

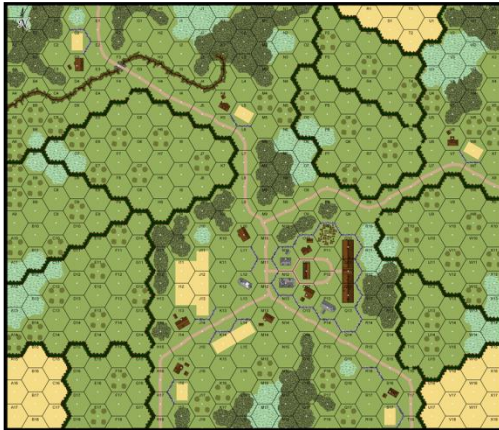
BtB A3

SUPPLY DUMP



LA FORÊT, FRANCE, 9 JUNE 1944: The US 175th Infantry Regiment smashed the 914.Grenadierregiment in its rapid seizure of Isigny and advanced southwards against only scattered opposition. Near la Forêt, 352.Infanteriedivision stragglers defending a supply dump held off the Americans' advance long enough to permit the evacuation of the bulk of the supplies. This action cost the Germans 125 killed. The 175th Infantry Regiment moved on down to its objective in Lison-la Fotelaiie area before nightfall.

MAP CONFIGURATION



VICTORY CONDITIONS: The Americans win at Game End by controlling all the Stone Buildings, provided the Germans do not Exit ≥ 2 Supply Trucks (loaded with an Ammo Counters) off the south map edge.

TURN RECORD CHART

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

SPECIAL RULES:

- EC are Moist with no wind at the start. All Hedges are Bocage (B9.5). Building Q11 is a Warehouse and is treated as a Factory (B23.74). Kindling Attempts are NA.
- The American Radio represents one-module of 105mm (HE & Smoke) OBA. As per US Ordnance Note 1, the Americans may exchange 3x 60mm Mortars and 3x 3-4-6 HS for a Radio and a 4FP (HE Only) OBA Module. All OBA Battery Access is never lost permanently due to drawing 2 Red Chits (C1.21). If a Red Chit is drawn when attempting Battery Access, the Red Chit is returned to the Draw Pile and an additional Red Chit is added to the pile.
- The German player makes a Secret dr (halved, FRD) and may set up MMC (and any SW/SMC stacked with it) equal to the result using HIP. In addition, the German player makes a Secret dr+3, receiving "?" equal to the result.
- To reflect the hastiness of the defence: after all German set up, each German MMC (and any SMC/SW stacked with it) may (in suitable terrain)

- make an Entrenching Attempt (B27.11). Each German gun may set up using HIP (A12.34) [EXC. each gun does not automatically set up Emplaced; the crew must make an Entrenching Attempt to emplace its gun (C11.2-3). Place a Non-Emplaced Gun counter (from CdG) on a gun that fails the emplacement attempt]. Bore-Sighting is NA (C6.4).
- Supply Dump: Place 2 Ammo Supply Counters (E10.6) in hexes Q10, Q11, & Q12. On Turns 2-4, the German player receives two Opel 6700 trucks (Passenger carrying capability is NA) that enter from any south map edge road hex. A German truck that spends one-turn TI on a road hex and Adjacent to the Q11 Building may, at the end of the Turn, replace the TI Counter with one of the adjacent Ammo Supply Counter, converting the truck into an Ammo Vehicle (E10.1).
- Variable Forces: make a secret dr, attaching the rolled fro Group with the "At Start" forces [EXC. American Group enters with Turn 3 Reserves].

Elements 914.Grenadierregiment set up on any hex numbered ≥ 6 :

4	2	2	9-1	8-0	4	dr+3	2
Variable Forces: dr (1-3)			dr (4-5)		dr (6)		See SSR 5
2	2	2	3	6	6	[ELR: 2]	
						[SAN: 4]	

Turn 4 Enters along the south map edge:

3	7-0	3-8
---	-----	-----

Elements 1st Battalion, 175th Infantry Regiment enter on **Turn 1** on any hex on/between hexes A0-K0:

10	3	9-1	8-1	7-0	2	3	4
TURN 3 Reserves enter on any hex along the north map edge:			Variable Forces: enters with Turn 3 Reserves		dr (6)		
8-1	13	13	1	6+1	8	[ELR: 3]	
						[SAN: 3]	