalion on Hill 314 would prove to be the key element of the battle as it was able to call in deadly artillery support along RN 177 and the surrounding area near Mortain.

On August 7th, the entire area around Mortain was enshrouded with fog. This was both good and bad for the Germans and their initial assault. It made movement of the attacking forces difficult as they made their way through unfamiliar territory in the mist. Also, when the Germans encountered resistance, the fog complicated coordinating attacks to reduce these positions.

The perfect example of this problem occurred at the US roadblocks around L'Abbaye Blanche. A small US force, including a handful of 3" anti-tank guns, were instrumental in stopping one arm of the German advance. Elements of the 2nd SS Panzer division lost many vehicles that morning as they tried to pass the roadblock. The fog prevented them from locating the 3" guns and Germans did not inflict any casualties on the GIs on the first day of fighting.

However, the fog was also a benefit to the German forces. After D-Day, the Luftwaffe did not enjoy air superiority and was only able to support their ground forces in localized areas. During the COBRA campaign, US and British air forces were concentrated in these regions, assisting the rapid advances and also covering the static lines from Caen to Mortain. The fog provided cover for the Germans as they made their initial breakthrough and advanced toward Avranches.

The Germans understood that the consequences of concentrated American artillery fire on their positions were just as deadly as the British Typhoon attacks that cost them so dearly in the opening of the operations. From the 2nd SS Panzer units on the road to St Hilaire to the 2nd Panzer units in le Mesnil Tove, vehicles and infantrymen alike were searching for cover in the late morning. By noon, the fog began lifting and the British Typhoons soon took to the air to assist the 30th Infantry Division in stopping the Germans.

On August 7th, the RAF Typhoon fighter-bombers flew 292 sorties, devastating the Germans caught in the open. Around St Barthelmy, Typhoons began to circle in the sky as the 1st SS Panzer Division scrambled for cover. All afternoon the German troops were relentlessly attacked from the air. The RAF claimed 84 tanks to rocket and machinegun fire and damaged another 112 vehicles. So intensive was the damage to the Germans and with a minimal loss of planes the British airman referred to August 7th as "The Day of the Typhoon."

Though it appeared that the German thrust was blunted on the first day of fighting, many units were still arriving to the front to bolster the attack, yet the American ground forces had not received any reinforcements. The GIs on Hill 314 were completely cut off and portions of the 120th Infantry Regiment command were cut off in Mortain and hiding in attics and cellars. Despite the 30th Infantry Division's tenuous hold on the battlefield, their commanding officer Major General Leland S. Hobbs informed Bradley and Eisenhower that his forces were in command of the battlefield and would soon start pushing back.

Armed with this information, Ike and Patton released units in reserve for Mortain to the main breakthrough achieved by Operation COBRA. Only portions of the 3rd Armored Division and the 35th Infantry Division remained in the area to help shore up the defenses. The 3rd Armored assisted in removing the threat of the northern German advance reaching Avranches by working side-by-side with the 119th Infantry Regiment in cutting off the 2nd Panzer Division near le Mesnil Tove. The 35th continued its drive from the south in an attempt to enter Mortain and relieve the GIs surrounded on Hill 314.

The fighting around Mortain continued for the next few days. Both sides were consolidating their positions, with the Germans reinforcing even more in preparation for another attempt to break through to Avranches. By now, Hitler had wrested away any last local control of the campaign and his persistence in continuing this attack only weakened the remaining front lines around Normandy. Meanwhile, Patton's army was racing toward Le Mans and Omar Bradley and his staff were preparing for the encirclement of the German army in northwestern France.

While the fighting continued around Mortain, the 2nd Battalion, 120th Infantry Regiment was still holding on to its positions on Hill 314. Forward observers of the 230th Field Artillery Battalion were calling in barrages throughout each day, reducing German activity around Mortain. However, the German command knew the importance of the hill and the line of sight it provided for military purposes.

The 2nd SS Panzer and the 17th SS Panzer Grenadier Divisions continued to press the attack on Hill 314. E and K Companies saw near continual fighting, ranging from frontal assaults to harassing artillery barrages. D Company was surprised to hear of the tooth and nail fighting since its positions only saw sporadic fighting and their positions were mostly harassed by sniper fire.

Nevertheless, the battalion remained cut off and its supplies were running out. Critical provisions like medical supplies, food and ammunition had already run out or were at a bare minimum. However, key to the entire campaign, the batteries for the spotter radios were almost exhausted and numerous attempts were made to re-supply Hill 314 with these key items. At one point, a field artillery officer tried firing 105mm shells filled with medical supplies to Hill 314, to assist the beleaguered troops.

Since the German army continued its attack toward Avranches, its flanks were vulnerable to an allied breakthrough, which would surround its forces in Normandy. The combined British, Canadian and Polish force of Operation TOTALIZE began its breakout from Caen, driving south toward Falaise. On the other end of the trap, the US 3rd Army captured Le Mans and wheeled northward. In the lead of one column was the 2e Division Blindee, or the Free French 2nd Armored Division, led by General Philippe Leclerc. The sight of the Cross of Lorraine and French Flag as it passed through northern France encouraged the local population.

Fearing a complete encirclement of the German army in Normandy, von Kluge persuaded Hitler to delay the next attack until later in August, to coincide with the next full moon. This delay, he explained, was needed to allow for a night attack on the American positions and prevent a repeat of the debacle that occurred on August 7th. Hitler allowed for this delay, but demanded even more units be available for the second assault. By August 11th, it was determined by the German General Staff that any further attempts to reach Avranches would be futile and the forces involved were allowed to withdraw.

By the morning of August 12th, many of the German units in and around Mortain had slipped away during the night. The 117th Infantry Regiment returned to its initial positions around St Barthelmy, surprised to find both US and German injured soldiers in the cellar of one house that was made up as a makeshift hospital. In Mortain, a joyous Colonel Hammond Birks was reunited with his staff, which had hid in various parts of Mortain while the Germans used it as a temporary base.

A relief column was quickly assembled to drive up Hill 314. Many volunteers stepped forward, ready to push through the German line. Everyone was surprised to find out that all of the Germans had left the night before and 120th received its much-needed supplies and medical attention. Though their defense was the key to defeating the German operations, it did come with a severe cost. The battalion lost 277 men killed, captured or missing in action.

Operation Luttich failed. Historians may still debate what the underlying cause of the failure was, but it is obvious that the heroism of the men of the 30th Infantry Division can be at the top of the list. They met the Panzer divisions face-to-face and showed them the resolve of the American GI. Their defense at L'Abbaye Blanche, Chateau Nebelwerfer and Hill 314, to name a few, stopped the German advance. The failure of the Germans at Mortain and Hitler's insistence in pressing the attack paved the road for the 3rd Army's rapid breakthrough in France. This campaign had set the stage for the Allies' attempt to encircle the German 7th Army.

Mortain Campaign SSR

The following additional rules from Crescendo of Doom and GI: Anvil of Victory are required to play the Mortain Campaign. For your benefit they are reprinted here for quick reference:

118. ORCHARD
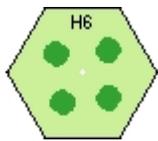
118.1 Any hex or half hex containing multiple dark green clusters is considered an orchard hex. An example of an orchard hex is 6H6. The term "orchard" is used to represent any wooded area without dense undergrowth.

118.2 The movement cost for entering an orchard hex is identical to that of Open Ground for all types of units.

118.3 Orchards have no terrain effect modifier of any kind. Therefore, target units moving through an orchard are not subject to the -2 defensive fire DRM for moving in the open. The TO HIT category for ordnance weapons firing at an orchard hex is "other".

118.4 Orchard hexes do not block LOS or penetration except as listed below. They are not considered "woods" for any purpose.

118.41 Units on the same level as the orchard may not trace a LOS through more than two orchard hexes inclusive of the target hex. MG penetration may extend through more than 2 orchard hexes but in so doing is resolved as Area Fire. Remember, however, that MGs must have a LOS to a target (or suspected target) in order to fire. Keep in mind that the green clusters do not obstruct LOS, they merely identify the hex as an orchard hex.

118.42 The hex directly behind an orchard hex in direct LOS from a firing hex of higher elevation is considered a blind hex and cannot be fired upon during any scenario taking place during April through November.

118.6 Orchards do not cause breakdowns or present any movement hindrance to vehicles.

118.7 Broken units may rout through orchard hexes without being eliminated due to the presence of enemy units in LOS and normal range. An orchard hex is not suitable cover for a broken unit to end its rout in, although they could remain in such terrain until a possible route to a woods or building hex exists.

130. LOCATION OF VEHICULAR HITS

130.1 Any non-deliberate immobilization TO HIT dice roll resulting in a hit vs. an armored target is considered to be a turret or upper body hit only if the colored die is greater than the white die. Otherwise, the hit is determined to have struck the hull. Such determination is made prior to application of any DRMs.

130.2 Any hit target, which is hull down to the firer, is always considered to have been hit in the turret or upper body.

130.3 If a turreted vehicle is hit in the turret the target facing for resolution on the AFV KILL TABLE is determined on the basis of the turret-covered arc, not the vehicular covered arc.

130.4 If an AFV receives a turret or upper body hit it is not subject to Random Immobilization (66. 1).

144.6 *UNDERBELLY VULNERABILITY:* Whenever an AFV crosses a wall/hedgerow hexside, or enters an elevated road hex through a non-road hexside, or exits a gully, or stream, any defender on the same elevation as the hex being entered, may attempt an underbelly shot by tracing his LOS to the hexside juncture on the hexside being entered. His LOS may not, prior to reaching the junction, cross any other hexside of the hex being exited. The moving player specifies which of the two-hexside junctures on that hexside he is crossing. Defending units in the hex being entered may DF as the AFV crosses the hexside before it enters the hex and executes any Overrun attack. If the defender has no LOS to that point he does not fire and may await another fire opportunity. If he does have a LOS to that point, any front vehicular facing hit, which would normally be a turret hit (130.1) is instead a hull bottom hit and is treated as an automatic Critical Hit (68.2-.3). A hull hit is treated normally. If fired on from a higher elevation, no underbelly hit is possible and normal hull/turret hit location procedures would apply. Boresighting DRM's are applicable to the TO HIT DR, but not to the location of the hit dr.
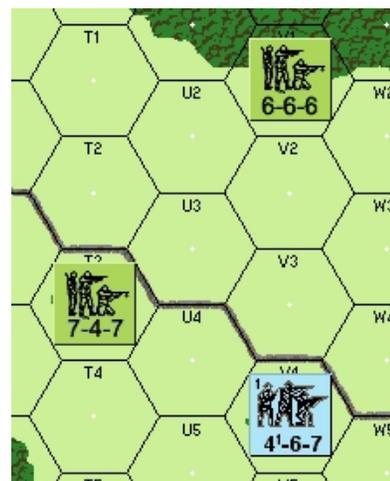
149.21 *HILL ROADS:* The movement costs of hills and roads in the same hex are cumulative. Infantry moving up a hill road would still expend one MF per hex if the elevation does not increase and two MFs per hex if it does. Infantry would still receive one extra MF if it spends its entire MPh on the road. Vehicles would pay only 2 MP's + COT for moving onto higher terrain while moving along a road.

173 BOCAGE

173.1 *BOCAGE:* A bocage is a special form of hedge grown on top of low earthen mounds to form a natural wall. All rules that apply to walls are applicable to bocage except as modified below. Bocage are used only when specified by a SSR and are represented on the board by normal wall and/or hedge hexsides as specified by that SSR.

173.2 Unlike conventional walls or hedges, bocage are considered a level one obstacle to LOS and create a one hex blind zone to higher observers. However, same level fire may be traced through (but not along, unlike walls and hedges) a bocage hexside provided it originates and/or ends in a hex formed by that hexside. Any unit receiving fire through an adjacent bocage hexside is subject to a +2 TEM on the IFT. Armored and vehicular-sized targets are considered Hull Down.

173.23 The TEM for bocage is not cumulative with any other type of TEM. If eligible for both the bocage and other TEM's, the defender must choose the applicable TEM each time he is fired on, unless all fire is traced across a hedgerow hexside from non-adjacent firers. In the latter case, the defender must use the hedgerow TEM.

173.3 *CONCEALMENT* - Units in a location that has one or more bocage hexsides and that all enemy LOS would pass through that bocage hexside, that unit is treated as being out of all enemy LOS for determining both its ability to gain and lose concealment, and it treated as being in Concealment terrain. Units that may initially set up as HIP may also use such locations (that is, it may be treated as a HIP location just like a building or woods hex).

173.4 To cross a bocage hexside during the MPh, infantry units must expend 1 MF+COT. Pushed or towed ordnance, and non-fully-tracked vehicles may not cross a bocage. SW carried by infantry may cross a bocage hexside with the infantry unit.

EX: The 4-6-7 in 6V4 is eligible for either the +1 TEM for the woods or a +2 TEM for the hedgerow, but is not eligible for both simultaneously even though it may claim both singly during the same fire phase. When the 6-6-6 in 6V1 fires on it, the German must use the +2 TEM for the hedgerow. But when the 7-4-7 in 6T3 fires, the German must use the +1 TEM for the woods.

173.5 Fully tracked AFV's may cross a bocage hexside at a cost of 6 MP's +COT. Reverse movement cannot be used to cross a bocage nor may external passengers ride an AFV crossing a bocage. AFV's crossing a bocage are subject to underbelly hits and bog. Bog modifiers are: German +2, American +1.

173.6 Dozer tanks and AFV's designated by a SSR as being equipped with the Cullin hedgerow device or similar equipment (after 7/25/44) may eliminate the bocage in the hex they traverse by expending all of their MP's in crossing that hexside and passing an ESB DR. Such vehicles engaged in clearing a bocage are not subject to underbelly hits. Mark the affected hexside with a Trail Break counter

THE BATTLE MAP OF MORTAIN AND OPERATION LUTTICH
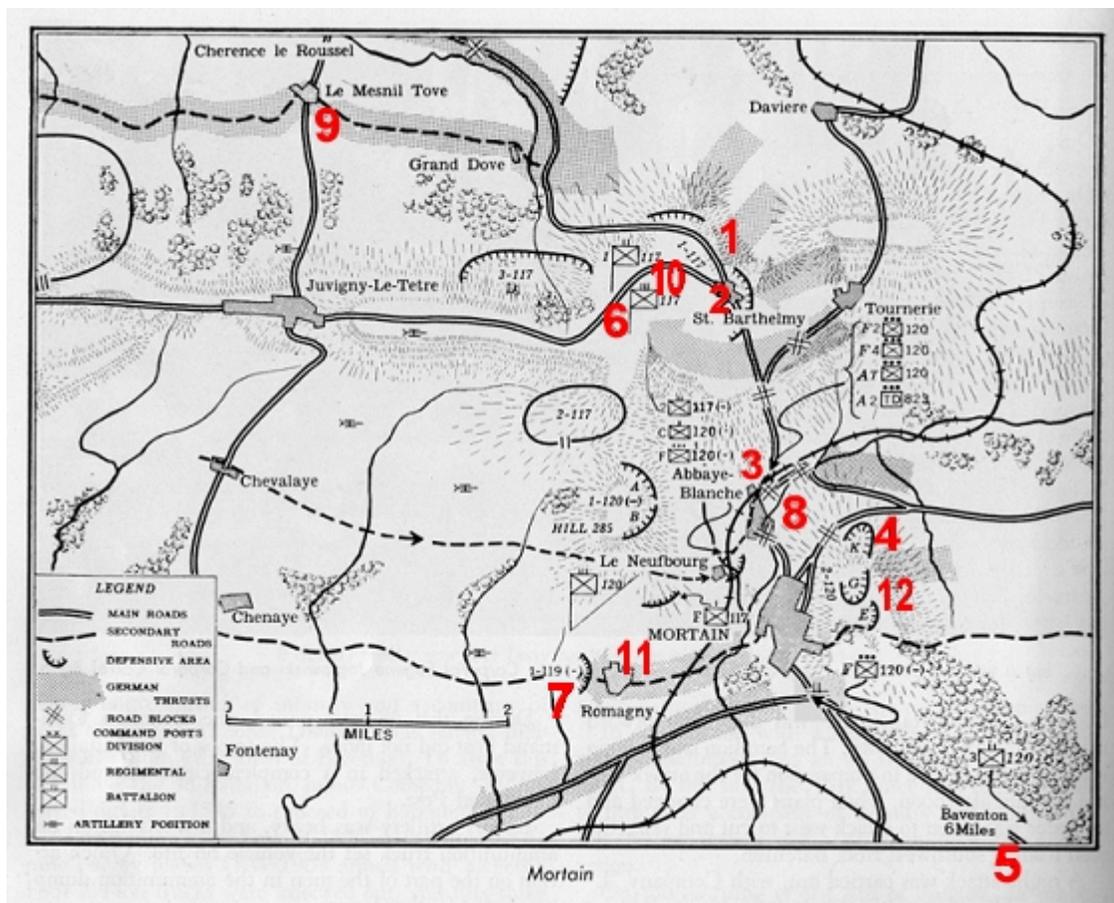
List of Scenarios and Locations on the Map of Mortain Battlefield

1. WG231 - PRELUDE TO OPERATION LUTTICH
2. WG232 - BREAKING AT ST BART
3. WG233 - STOPPED AT L'ABBAYE BLANCHE
4. WG234 - E COMPANY ON HILL 314
5. WG235 - BATTLE FOR BARENTON
6. WG236 - CHATEAU NEBELWERFER
7. WG237 - POOR COMMUNICATIONS
8. WG238 - L'ABBAYE BLANCHE REVISITED
9. WG239 - CCB INTO ACTION
10. WG240 - PUSHING BACK
11. WG241 - THE TIGER OF ROMAGNY
12. WG242 - "COME AND GET US"

The "WG" and number identification is the scenario numbering system as used by the Wargame Academy for its Cross of Iron level of play scenarios.

PRELUDE TO OPERATION LUTTICH

Scenario WG231

Near La Fantay, France, 6 August 1944: In the waning light of an early August day, lead elements of the 2nd Panzer Division made contact with the 30th Infantry Division in positions located north of Mortain, France. A handful of Panthers, supported by infantry, advanced on the northern units of the 117th Infantry Regiment. The Americans had set up a roadblock north of St Barthelmy with a few squads and two 57mm antitank guns.

BOARD CONFIGURATION:

N
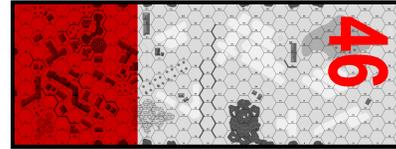
Only Hexrows A thru V are in play

VICTORY CONDITIONS: To win, the Germans must destroy both anti-tank guns *and* exit four squads off the west board edge. AFVs and their inherent crews do not count toward the VC. The Americans win by avoiding the German VC.

TURN RECORD CHART:

☆ American Sets Up First	1	2	3	4	5	6	END
✚ German Moves First							

Elements of 117th Infantry Regiment, Company B - set up west of hex row M (inclusive):

8-1	7-0	6-6-7	6-6-6	2-4-6	44a 1PP 6 4 X11+	MMG 4-12 B12	9 △ B12	AT 57L ②	Entrench 5	Roadblock
		2	3	2				2	2	2

Elements of 117th Infantry Regiment - enter turn 3 on any west board edge:

9-1	6-6-6	MMG 4-12 B12
	3	

Elements of 2nd Panzer Division, 2nd Reconnaissance Regiment - enter turn 1 on any east board edge:

9-1	C 5-4-8	4-6-8	LMG 2-8 B12	44a 3	PzKw-VG 15 +3 0 75LL 4/2/2	PSW234/2 34 -1 -3 50L -/2
	2	4	2	2		

Elements of 2nd Panzer Division, 3rd Panzer Regiment - enter turn 2 on any east board edge:
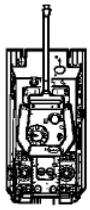
8-1	8-0	4-6-8	LMG 2-8 B12	43b 2	PzKw-VG 15 +3 0 75LL 4/2/2
		4	2	2	2

SPECIAL SCENARIO RULES:

WG231.1: *Terrain:* All buildings are made of wooden construction. All hills are level 1. All brush is considered woods. There is no trail in the southernwoods. All walls and hedges are bocage (*See Mortain Campaign SSR*).

WG231.2: Both American anti-tank guns and their crews may set up using HIP [*42*]. The American anti-tank guns may boresight.

WG231.3: American artillery support is 105mm and available on turn 3.

WG231.4: German vehicles may only use 1/2 of their MP during their turn of entry.

WG231.5: No American units may voluntarily leave the board.

AFTERMATH: The 57mm guns fired fifteen shots at the advancing tanks. Not surprisingly, none of the shells penetrated the Panther's frontal armor. The lead tank's shot on the roadblock killed two men and destroyed one of the anti-tank guns. The remaining Americans withdrew, but were quickly reinforced with more squads and artillery support. The Germans faded into the woods as darkness enveloped the field of battle.

BREAKING AT ST BART

**Scenario WG232**   B071210

St Barthelmy, France, 7 August 1944: The initial German assault on St Barthelmy, a small village north of Mortain, included the 1st SS Panzer Division and the 2nd Panzer Division. The 1st SS entered the village from the southwest, while the 2nd Panzer swept in from the north. The 117th Infantry Regiment of the "Old Hickory" Division was tasked with holding this village. C Company was soon in a firefight that would be tough to stay alive, let alone win.

BOARD CONFIGURATION:
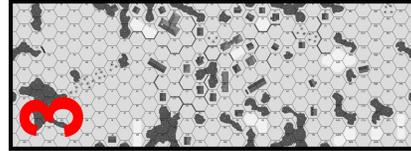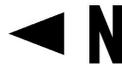
VICTORY CONDITIONS: To win, the German must destroy all anti-tank guns and control the village center (surrounded by the road network) by game end. The American wins by avoiding the German VC.

TURN RECORD CHART:

☆ American Sets Up First	1	2	3	4	5	6	END
✠ German Moves First							

Elements of 117th Infantry Regiment, Company C augmented with elements of the 823rd TD Battalion - set up between hex rows L and U (inclusive):

Elements of 2nd Panzer Grenadier Regiment and 38th Panzerjager Battalion - enter turn 1 on any north board edge:

1st SS Panzer Battalion - enter turn 1 on any south board edge:

SPECIAL SCENARIO RULES:

WG232.1: *Terrain:* There are no hills. All walls and hedges are bocage (*See Mortain Campaign SSR*).

WG232.2. All anti-tank guns and their crews may set up using HIP [*42*]. The American 3 inch (76mm) Guns are emplaced (dug-in) and are considered hull down vs. all ordnance attacks directed against them.

WG232.3. German 838 may lay a total of 3 smoke counters for the entire scenario.

WG232.4. Americans may boresight.

AFTERMATH: Lt. Greene, commanding the 3rd Platoon of the 823rd TD, sent his support vehicles to safety while he and his crews stayed with their guns to help the outnumbered GIs fight. SS Major Kuhlmann was surprised to find the village occupied. The early morning fog made it difficult for both sides to engage the enemy, much of the fighting occurred at less than 50 yards. Greene's guns scored hits on many German tanks before finally losing his last gun. He and the remaining troops retreated westward.

STOPPED AT L'ABBAYE BLANCHE

Scenario WG233

B071210

L'Abbaye Blanche, France, 7 August 1944: The 2nd SS Panzer Division Der Fuhrer Regiment attempted to swing north of Hill 314, the commanding heights east of Mortain, and move into Mortain. However, these forces needed to pass the roadblock set up by the 823rd TD Battalion, A Company. Back in the States during training, Lt. Tom Springfield and his crews had out shot every other unit in the battalion with their 3" anti-tank guns.

BOARD CONFIGURATION:
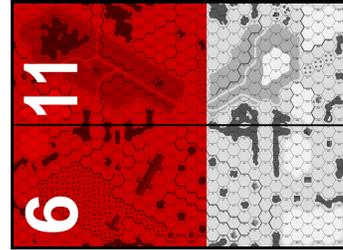
(Only Hexrows T through GG on both boards are playable)

VICTORY CONDITIONS: To win, the Germans must exit 8 squads or their equivalent off the north edge of board 11. An AFV with functioning MA counts as two squads. The AC and HTs do not count toward the VC. The Americans win by avoiding the German VC.

TURN RECORD CHART:

☆ American Sets Up First / ✚ German Moves First	1	2	3	4	5	6	END

Elements of 823rd TD Battalion, A Company - set up on any whole hex on board 11:

| 9-2 | 8-1 | 6-6-6 ×5 | 2-4-6 ×5 | 44a 1PP X11+ 6/4 ×2 | HMG .50cal 8-20 B12 | MMG 4-12 B12 | AT 57L② | AT 76L② V ×2 | Entrench 5 ×2 |

Elements of 2nd SS Panzer Division Der Fuhrer Regiment - set up on board 6 on any hex numbered 5 or higher:

| 9-1 | 8-0 | 6-5-8 ×2 | 2-4-8 | MMG 4-12 B12 | LMG 2-8 B12 ×2 | 30 A ×2 | '44a 3 ×2 | Kubelwagen 35 1C/1SW | PSW231 35 20L(6) -12 ②-4 -5 | SPW251/2 18 1S/5PP -4 -5 | Lt Truck 24 1S/7PP ×2 |

Elements of 2nd SS Panzer Division Der Fuhrer Regiment - enter turn 2 on any south board edge:

| 8-1 | 6-5-8 ×3 | LMG 2-8 B12 ×2 | '44a 3 ×2 | PzKw-VG 15 +3 0 75LL 4/2/2 ×3 | PzKw-IVH 13 +1 -1 75L 4/2/4 ×2 |

SPECIAL SCENARIO RULES:

WG233.1: *Terrain:* All walls and hedges are bocage (*See Mortain Campaign SSR*).

WG233.2: All anti-tank guns and their crews may set up using HIP. The American 3 inch (76mm) Guns are emplaced (dug-in) and are considered hull down vs. all ordnance attacks directed against them.

WG233.3: German 658 can lay 3 smoke counters for the scenario.

WG233.4: German vehicles may only use 1/2 of their MP during their turn of entry.

AFTERMATH: The 3" guns scored many hits on the advancing Germans. The lead units, including a Kubelwagen loaded with the commanding officer, were forced off the road at Pont de la Vacherie. They hid in the dairy's main building until reinforcements arrived. However, the 2nd SS Panzer did not achieve its goals today and were stopped dead in their tracks by a handful of GIs and their skillful shots.

E COMPANY ON HILL 314

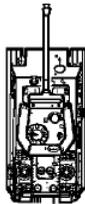**Scenario WG234**   **B071212**

East of Mortain, France, 7 August 1944: The 2nd SS Panzer Division Der Fuhrer Regiment and Panzergrenandiers of the Goetz von Berlichingen Division moved south to the base of Hill 314. Lt. Ralph Kerley, commanding E Company on the hill had little to stop the armor except for a handful of bazookas. What he did have was far more deadly, a forward observer of the 230th Field Artillery Battalion.

BOARD CONFIGURATION:

◄ **N**
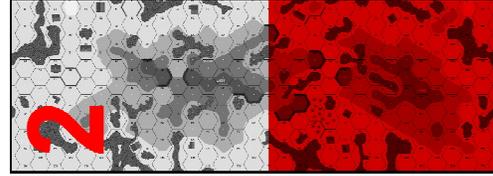
(Hexrows A through Q only are playable)

VICTORY CONDITIONS: The Germans win by occupying (with unbroken squads or crewed AFVs) at game end the seven 3rd level elevation hexes. The Americans win by avoiding the German VC.

TURN RECORD CHART:

☆ American Sets Up First	1	2	3	4	5	END
✚ German Moves First						

Elements of 30th Infantry Division, 120th Infantry Regiment, E Company - set up on any whole hex on board 2 south of hex row F (inclusive):

Elements of 2nd SS Panzer Division Der Fuhrer Regiment and Goetz von Berlichingen Division - enter on turn 1 on north edge and/or east edge north of hex row G (inclusive):

SPECIAL SCENARIO RULES:

WG234.1: *Terrain:* No roads exist. All walls and hedges are bocage (*See Mortain Campaign SSR*).

WG234.2: German 658 can lay only 3 smoke counters for the scenario.

WG234.3: American may not boresight.

WG234.4: Two American squads, along with their SW and any leaders, may set up HIP.

WG234.5: American artillery support is 155mm, available on turn 2.

AFTERMATH: The Germans advanced on the hill unaware that it was occupied. An urgent call to the 230th FA Battalion for support provided the needed defense. The Germans were soon pummeled by artillery causing damage to many vehicles and dispersing the advancing infantry.

BATTLE FOR BARENTON

Scenario WG235

B071208

Town of Barenton, Brittany, France, August 7, 1944: While the 30th Infantry Division was under attack in and around Mortain, the 120th Infantry Regiment, 3rd Battalion was moving in to attack elements of the 275th Infantry Division in Barenton. L Company took the western approach while LT Shaw led I Company to form a roadblock on the east. The remaining units of the 120th, reinforced with Sherman tanks from the 743rd Tank Battalion entered Barenton to rout out the defenders.

BOARD CONFIGURATION:
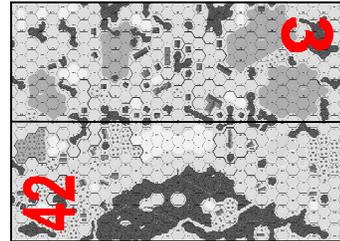
VICTORY CONDITIONS: The Americans win by being the last to occupy exclusively, with an unbroken unit all stone buildings on board 3 at game end. The Germans win by avoiding the American VC.

TURN RECORD CHART:

✠ **German** Sets Up First						
☆ **American** Moves First	**1**	**2**	**3**	**4**	**5**	**6** **END**

2nd Battalion of the 985th Infantry Regiment - set up on any whole on board 3 between hex rows J and Y (inclusive):
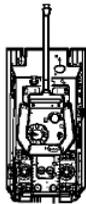
										PzKw-IVH	SPW251/1	SPW251/2	Lt Truck
9-2	9-1	8-1	7-0	4-6-7	2-4-7	MMG 4-12 B12	LMG 2-8 B12	'44a 3	AT ② 50L	13 +1 -1 PzKw-IVH 75L 4/2/4	18 -4 -5 -1/-14 SPW251/1 1S/5PP	18 -4 -5 SPW251/2 1S/5PP	24 ★ Light Truck 1S/7PP
			7	4	2	4	4			2			2

Elements of 30th Infantry Division, 120th Infantry Regiment - set up on any whole hex on board 42 south of hexes numbered 4 (inclusive):

								M4	M4A3
9-2	9-1	7-0	6-6-7	6-6-6	2-4-6	'44a 6 1PP 4 X11+	MMG 4-12 B12	9 △ B12	13 +1 -1 4 75 2/2/4	15 +1 -1 4 75 2/2/4
2	4	7	5	4	2				2	3

Company L - set up on board 3 west of hex row BB (inclusive):

9-1	6-6-7	6-6-6	'44a 6 1PP 4 X11+	MMG 4-12 B12
	4			

Company I - set up on board 3 east of hex row E (inclusive):

8-1	6-6-6	'44a 6 1PP 4 X11+
	3	

SPECIAL SCENARIO RULES:

SSR 235.1: Terrain: All walls and hedges are bocage (*See Mortain Campaign SSR*). All hills are limited to level 1. Brush does not exist, treat as open ground.

SSR 235.2. The anti-tank gun and its crew may set up HIP.

SSR 235.3. American artillery support is 81mm mortars.

SSR 235.4. Germans may not boresight.

AFTERMATH: Once the roadblocks were set up on the west and east sides of town, the attack began. Supported with the Sherman tanks and the heavy weapons mortars, the remaining companies of 3rd Battalion entered town, meeting resistance from the German defenders supported by a few tanks. By 0940, the battalion was in possession of Barenton, although large groups of Germans remained in hiding. A locale policeman helped to point out the groups hiding in the outskirts of town.

CHATEAU NEBELWERFER

Scenario WG236   B071212

West of St Barthelmy, France, 7 August 1944: Late in the day, German forces continued their push west from St Barthelmy. Elements of Kampfgruppe Kuhlmann came upon the 1st Battalion CP and remnants of the 117th Infantry Regiment, setting up a line of defense near a stone farmhouse. LTC Walter Johnson refused to move back any further and gathered his men, including cooks, clerks, and truck drivers to hold the line.

BOARD CONFIGURATION:
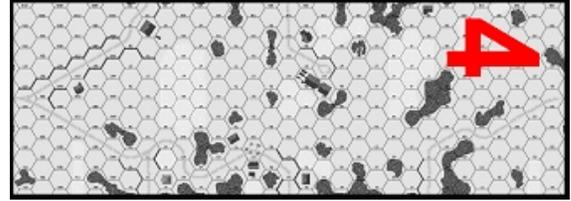
VICTORY CONDITIONS: The Germans win by being the last to occupy exclusively, with an unbroken unit farmhouse (building O6) at game end. The Americans win by avoiding the German VC.

TURN RECORD CHART:

☆ American Sets Up First	1	2	3	4	5	END
✙ German Moves First						

Elements of 30th Infantry Division, 1st Battalion CP and remnants of the 117th Infantry Regiment – set up on any whole hex on board 4 west of hex row M (inclusive):

9-2 | 8-1 | 7-0 | 6-6-7 **3** | 6-6-6 **2** | 2-4-6 **3** | 44a 1PP 6 4 X11+ **3** | MMG 4-12 B12 | Mtr 2 81* #3-38 | 41 1C or 5PP -/-/4 | 32 1C/5PP **2** | Entrench 5 **2**

Forward elements of Kampfgruppe Kuhlmann - enter on the east edge:

8-1 **2** | 4-6-8 **3** | 4-6-7 **6** | LMG 2-8 B12 **5** | 44a 3 **2** | 8 4 X9+ **2** | SPW251/1 18 -4 -5 -/-/4 1S/5PP **2** | SPW251/9 18 -4 -5 75* -/-12 | PzKw-IVH 13 +1 +1 -1 75L 4/2/4

SPECIAL SCENARIO RULES:

WG236.1: *Terrain:* Building O6 is made of stone construction. All walls and hedges are bocage (*See Mortain Campaign SSR*).

WG236.2: The German player receives a Nebelwerfer attack, which consists of one barrage of 280mm rockets (a standard FFE). The attack is pre-designated before the American set up by selecting one target hex. The barrage is accurate and the attack is resolved on the 36+ IFT column. A KIA result on any building hex will rubble the building. A KIA on open ground or roads causes shellholes. No fire is created by these rocket attacks.

WG236.3: The German 468 squads may lay a total of 2 smokes.

WG236.4: Americans may not boresight.

AFTERMATH: Though the artillery barrage shook the GIs, they quickly recovered. The 30th was down to the last man fighting with no reserves. However, bolstered by LTC Johnson's resolve, his men rallied and fought off the German advance. Armed with only bazookas, the men destroyed the lone panzer assisting the assault. The Germans retreated into the woods, ending the fight for the first day of Operation Luttich.

POOR COMMUNICATIONS

**Scenario WG237**   B071212

Romagny, France, 7 August 1944: Reinforced F Company of the 120th Infantry Regiment, supported by armor, advanced toward Romagny. Though much of the 30th Infantry Division was barely hanging onto their positions, some of the units were making headway with small counterattacks. Capt Sibbald led his troops along a dry streambed to the village while the armor followed close behind.

BOARD CONFIGURATION:
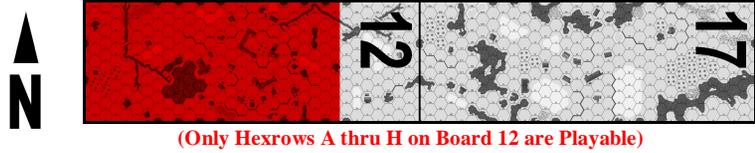
N

(Only Hexrows A thru H on Board 12 are Playable)

VICTORY CONDITIONS: The Americans win by being the last to occupy exclusively, with an unbroken unit both multi-hex buildings on board 17 at game end. The Germans win by avoiding the American VC.

TURN RECORD CHART:

✠ German Sets Up First	1	2	3	4	5	6	END
☆ American Moves First							

Elements of the 2nd Panzer Division, 38th Panzergrenadier Regiment - set up on any whole hex on board 17 west of hex row AA (inclusive):

9-1, 8-1, 2x 468, 4x 467, 2x 247, 2x LMG, HMG, 6x PF44a, Pzsk, 75L ATG
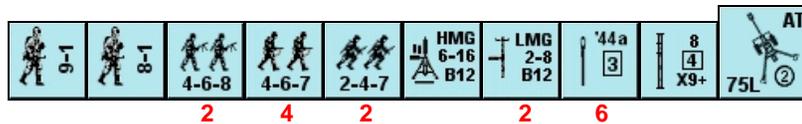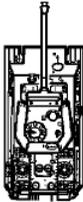
9-1	8-1	4-6-8	4-6-7	2-4-7	HMG 6-16 B12	LMG 2-8 B12	'44a 3	8 4 X9+	75L AT ②
		2	4	2		2	6		

Elements of 30th Infantry Division, 120th Infantry Regiment with armor support - enter on west edge of board 12:

9-2, 8-1, 7-0, 2x 667, 6x 666, 2x 246, 3x Baz44a, MMG, 2x M-10, 3x M4 Sherman

9-2	8-1	7-0	6-6-7	6-6-6	2-4-6	MMG 4-12 B12	44a 6 1PP 4 X11+	M10 15 +1 -2 76L② -/-/4	M4 13 +1 4 75 2/2/4
			2	6	2		3	2	3
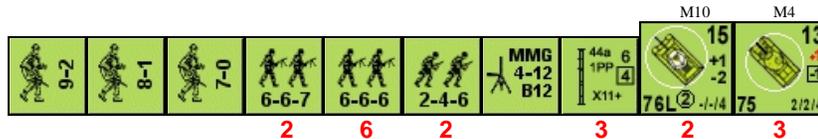
SPECIAL SCENARIO RULES:

WG237.1: *Terrain:* Treat brush as open ground. Water obstacles do not exist, treat as open ground. All buildings are wooden. All walls and hedges are bocage (*See Mortain Campaign SSR*).

WG237.2: Germans may set up the ATG, its gun crew and one squad, with leader and support weapons as HIP.

WG237.3: Germans may boresight.

AFTERMATH: Unfortunately for the GIs, they were ambushed before reaching town. Capt Sibbald was told to set up a roadblock, however, he was unaware that the Germans had taken the village. The tanks knew of what was ahead, but neglected to tell the infantrymen. The attack was easily beaten back.

L'ABBAYE BLANCHE REVISITED

Scenario WG238

B071215

L'Abbaye Blanche, France, 8 August 1944: Supported with an artillery barrage, elements of the 2nd SS Panzer Division assault the roadblock at L'Abbaye Blanche. In the early morning, the Germans made their way through a field close to a roadblock set up by the 823rd TD Battalion, A Company. Though the GIs were scoring hits with their anti-tank guns and small arms fire, the fighting quickly became close in. At one point, Lt. Springfield was almost immolated by a flamethrower.

VICTORY CONDITIONS: To win, the German must exit 7 squads or their equivalent off the north edge of board 11. An AFV with functioning MA counts as two squads. The American wins by avoiding the German VC.
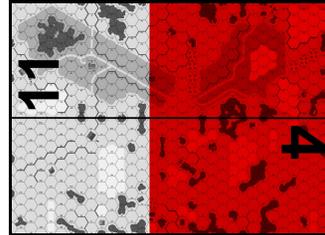
BOARD CONFIGURATION:

N

(Only hexrows GG thru T on Board 4 and hexrows A thru N on Board 11 are playable)

TURN RECORD CHART:

☆ American Sets Up First / ✚ German Moves First	1	2	3	4	5	6	END

Elements of 2nd SS Panzer Division - set up on board 4 on any hex numbered 5 or lower:

9-2 | 7-0 | 6-5-8 (5) | HMG 6-16 B12 | LMG 2-8 B12 (2) | 20▲ -1 ② | 30 ▲ A (2) | 7 ▲ B12
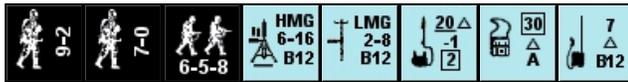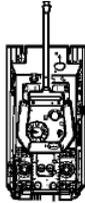
Elements of 2nd SS Panzer Division - enter turn 2 on any south board edge:
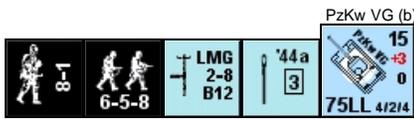
8-1 | 6-5-8 (3) | LMG 2-8 B12 (2) | '44a 3 (3) | PzKw VG (b) 15 +3 0 75LL 4/2/4 (3)

Elements of 823rd TD Battalion, A Company - set up on any whole hex on board 11:

9-2 (2) | 8-0 (4) | 7-0 (3) | 6-6-7 (2) | 6-6-6 (3) | 2-4-6 (2) | MMG 4-12 B12 (3) | 44a 6 1PP 4 X11+ (2) | AT 76L ② V (2) | Entrench 5 (3)
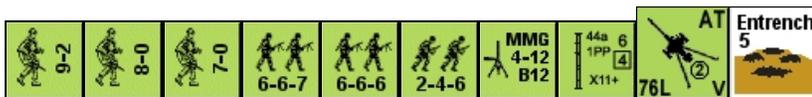
SPECIAL SCENARIO RULES:

WG238.1: *Terrain:* All walls and hedges are bocage (*See Mortain Campaign SSR*).

WG238.2: All antitank guns and their crews may set up HIP. The American 3 inch (76mm) Guns are emplaced (dug-in) and are considered hulldown vs. all ordnance attacks directed against them. The American anti-tank guns may boresight.

WG238.3: German artillery support is 81mm mortar.

WG238.4: German vehicles may only use 1/2 of their MP during their turn of entry.

AFTERMATH: The SS closed ranks with the support of armor, artillery, and flamethrowers. Once in hand-to-hand combat, the GIs regained the initiative and pushed back the Germans. Two of the 3" guns were damaged, but they were repaired before the Germans attempted any further attacks.

CCB INTO ACTION

Scenario WG239   B071216

Le Mesnil Tove, France, 8 August 1944: The 119th Infantry Regiment and Task Force 1 of Combat Command B of the 3rd Armor Division moved north from Reffueveille toward Le Mesnil Tove. Their goal was to cut off the 2nd Panzer Division and its drive down the See Valley toward Avranches. The American force struck the panzers outside of the village, both sides fighting hard.

BOARD CONFIGURATION:
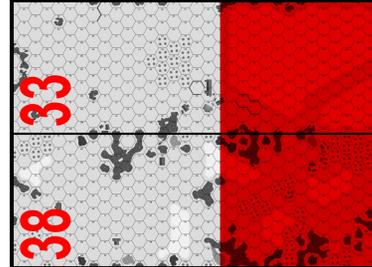
(Only hexrows A thru R on both boards are playable)

VICTORY CONDITIONS: To win, German player must eliminate twice as many American squads as he loses and avoid the American VC. If the American player eliminates 8 German squads, regardless of his own losses, he wins. An eliminated AFV with its crew lost count as 2 squads eliminated. An eliminated AFV whose crew survives counts as 1 squad. Any other result is a draw.

TURN RECORD CHART:

| ☆ German Sets Up First	**1**	**2**	**3**	**4**	**5**	**6**	**END**
✚ American Moves First							

Forward elements of the 2nd Panzer Division, 304th Panzergrenadier Regiment - set up on any whole hex on board 33 north of hexes numbered 9 (inclusive):
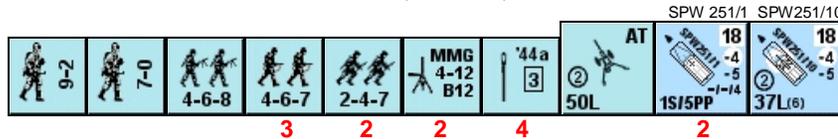
Elements of the 2nd Panzer Division, 3rd Panzer Regiment - enter on any east or west board edge on board 33 on turn 3:
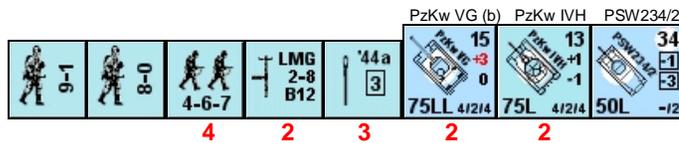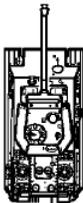
Elements of 30th Infantry Division, 119th Infantry Regiment and Combat Command C - enter on south edge of board 38:
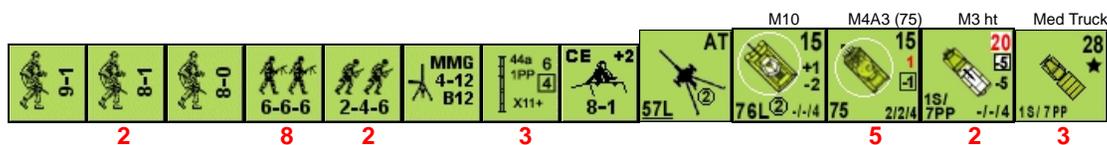
SPECIAL SCENARIO RULES:

WG239.1: *Terrain:* Treat all brush and water obstacles as open ground. All roads exist, but the road bonus is negated for all units. All walls and hedges are bocage (*See Mortain Campaign SSR*).

WG239.2: Germans may set up the ATG, its gun crew, and one squad, with leader and any support weapon(s) as HIP.

AFTERMATH: The combined attacked cut off the German advance, isolating part of the 2nd Panzer. The remaining German force held the high ground east of the town, but Von Gersdorff realized that the division would be forced into defense from here on out. For the first time since the fighting started, the 30th Infantry Division was able to bring its left flank in direct contact of the 9th Infantry Division to the north. The initiative was swinging back to the GIs.

PUSHING BACK
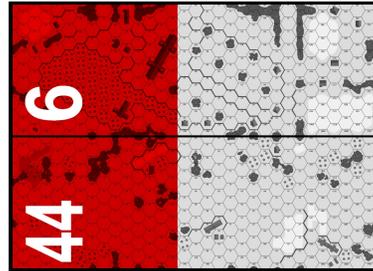
Scenario WG240   B071216

East of La Rosaye, France, 8 August 1944: The 117th Infantry Regiment, 2nd and 3rd Battalions began to counterattack, moving toward St Barthelmy. Led by LTC Walter Johnson, the troops began taking one hedgerow after another. They met stiff resistance just outside of St Barthelmy.

## BOARD CONFIGURATION:

◄N

(Only hexrows P thru GG on both boards are playable)

VICTORY CONDITIONS: To win, the Americans must exit 8 squads off the east edge of board 6. An AFV with functioning MA counts as two squads. The HTs and their inherent crews do not count toward the VC. The Germans win by avoiding the American VC.
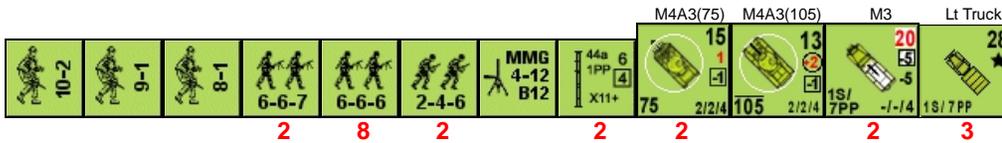
TURN RECORD CHART:

☆ German Sets Up First	1	2	3	4	5	6	END
✚ American Moves First							

Elements of the 2nd Panzer Division, 2nd Panzergrenadier Regiment - set up on any whole hex on board 6:

9-1	8-1	7-0	4-6-8	4-6-7	2-4-7	MMG 4-12 B12	LMG 2-8 B12	'44a 3	AT ② 50L
			2	4		2	2	4	
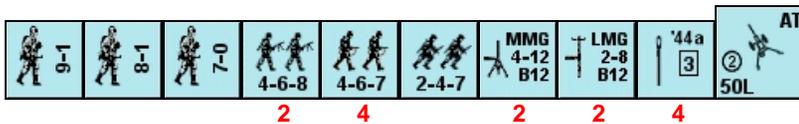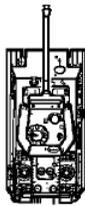
Elements of 30th Infantry Division, 117th Infantry Regiment supported by 740th Tank Battalion - enter on west edge of board 44:

10-2	9-1	8-1	6-6-7	6-6-6	2-4-6	MMG 4-12 B12	'44a 6 1PP 4 X11+	M4A3(75) 15 1 -1 75 2/2/4	M4A3(105) 13 ② -1 105 2/2/4	M3 20 5 -5 1S/7PP -1/-14	Lt Truck 28 ★ 1S/7PP
2	8	2				2		2		2	3

SPECIAL SCENARIO RULES:

WG240.1: *Terrain:* All walls and hedges are bocage (*See Mortain Campaign SSR*). Treat brush as open ground. All buildings are made of wooden construction. Roads do not exist.

WG241.2: The Germans are permitted to set up one squad (along with one leader and any support weapon(s) stacked with them) and the Anti-tank Gun (along with its attending crew) using HIP (42).

AFTERMATH: The 2nd Panzer Division was reinforced over the night by units of the 1st SS Panzer Division. Units were still arriving a day late for the initial push, but there nonetheless. For the Americans, each hedgerow gained caused severe casualties and in the end, what ground was gained was lost in the evening.

THE TIGER OF ROMAGNY

Scenario WG241

B071216

VICTORY CONDITIONS: The Americans win by being the last to occupy exclusively, with an unbroken unit both multi-hex buildings on board 17 at game end. The Germans win by avoiding the American VC.
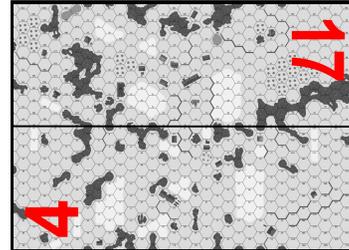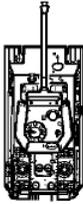
Romagny, France, 9 August 1944: In an effort to relieve the surrounded units on Hill 314, American forces continued their attacks toward Mortain. 1st Battalion of the 119th Infantry Regiment, led by Major Robert Herlong, advanced from the west to take Romagny. The GIs were not going to repeat the mistakes from the previous day.

BOARD CONFIGURATION:

TURN RECORD CHART:

✠ German Sets Up First						
☆ American Moves First	1	2	3	4	5	END

Forward elements of the 2nd Panzer Division - set up on any whole hex on board 17 east of hex row AA (inclusive):

Elements of 30th Infantry Division, 119th Infantry Regiment with armor support - enter on west edge:

SPECIAL SCENARIO RULES:

WG241.1: *Terrain:* All walls and hedges are bocage (*See Mortain Campaign SSR*). Treat all brush and water obstacles as open ground; they do not exist.

WG241.2: The Germans are permitted to set up one squad (along with one leader and any support weapon(s) stacked with them) and the Anti-tank Gun (along with its attending crew) using HIP (42).

WG241.3: Germans may boresight.

AFTERMATH: Pinning down the tanks with the armored support, the American infantrymen pushed into the small village. At one point, the fighting was close in. The Germans brought their tanks into Romagny to push out the GIs. However, one lucky shot from a bazooka knocked out the Tiger tank and the Germans eventually fell back toward Mortain. A victory today, but the troops on Hill 314 would remain isolated for another day.

"COME AND GET US"

Scenario WG242

B071216

East of Mortain, France, 9 August 1944: An SS officer carrying a white flag offered an ultimatum to the beleaguered GIs trapped on Hill 314. If they would not surrender by 2000 hours, they would be annihilated. Captain Erichson, bolstered by the comments of his men, declined the offer. Lt. Woody of G Company had a similar response, "If you want us, come and get us."

BOARD CONFIGURATION:

◀ N
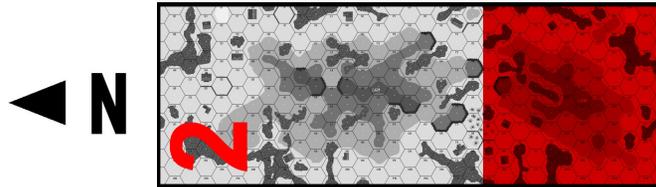
(Only Hexrows A thru U are playable)

VICTORY CONDITIONS: The Germans win by being the last to occupy (with unbroken squads or crewed AFVs) at game end the seven level 3 elevation hexes. The Americans win by avoiding the German VC.

TURN RECORD CHART:

☆ American Sets Up First	1	2	3	4	5	END
✚ German Moves First						

Elements of 17th Panzergrenadier Division with Panthers from the 2nd SS - enter on turn 1 on north edge and/or east edge:

Elements of 30th Infantry Division, 120th Infantry Regiment - set up on any whole hex on board 2 south of hex row F (inclusive):

SPECIAL SCENARIO RULES:

WG242.1: *Terrain:* Roads do not exist. All walls and hedges are bocage (*See Mortain Campaign SSR*).

WG242.2: German 838's can lay no more than 3 smoke counters combined during the scenario.

WG242.3: Americans may not boresight.

WG242.4: Two American squads, along with their SW and/or any leaders, may set up using HIP.

WG242.5: American artillery support is one module of 81mm and one module of 155mm.

AFTERMATH: At 2015, a German battle group attacked E Company's positions. The fighting raged for two hours. At one point, LT Ralph Kerley called in artillery fire on his own position as it was being overrun. Huddling in their foxholes and any other cover they could find, the GIs withstood the devastating fire from the Battalion artillery. However, the Panzergrenadiers were not as lucky, and those that could, retreated down the hill. Turning down the ultimatum and repulsing the attack changed the attitude of the GIs. Once in despair, now their feelings were of anger and resolve.