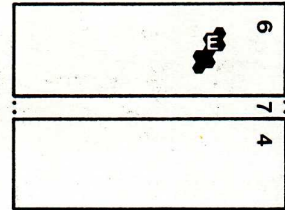


PRELUDE TO BREAKOUT



VIRE ET TAUTE CANAL, NORMANDY, July 7, 1944: The Germans had frustrated the Allied attempt to breakout of the Normandy peninsula, and Eisenhower now tried shifting pressure from the British sector in the east to the Americans on the west. One location where a breakthrough was to be attempted was between the Tante and Vire Rivers near St. Lo. In the XIX Corps sector, the 30th Division would lead the attack with its 120th Regiment making the initial assault across the canal that joined the two rivers. Although the canal was shallow enough to be forded in some places the muddy bottom made wading treacherous. Divisional engineers were therefore assigned to aid the assault troops by laying duckboards as footbridges across the narrow canal once the initial troops had started their attack.

Board Configuration



Rules Introduced: 172

VICTORY CONDITIONS

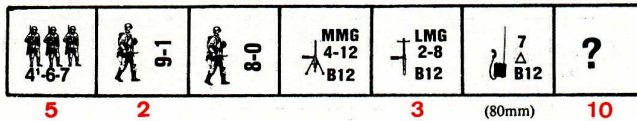
The U.S. player must control eight building hexes on board 4 at the end of the game to win. The Germans control all board 4 buildings at start and win by avoiding the U.S. victory conditions.

TURN RECORD CHART

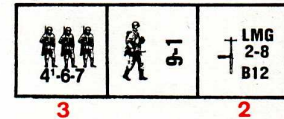
♣ German sets up first	☆ 1	2	3	4♣	5	6	7	8	9	END
☆ U.S. moves first										



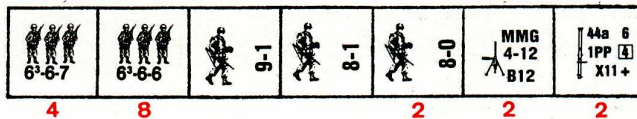
Elements of Kampfgruppe Heinz set up on any board 4 whole or half hex within two hexes of any building hexes (no more than one squad and one leader per hex):



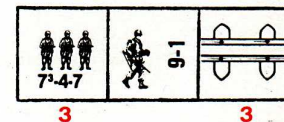
Enter turn 4 MPH on the west edge of board 4 on a dr of 1-3, or on the east edge of board 4 on a dr of 4-6:



Elements of the 120th Infantry Regiment, 30th Division [ELR: 4] set up on board 6 north of row 3 exclusive out of the LOS of all German units:



Elements of the 105th Combat Engineer Battalion [ELR: 3] enter turn 1 on any north edge hexes:



SPECIAL RULES

44.1 Fords (172.3) exist across the canal at 7Q7, 7M7, and 7D7. Infantry may enter the canal only at these points (172.4), or on the bridges laid by the engineers. Environmental conditions are wet with no wind.

44.2 The U.S. player has three portable bridges represented by pontoon bridge counters. Each bridge may be carried by a squad as if it were 5 PP's. Bridges may not be carried into buildings, but may be carried around them via IBM. Bridges may be carried into or around woods obstacles. Each unbroken engineer squad may attempt to place one bridge counter per turn into any adjacent canal hex at the end of any friendly APH provided it has neither moved nor fired during that player turn. To successfully place the bridge, the engineer must roll a 1 or 2 with one die (leadership DRM's apply but only if that leader has been in the same hex with the engineer throughout that player turn and has not yet used its leadership modifier for other than MC's). Units attempting to place a bridge counter are considered CX until the start of their next friendly MPH. Bridge placement attempts are limited to once per turn per bridge counter. There is no penalty for failure of a bridge placement dr and the squad may attempt placement again in a later turn. A successfully placed bridge turns a water hex into open ground for all purposes including LOS.

44.3 There are only ground level building hexes in this scenario. *EXC: 6J8 has a first level in addition to the ground level and is a 1½ level obstacle to LOS.* All woods hexes and half-hexes on board 4 are treated as brush.

44.4 Prior to the German setup, the U.S. player may select and record any two hexes regardless of LOS as the initial targets for a special Turn 1 PFPH 105mm attack. The U.S. is free to choose smoke, WP, HE, or harassing fire options for his FFE. Each FFE must be placed after a normal resolution of direction and extent of error DR's (46.22) using the preselected target hexes as AR counters. This fire cannot be corrected, continued, or delayed.

44.5 Prior to setup the German player may designate one secretly recorded target hex on board 4 for later use as Pre-Registered Fire (163.5).

AFTERMATH: As the U.S. artillery began to fall on the German positions, assault plans went astray. Instead of wading the canal as planned, the assault troops decided to wait for the engineers to place the footbridges. The engineers, having miscalculated the width of the canal, had difficulty in placing the duckboards and the Germans responded with effective small arms and heavy mortar fire. Although the crossing was nonetheless made, the Americans were hesitant to advance in terrain with such restricted observation and the 30th Division failed to make its objective. The breakout from Normandy would not come easily.