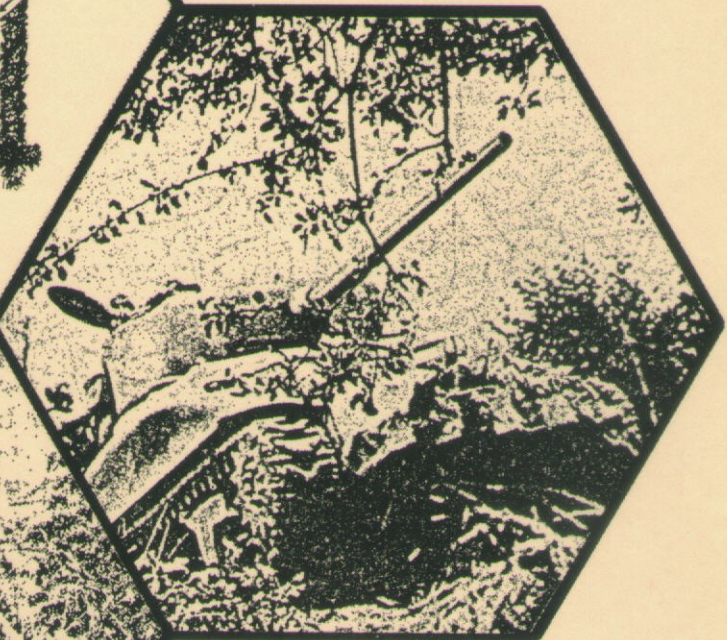
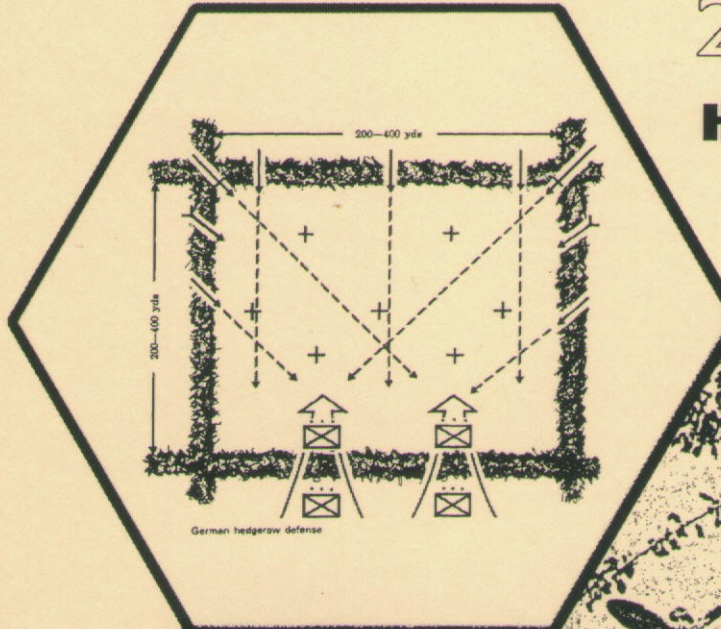


# BUSTING THE BOGAGE

2nd Edition

**Hedgerow Fighting  
with the  
2nd Ranger  
Battalion**



**SQUADS & LEADERS**



**CRITICAL HIT**

**6 DETAILED NEW SCENARIOS AND A  
HISTORICAL LARGE-HEX MAP OF  
POINTE DU HOC**

Product #3013



## BOCAGE #1 FIRST OBJECTIVE

Notes: In the Objectives, the reference to "buildings" should be "buildings/Rubble".

**Advantages: Terrain and Time**

**Disadvantages: Squad Quality, Shaky OBA and Leadership**

**GERMAN** - The T23 building looks like a sacrifice. It is out of the set-up area and a good American player will prevent a German move to this building with his first turn movement. The German I feel would be wasting a squad if he tried, unless he sets up in R21 or S24, but then that squad(s) would be as good as lost.

The German set-up does not seem too difficult. He needs to slow the US player down if they do a north to south attack head-on by placing a small force to defend hexes S21, R21, or both. The German player also needs a force to defend the P20, O20, and O21 complex if the US player uses the M14-Y14 road to outflank the German position. I feel the German should place a half squad with the HMG and a leader with the radio in the steeple of building P20; this seems to be a good position. The question is does he also place the 8-1 leader there to direct the HMG?

**Advantages: Troop Quality, Hero, and Leadership**

**Disadvantages: Terrain and Time**

**AMERICAN** - The American attack options are interesting. They can do a north-south attack going for building/Rubble hexes T23, S21, R21, and one of the buildings in the O20, O21, P20 complex. With this option, if the German has a delaying force in R21, S21, or both it could take until turn four to get into position to assault the O20, O21, P20 complex.

The second option the American player has is to go up the M14-Y14 road, cut through the orchards west of the P20 building complex and, if lucky, he could be putting FP on the complex by the turn two AFPh.

A third option would be to do a combination of the first two options, with a force going for the P20 complex and another going for T23, S21, and R21. This however could fail easily if one of the forces does not succeed. With all options the German placement of the HMG and his luck with his minimal OBA are key.

## BOCAGE #2 ADVANCE TO THE BLACKTOP

**Advantages: Terrain and Time**

**Disadvantages: Area to Defend**

**GERMAN** - The Germans have to defend two building groups and this could be difficult with the small force at hand. I think the German player has to set up a small delaying force in front of the N16 building group, maybe somewhere along hexrow R, if broken they can Rout back to the N16 building.

The O9 building group can be defended by a smaller force in the buildings, because the American player has a lot of known minefields to negotiate on that side (with a FP of 2 it may not be a big deal, unless you have my bad luck). The German player also has to watch for a strong American push up the T6-P5 road.

I think the German player could pull out a win by delaying the Americans while slowly withdrawing south to keep the Amis from getting the 2:1 advantage south of the road. Level 2 of building N16 is probably the best place for the HMG and the FO.

**Advantages: Troop Quality**

**Disadvantages: Terrain and Time**

**AMERICAN** - I feel the Americans have to push for one of the building groups with a big force and maybe send a small force between the two building groups to prevent the main target from being reinforced. The American player also has to watch for the German sleaze move south to keep his force intact. I feel the SFPC will have to be moved forward quickly in order for the NOBA to be effective.

**OPTIONAL OBJECTIVES:** Change the Objectives to read: "...Control one building group and have a 2:1 advantage south of the road or capture two building groups." This may prevent the German sleaze move.

## BOCAGE #3 WINTZ'S FLANK

**Advantages: Troop Quality, Time, and Leadership**

**Disadvantages: Troop Quantity**

**AMERICAN** - The defenders have to be spread out to cover the whole area, because the German player is going to look for the weak flank. The German player's attacks, whether on the West flank, center, or the East flank will all be choked at some point and the American player should have a plan to cover these choke points when the time comes.

The West flank and the center seems to be the easiest side for the American player to slow the German player. The East flank is the most likely German player approach, speed wise.

**Advantages: Quantity of Troops**

**Disadvantages: Time and Leadership Quality**

**GERMAN** - The German player's best bet, for speed, is to attack down the east flank. The FO and a HS or crew with the MMG should head for the steeple in hex P20, which they can be in by the end of turn two. Their job will be to soften the American player's defense or interdict any American movement.

The German player should pick his attack area based on the American player

set-up, however I feel the West Flank is easy for the American player to slow down the German player and the line of known minefields from U15-U19-Y21-Y22 with a gap at U16 will cause a major choke point unless the German player wants to risk the 2 factor minefields.

## BOCAGE #4 1600 HOURS - STEIN'S FLANK

**Advantages: Troop Quality, Leadership, and heroes**

**Disadvantages: Area to Defend**

**AMERICAN** - This one looks tough on the American player. They have 9 squad equivalents to defend the West half of the board and 4 squads to defend the East half. The American player has to set-up his Western force to be able to reinforce the Eastern force and guard his area too. The small Eastern force will have to hold the German player until reinforced, if the German player's attack this side with their full force.

**Advantages: Force Size and Weak Eastern American Force**

**Disadvantages: Troop Quality and Poor Leadership**

**GERMAN** - I feel the German player's best chance is to attack down the East half of the board and establishing a defensive line to keep the American player from reinforcing the Eastern force with the western force.

## BOCAGE #5 RUDDER'S LINE

Errata: Objectives - Should change "K24" to "L18" since boundary of playing area is hexrow 18. Note the Objectives are correct: Americans also earn CVP for north of the road (it was a withdrawal).

**Advantages: Stealthy, Heroes and Leadership**

**Disadvantages: Area to Defend**

**AMERICAN** - The American player has a wide area of coverage and will have to spread out. He will however, have to pay attention to the southwest corner of the playing area, because the German player may use these roads to avoid straying.

The small force that sets up on/north of hexrow B needs to select a good ambush position, maybe next to one of the roads in LOS of friendly units which will see the gunflash.

**Advantages: Night and Area to Infiltrate**

**Disadvantages: Straying and Leadership Quality**

**GERMAN** - The German player will have to base his axis of attack on the American defense. Anywhere other than the southwest corner will involve a lot of straying DRs, however the American player is sure to cover the road approaches.

## BOCAGE #6 OMAHA LIFELINE

**Advantages: OBA**

**Disadvantages: Time (too much if German armor reinforcements are taken)**

**GERMAN** - The German player knows where the main force can enter. The German player should probably have a forward defense with a plan to fall back to what should be the final defensive cauldrons (Le Manoir du St. Pierre and/or Au Guay). There are two good spots for the FOs, N17; 2nd Level and/or the P20 Steeple, noting that the steeple could be cut off if not defended.

The German player has to watch the turn five reinforcements, they will most likely be used to clear one or the other dirt roads up to the blacktop road. The German player has to base his decision to take the Armor reinforcements on the American player's progress.

**OPTIONAL RULE:** The German player must bring his **OPTIONAL REINFORCEMENTS** in by turn six or he may not enter them.

**Advantages: Armor and Turn 5 reinforcements**

**Disadvantages: German OBA and Time (if German armor reinforcements are not taken)**

**AMERICAN** - The American player will have to go after both road networks, because the German player could wait until turn eight or nine to take his optional reinforcements, causing the American player to spread out his forces to take both road networks. The American player has to push to clear the western-most road network and then push for the eastern network.

The use of his turn five reinforcements will be based on his progress. If the German player takes his reinforcements, then the American reinforcements should help take the western network. If the German player does not take his reinforcements, then the American reinforcements must help take the eastern network.

—article by Jim 'Gunny' Thompson

## NOTE THE FOLLOWING CHANGES:

1. The PdH counters and "Crater Crests" referenced in Bocage #1 Scenario Rules 4 and 5 are referenced ONLY for owners of CH's Pointe du Hoc. Use BANK (G8.21) counters for units on CRATER BANKS (see Bocage #1 Scenario Rule 5) and otherwise ignore the reference to 7-6-7 squads and BAR Gunners. These scenarios are designed and balanced for use as is.

2. Use a normal B1-bis (French AFV Note 13) counter to represent the F1 Wg B-2 (f) AFV in Bocage #6 with the following changes: SA is a BF 30. See the counter depiction on the scenario card for the full data for this AFV. The back of the counter remains the same as the normal B1-bis (EXC: CS -1).

3. The red circles in hexes N16 and N17 are the same as a white-square STAIRWELL symbol. Hex P20 contains a steeple. Hex D22 is Level 0; D21 is Level -1; C21 is Level -2; and A21 is Level -3.



# FIRST OBJECTIVE

Bocage #1

GERMAN Sets Up First	1	2	3	4	5	6
AMERICAN Moves First						

**Elements of the 726th Infantry Regiment set up on/south-of hexrow S:**

	E 5-4-8	2 4-4-7	c 4-3-6	8-1	7-0	6+1	FP: 7 Rng: 16 ROF: 3	FP: 3 Rng: 8 ROF: 1	Cnct: 8	MA: 50° Rng: 2-13 ROF: 3	7 morale
	3	3									6

[ELR: 3]  
{SAN: 5}

**Elements of Companies D, E, and F, 2nd Ranger Battalion enter on turn one along the north edge:**

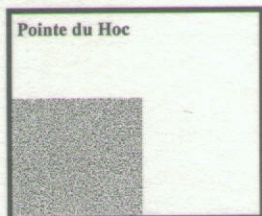
	E 6-6-7	1-4-9	9-2	9-1	FP: 3 Rng: 8 ROF: 1	BAZ 44	FP: 30 Rng: 1
	7						

[ELR: 5]  
{SAN: 4}

### HANDICAPPING PROVISIONS:

- Replace the German 8-1 leader with a 9-1.
- Add 1 x Hero + 1 x DC to the American OB.
- Any mutually agreed-upon change to the scenario.

### BOARD LAYOUT:



(Only hexes numbered  $\geq 11$  north of hexrow K are in play)

**OBJECTIVES:** The Americans must Control four of the following six buildings: O20, O21, P20, R21, S21 and T23 at Game End.

### SCENARIO RULES:

- EC are Moderate, with no wind at start.
- The Germans receive one module of 75mm OBA (HE and Smoke) with Scarce Ammunition. Only one FFE may be placed by the Germans during play and the FFE only affects the hex it is in.
- Hexside X20/Y20 is an example of a barbed wire hexside. Treat movement *across* such hexsides as if entering a Wire hex, rolling for MF ex-

pected to *cross*. Hex Y21 is an example of a random factors minefield. Upon the first *American* unit entering such a hex (i.e., Germans may ignore until a mine counter is placed on map), make a dr to determine the mine factors present as follows:

dr	Minefield Density
1	12 AP + 2 AT (ignore AT in scenarios without AFV)
2	6 AP + 1 AT (ignore AT in scenarios without AFV)
3	6 AP
4-6	None (place Dummy)

4. American squads may attempt Deployment (A1.31) without a leader in the hex. Captured Use Penalties (A21) are not applied for American use of German SW. OPTIONAL: Owners of Pointe du Hoc may replace all Ranger 6-6-7 squads and 1-4-9 Heroes with 7-6-7 squads and BAR Gunners. Treat all BAR Gunners as Heroes (A15.2) in all respects.

5. Place stone rubble in R21 and S21 before set up. Place Trench counters in T21-U21-V20-W21. The terrain in X13 is a Crater, a -1 Depression (A6.3) and treated as a Gully (B19) for all purposes except as stated below. CRATER BANKS: Units in a Crater hex but not IN a crater are considered on a Crater Bank, treat as per G8.21. Place them on a crater bank counter to signify this status. Infantry on a crater bank are considered to be in open ground and FFMO and FFNAM apply to moving infantry units. AFVs and non fully-tracked vehicles may only move along a Crater bank by utilizing VBM (D2.3). All VBM rules apply normally. Use the Crater Crest counters provided for Crest (B20.9) status. Craters are created during play like Shellholes (B2) (EXC: they may be created by NOBA  $\geq 120$ mm).

6. Treat the wall in O9-O10/N9 hexside and the round structure in L16/L17/M17 as an extension of the Wall they are connected to. Units entering from offboard must pay hexside costs for hexside terrain (EX: Q1/Q0).

**POINTE DU HOC, FRANCE, 6 June 1944:** Rangers from Companies E and D (less elements detained on the Point) began to come together on an axis along the north-south exit road from the Point to the highway. The bulk of the group that started down the exit road was made up of Rangers from LCA's 888 (Company E) and 858 (Company D). The party from 888 had come up, after some delay, on extension ladders and started out with 15 men under 1st Sgt. Robert W. Lang. After finding No. 3 casemate a junk-pile of broken steel and concrete, Lang's group moved south. They began to meet artillery fire, coming in salvos of three, and shifting toward the Point with each salvo, Lang stopped for a moment to try for a contact on his 536 radio, failing in the attempt. Lang soon found artillery fire falling between his position and that of his men, so he turned left into the torn-up fields, where he picked up three stray Rangers of Company E, and then joined a group under Lieutenant Arman of Company F. The Company E Rangers had meanwhile met up with a dozen men of Company D, bringing the total group to about 30 men. Without waiting for others to arrive, they started along the exit road, taking as much cover as possible in a communications trench along its edge. While the Rangers moved up in single file, enemy artillery (estimated to be 75's or 88's) searched the area with timed fire. From the assembly area onward the Rangers began meeting machine-gun fire from the right flank and small-arms fire to their left front. They suffered serious casualties in the next few hundred yards: seven killed and eight wounded. Despite these losses, the total size of the force was increasing as it caught up with small advance parties who had left the point earlier, or as latecomers tagged on to the rear of the party. The Rangers soon gained the first objective, a group of ruined farm buildings, almost halfway to the highway. German snipers who had been using the building pulled out before the Rangers arrived there, no doubt encouraged to exit by shells from the destroyer's guns that were landing around the farm buildings along with German artillery.





# ADVANCE TO THE BLACKTOP

Bocage #2

GERMAN Sets Up First	1	2	3	4	5	6	7
AMERICAN Moves First							

**Elements of the 726th Infantry Regiment set up on/south-of hexrow R:**

E 5-4-8	1 4-6-7	2 4-4-7	c 4-3-6	9-1	8-0	7-0	FP: 7 Rng: 16 ROF: 3	FP: 3 Rng: 3 ROF: 1	MA: 50° Rng: 2-13 ROF: 3	FP: 30 Rng: 1	Cnct: 8 Radio
2	3	5	3		2						

Roadblock  
7 morale  
6

{ELR: 3}  
{SAN: 5}

**Elements of Companies D, E, and F, 2nd Ranger Battalion set up on/north of hexrow T:**

E 6-6-7	1-4-9	10-2	9-2	9-1	8-0	FP: 3 Rng: 8 ROF: 1	FP: 8 Rng: 5	FP: 30 Rng: 1	FP: 30 Rng: 1	2-2-7
10	3					2	3	2	2	

**Elements of F Company, 2nd Ranger Battalion enter on turn two along the north edge:**

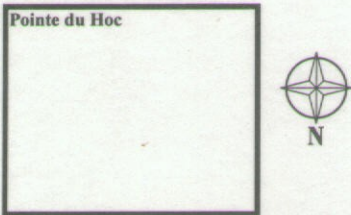
E 6-6-7	1-4-9	8-1	FP: 8 Rng: 5
			2

{ELR: 5}  
{SAN: 4}

**HANDICAPPING PROVISIONS:**

- Three German 4-4-7 squads may be replaced with 4-6-7's during set up.
- Replace the American 10-2 leader with a 10-3.
- Any mutually agreed upon alteration of either side's OB

**BOARD LAYOUT:**



**OBJECTIVES:** The Americans must Control *all buildings* in *one* of the following building groups: M16/M18/N16 or M9/M10/N8/N9/O9/O10/P10 and have a 2:1 advantage in squads/HS south of the paved road that runs from P0 to K24 at Game End.

**POINTE DU HOC, FRANCE, 6 June 1944:** After the first objective, a small group of ruined farm buildings, had fallen, the Rangers pushed on without pause despite enemy artillery falling nearby. Ahead, the ground was open, and the trench used thus far came to an end at the buildings. The next cover, 35 to 40 yards south, was a communications trench that crossed the exit road. To reach it, men were sent out one or two at a time, moving fast and taking different routes across an area exposed to machine-gun fire. The only casualty was a Ranger who fell on a comrade's bayonet as he jumped into the trench. Beyond the trench a pair of concrete pillars flanked the exit road, with a crude roadblock between them. Three Germans came down the road, spotted the Rangers, and ducked behind the block. BAR fire failed to flush them out, but after one round (a dud) from a bazooka the Germans fled. The Rangers resumed their advance down the road in the face of machine-gun fire, coming from the next farm; Lapres reached it with his four men to find the enemy had left. He was pinned down there by enemy machine-gun fire from the flanks. Some friendly fire, from parts unseen, soon silenced the machine-guns. This was the last of the German resistance, and Lapres party made the final stretch to the blacktop without any trouble. As they came to it they saw Tech. 5 Davis of Company F coming through the fields on their left, and a few minutes later a larger party of Company F men came along the highway from the east. At 0815, barely an hour since the landing, the Rangers had reached their final objective—good time, even though enemy opposition had clearly suffered from disorganization. As the survivors put it later, the reason of the advance was simple: enemy artillery fire seemed to be “tailing them all the way,” and this discouraged any delay.



Photo and historical account credits: Small Unit Actions, War Department, Historical Division and US Army Signal Corps.

Note: The Cliff Rubble, Sealing Ladder, Dukw and Weapons Pit counters are not used in Busting the Bocage.

**SCENARIO RULES:**

- EC are Moderate, with no wind at start.
- The Germans receive one module of 75mm OBA (HE and Smoke) with Scarce Ammunition. The Americans receive one module of 120+mm NOBA from the north edge, directed by the SFCP.
- The Germans may Deploy 2 additional squads/equivalents during set up and may utilize HIP for one squad/equivalent (and any SMC/SW set up in the same Location). American squads may attempt Deployment (A1.31) without a leader in the hex. Captured Use Penalties (A21) are not applied for American use of German SW.
- Apply SCENARIO RULES 3-6 from scenario Bocage #1.
- If playing *Busting the Bocage* scenarios in sequential order, the Americans must win 4 of 6 scenarios to be declared the winner of a scenario 'campaign'. Keep all rubble and shellhole results from previous scenarios and replace any Flame created in a previous scenario with Blaze and any Blaze with Open Ground (or rubble at ground level if in a building hex).



# WINTZ'S FLANK

Bocage #3

◆ AMERICAN Sets Up First	1	2	3	4	5
⊕ GERMAN Moves First					



Elements of the 726th Infantry Regiment enter along the south edge on turn one:

E 5-4-8	1 4-6-7	2 4-4-7	c 4-3-6	2-2-8	1-4-9	8-0	7-0	6+1	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	dm MTR 81mm	Cnct: 8 Radio
	2	3	4									



[ELR: 3]  
{SAN: 3}



Elements of Company F, under the command of Lieutenant Wintz set up on/north of the line R14-R18-V20-V21-Y23:

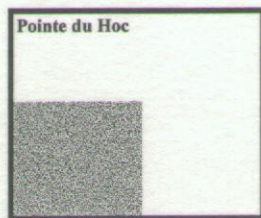
E 6-6-7	E 3-4-7	9-2	9-1	8-1	M2 MA: 60° Rng: 3-45 ROF: 3	BAZ 44	FP: 30 Rng: 1
6				2	MTR		DC

[ELR: 5]  
{SAN: 3}

## HANDICAPPING PROVISIONS:

- ⊕ Replace the German 8-0 leader with a 9-1.
- ◆ Add a 1-4-9 Hero to the American OB.
- Any mutually agreed upon alteration of either side's OB

## BOARD LAYOUT:



(Only hexes numbered ≥ 14 on/north of hexrow M are in play)

**OBJECTIVES:** The Germans win immediately upon exiting one squad/ equivalent off the north edge.

## SCENARIO RULES:

1. EC are Moderate, with no wind at start.
2. The Germans receive one module of 75mm OBA (HE and Smoke) with Scarce Ammunition. Only one FFE may be placed by the Germans during play and the FFE only affects the hex it is in.
3. Apply SCENARIO RULES 3-6 from scenario Bocage #1.

**POINTE DU HOC, FRANCE, 6 June 1944:** The first German attack came over the fields that stretched toward St-Pierre-du-Mont, where Lieutenant Wintz's Rangers spotted riflemen coming through the craters, with at least one machine-gun section. When the enemy reached the hedgerow field one field south of Wintz's line, they set up the machine-gun and started a fire fight that went on for an hour. Some artillery and mortar fire supported the effort, but most of the enemy shells went over into the Point area. Company F had a mortar in position, but it was short of ammunition and held its fire. They had no BAR's in this flank, and naval fire could not be called in against the Germans so close to the Ranger lines. The attack was met and stopped by well-sustained rifle fire; after a time the German fire weakened and men could be seen drifting back.





# 1600 HOURS - STEIN'S FLANK

Bocage #4

◆ AMERICAN Sets Up First	1	2	3	4	5	6	7
⚔ GERMAN Moves First							



Elements of the 726th Infantry Regiment set up on/south-of the line P0-P10-N11-N24 with at least four squads/equivalents setting up within three hexes of N17:

E 5-4-8	1 4-6-7	2 4-4-7	c 4-3-6	9-1	8-0	7-0	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	MA: 50° Rng: 2-13 ROF: 3	FP: 30 Rng: 1	Cnct: 8 Radio
2	4	4	9	2	2	2	2	3		2	

[ELR: 3]  
{SAN: 3}



Elements of Company F, 2nd Ranger Battalion on the right flank set up on/north of hexrow Q in hexes numbered ≤ 10:

E 6-6-7	E 3-4-7	1-4-9	10-2	9-2	8-1	MA: 60° Rng: 3-45 ROF: 3	FP: 3 Rng: 8 ROF: 1	FP: 8 Rng: 5	FP: 30 Rng: 1	2-2-7	7 morale
8	2	2				2			2		8

Elements of F Company, under the command of Lieutenant Wintz set up within five hexes of S21 (see SR #3):

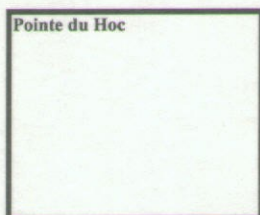
E 6-6-7	E 3-4-7	1-4-9	8-1	FP: 8 Rng: 5	MA: 60° Rng: 60
4					

[ELR: 5]  
{SAN: 3}

## HANDICAPPING PROVISIONS:

- ⚔ The German OBA is 88mm with Normal Ammunition.
- ◆ Add a 1-4-9 Hero and German HMG to the American OB.
- 🎯 Any mutually agreed upon alteration of either side's OB

## BOARD LAYOUT:



## SCENARIO RULES:

- EC are Moderate, with no wind at start.
- The Germans receive one module of 75mm OBA (HE and Smoke) with Scarce Ammunition. The Americans receive one module of 120+mm NOBA from the north edge, directed by the SFCP.
- No more than one squad/equivalent from Wintz's force may move or Rout into a hex numbered ≤ 14 before turn two. No German unit may exit the map before turn five.
- Apply SCENARIO RULES 3-6 from scenario Bocage #1.

**OBJECTIVES:** The Germans win if they earn ≥ 14 CVP by Game End or immediately upon exiting three squads/equivalents off the north edge.

**POINTE DU HOC, FRANCE, 6 June 1944:** The next German effort came shortly after 1600 and was much more dangerous. It hit the right end of Company F's thin line. Two BAR's as well as the mortar section were on this wing, but only a few riflemen, and the right flank was "in the air". Moving near the exit road, the Germans were close in on this flank before they were observed. S/Sgt. Herman E. Stein and Pfc. Closie A. Manning were near gun position No. 1, changing craters after a close burst of enemy shells, when they saw a dozen Germans, with a machine gun, almost due west and moving fast toward the Point. About the same time S/Sgt Eugene E. Elder, at the mortar, spotted some enemy to the south, close by and crawling through craters. Sergeant Stein opened up with surprise fire from his BAR at 40 yards, hit a couple of men in the group to the west, and scared the others into a short withdrawal. Stein's fire disorganized the attack for a few valuable moments; when the Germans rallied, their firing line extended well beyond Company F's flank, but their fire was high and wild. The few Rangers on that wing took hurried measures to meet the danger. Stein sent a message over to the mortar position, warning of the enemy's location, and eight riflemen came over from the left to help defend against any thrust behind Company F and onto the Point. With Sgt. Murrell F. Stinette observing and relaying corrections by call to Sergeant Elder, the Rangers' mortar opened up at 60-yard range. The first shells burst right on the advance group of enemy, driving them out of their holes into a hasty withdrawal. Shifting its fire a little south, the mortar flushed another German party, who suffered casualties from the BAR's as they ran for cover.





# RUDDER'S LINE

Bocage #5

◆ AMERICAN Sets Up First	1	2	3	4	5	6	7	8
⚔ GERMAN Moves First								



Elements of the 726th Infantry Regiment enter along the south edge or the west edge on/south of E0 on turn one:

E 5-4-8	1 4-6-7	2 4-4-7	c 4-3-6	1 4-9	9-1	7-0	6+1	FP: 3 Rng: 8 ROF: 1	LMG	FP: 30 Rng: 1	dm MTR 50 mm
3	2	5	3			2		4		2	



{ELR: 3}  
{SAN: 3}

Enter on turn three along the south edge or the west edge on/south of E0:

E 5-4-8	1 4-6-7	2 4-4-7	c 4-3-6	2-2-8	8-0	7-0	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	dm MTR 81mm
			2	4					

Elements of Companies D, E and F, 2nd Ranger Battalion set up on/north of hexrow H:



E 6-6-7	E 3-4-7	1 4-9	10-3	9-1	8-1	MA: 60° Rng: 3-45 ROF: 3	BAZ 44	FP: 30 Rng: 1	FP: 3 Rng: 8 ROF: 1
14	3	3	(wounded)	3	2	2	5	2	

Set up HIP on/north of hexrow B:

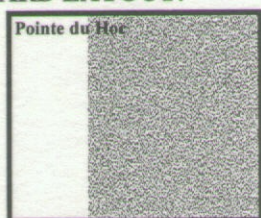
E 3-4-7	1 4-9
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{ELR: 5}  
{SAN: 3}

## HANDICAPPING PROVISIONS:

- ⚔ The Germans must earn  $\geq 6$  more VP than the Americans.
- ◆ American SMC/MMC north of the paved road are worth full CVP.
- ⚔ Any mutually agreed upon alteration of either side's OB

## BOARD LAYOUT:



(Only hexes numbered  $\leq 18$  are in play)

**OBJECTIVES:** The Germans must earn  $\geq 10$  more VP than the Americans by Game End. In addition to CVP, the Germans earn double the value of any SMC/MMC north of the paved road that runs from P0-K24; the Americans earn normal CVP for each friendly unit north of the paved road.

**POINTE DU HOC, FRANCE, 6/7 June 1944:** As night approached, there was still no word from Omaha Beach. Colonel Rudder faced a difficult command decision with regard to the disposition of his limited forces. Of his original 200 men, over a third were casualties, though many of the lightly wounded (including Colonel Rudder) were staying in action. Supplies of grenades and mortar shells were low. And communication between the Point and the highway force, the latter making up over half the men, was precarious. Despite their exposure, Colonel Rudder decided to leave the highway force in place. Rudder still expected the imminent arrival of the 5th Rangers and 116th Infantry, his expectation strengthened when one platoon of the 5th arrived and an erroneous report reached the Colonel that the rest of the 5th was not far behind. Despite a moon nearly full and only partly obscured by clouds, visibility was poor in the Rangers' position. At 2330 the Rangers posted in front of the Company D-E 'corner' were startled by a general outburst of whistles and shouts. A considerable volume of enemy fire soon opened up, with a machine-gun firing tracer from only 25 yards from friendly lines. The Rangers returned fire at once with their BAR's. Only a few minutes after the firing began, an immense sheet of flame shot up over to the west, near the position of the abandoned German guns. The orchards nearby were lit up and Germans could be seen outlined against the glare. The flare-up was short-lived as was the enemy attack. German fire soon ended. The enemy, however, persisted with stronger efforts launched at 1100 and 0300. In general the attacks all began the same, with whistles and shouting followed by intense fire. The third and final attack included mortar fire that fell long. As the volume of enemy fire increased, word was passed down the line for a withdrawal back to the highway. As the parties arrived at the blacktop there was no sign of a pursuit. The Rangers would survive the night of D-Day. On D+1 Rudder's force at Point du Hoc consisted of about 90 men able to bear arms.



Original Design: Raymond J. Tapio

## SCENARIO RULES:

- EC are Clear, with a Mild Breeze blowing to the southeast at start.
- Night rules (E1.) are in effect. The Base NVR is 2 with a Full Moon and Overcast. The German is the scenario ATTACKER and the American is the scenario DEFENDER (E1.2). The Majority Squad Type of the Germans is Normal, the Americans Stealthy.
- Apply SCENARIO RULES 3-6 from scenario Bocage #1.
- At the beginning of each PFPh, make a dr. If the dr is less than or equal to the current turn number, place a Blaze counter in hex F6 and make a Random Direction DR (EXC: the DR is halved [FRD]) to determine the final placement hex. Each unit that is in or adjacent to the Blaze counter must take a NMC; all other units within three hexes must take a IPTC (EXC units immune to Pinning). The Blaze counter will cause Illumination as per E1.94 but has NO other effects and is removed at the end of the Player Turn placed. The Blaze counter may only be placed once per game.
- American units that fire Captured German SW are not subject to the automatic SAN dr of E1.76.



# OMAHA LIFELINE

GERMAN Sets Up First	1	2	3	4	5	6	7	8	9
AMERICAN Moves First									

Elements of 1st Battalion, 914th Infantry Regiment set up  $\geq 3$  hexes away from the east map edge and  $\geq 6$  hexes away from the south map edge:



E 5-4-8	1 4-6-7	2 4-4-7	c 4-3-6	1-4-9	9-1	8-1	7-0	6+1	FP: 7 Rng: 16 ROF: 3	HMG	FP: 5 Rng: 12 ROF: 2	MMG	FP: 3 Rng: 8 ROF: 1	LMG	FP: 30 Rng: 1	DC
3	12	8	6			2	3			2	3		6		2	

[ELR: 3]  
{SAN: 3}

FP: 12 Rng: 4	MA: 50° Rng: 2-13 ROF: 3	Cnct: 8
4	3	2

OPTIONAL REINFORCEMENTS—if chosen, the Americans only need to clear one of the two road nets (i.e., K24-Y14 or K24-Y7): Elements of Panzer Ersatz Abteilung 100 enter on/after turn two along the west edge and/or south edge on/west of A5:

Pz 35R(f)	Fl Wg B-2(f)	38H 735(f)	35-S 739(f)
MP: 8 MA: 37° MG: -2	MP: 11 MA: 47 SA: BF30 MG: 1/2 1/2 AF: 6	MP: 12 MA: 37° MG: -2 1/2	MP: 13 MA: 47 MG: -2 1/2
4		4	

Elements of Companies A, B and C, 2nd Ranger Battalion, 5th Ranger Battalion, and 1st Battalion, 116th Infantry Regiment, and Company B, 743rd Tank Battalion [ELR: 4] enter on turn one or later along the east edge south of hexrow O and/or the south edge from A17-A24:



E 6-6-7	1 6-6-6	9-2	9-1	8-1	8-0	7-0	dm HMG .50 cal	dm HMG	FP: 4 Rng: 10 ROF: 2	MMG	dm MTR M2	BAZ 44
16	14			2	2				4		3	2

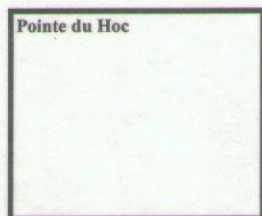
FP: 30 Rng: 1	Cnct: 8	9-2	MP: 13 MA: 75 MG: 2/4/4 ROF: 1	MP: 13 MA: 75 MG: 2/4/4 ROF: 1	MP: 37 MG: -1/4 ROF: 2 PP: 9 TF: 10
4			4	5	

[ELR: 4/5]  
{SAN: 3}

Remnants of Companies D, E and F, 2nd Ranger Battalion [ELR: 5] enter along the north edge on turn five or later:

E 6-6-7	1-4-9	10-3
	5	(wounded)

### BOARD LAYOUT:



**OBJECTIVES:** The Americans win if at Game End there are no German MMC in/adjacent to a line of contiguous road hexes leading from K24 to the north edge from K24-Y14 and K24-Y7 (e.g., a German squad in Y6 or Y13 will win the game for the Germans).

**POINTE DU HOC, FRANCE, 8 June 1944:** After reaching St-Pierre-du-Mont before noon, the relief column planned to push along the coastal highway to the junction of the exit road from Pointe du Hoc. Company A of the 2nd Rangers, forming the column's point, got to a hamlet within 200 yards of the exit road, when heavy interdiction fire from medium howitzers fell on the highway behind them, forcing the tanks to withdraw. Reforming at St-Pierre, the column tried again. This time the tanks got past the exit road, but the 1st Battalion of the 116th was caught by well-directed artillery fire which blanketed a quarter-mile stretch of the highway, and lost 30 or 40 men. This forced another withdrawal. Efforts were made to organize a third attack, again along the highway, but the afternoon ended with the relieving force still in St-Pierre-du-Mont. Its advance had undoubtedly taken some of the pressure off the Point, and patrols made contact that night with the beleaguered force. During the afternoon, two LCVP's landed at the Point with food, water, ammunition, and about 30 reinforcements picked up at Omaha Beach. The worst of the situation was over. To strengthen the drive of the 116th Infantry along the coastal highway, the 2d and 3d Battalions, the remainder of the 5th Rangers, and two companies of the 743d Tank Battalion moved up from Vierville early in the morning of 8 June. At about 1000 a coordinated attack was started toward Point du Hoc; the 5th Rangers and the 1st Battalion, 116th Infantry, struck across country from St-Pierre-du-Mont; the 3rd Battalion and five tanks attacked from south and southwest of the Point; and the destroyer USS Ellyson put 140 rounds on the German cliff positions. The right wing of the maneuver reached the Point without opposition; unfortunately, the tanks and the 3d Battalion in their outflanking approach became confused about the location of friendly positions and started firing on the Point as well as on the enemy emplacements just west of it. The fact that the 2d Rangers were firing captured German machine guns at the enemy west of the Point may have contributed to the mix-up. Communications failed to function well, and some casualties were suffered before the situation was cleared up. Three tanks were disabled by mines in the effort to reach the Point. Enemy resistance had faded quickly and Pointe du Hoc was cleared by noon.

Original Design: Raymond J. Tapio

### HANDICAPPING PROVISIONS:

- Replace the German 9-1 leader with a 9-2.
- American reinforcements enter on turn three.
- Any mutually agreed upon alteration of either side's OB

### SCENARIO RULES:

- EC are Moderate, with no wind at start.
- The Germans receive one module of 88mm OBA (HE only) and one module of 105mm OBA (HE and Smoke), both with Plentiful Ammunition. The Americans receive one module of 81mm Battalion Mortar OBA.
- The Fl Wg B-2(f) *flamm* tank is included with *Busting the Bocage*. The 38H and 35-S come with Pegasus™ and the 35-R in Paratrooper™.
- Apply SCENARIO RULES 3-6 from scenario Bocage #1.

