

Tough Assignment

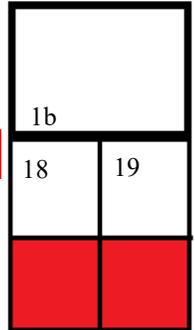


Near Louvieres, France — June 9th, 1944

Following the landings at Omaha Beach, Cpt. Miller and C Company, 2nd Ranger Battalion were engaged in eliminating several “towed 88’s” blocking the axis of advance from the beachhead. Facing Miller’s men was an understrength company of the German 346th Infantry identified as part of Von Luck’s Kampfgruppe. Lt. Col. Anderson gives Cpt. Miller the “Tough Assignment” to eliminate the guns and open the road for the armor and supply trucks exiting the beachhead.

Board Configuration:

Board 18 Rows A-P are playable
Board 19 Rows A-P are playable



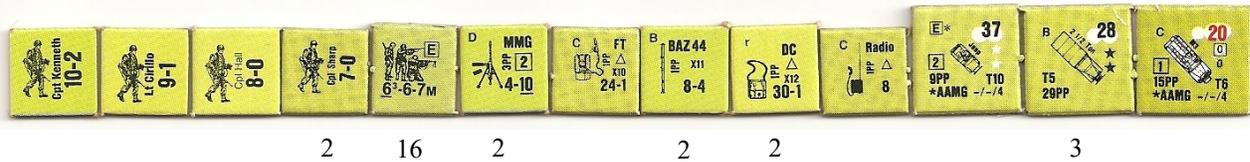
VICTORY CONDITIONS: The player amassing the most victory points wins.

Each Squad = 2, Each Crew/Half-Squad = 1, Halftracks = 3, Jeeps = 1, Trucks = 1, Officers = 1 + Leadership Modifier, Each 88 captured or destroyed = 5 points, Cpt. Miller = 5 points, Sgt. Horvath = 3 points, Each captured Stone Building in Louvieres on Board 1b = 2 points. The points for all captured squads is doubled.

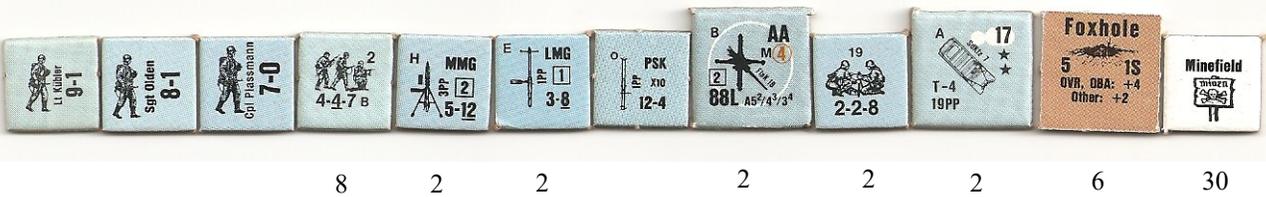
German Sets Up first	1	2	3	4	5	6
American Moves First						



Elements of Co. C, 2nd Ranger Battalion (ELR 4) (SAN 5) Setup: anywhere on Board 19



Elements of 346th Infantry Division (ELR 3) (SAN 3) Setup: anywhere on Boards 18 and 1b and per SSR's



Special Rules/Notes:

1. EC are moist with a mild breeze blowing to the Northeast.
2. German 88's may set up concealed but not HIP. G2 intelligence has previously located the guns and Cpt. Miller's map clearly indicates their location. The German guns must setup at least 10 Hexes apart.
3. This area has been heavily shelled. Therefore place shell holes as follows: Board 18 Hexes C4 & D1; Board 19 Hexes I9, D8, and B6; Board 1b Hexes S9, S12, and V11.
4. As the battle is already in progress at the start of the scenario, neither German or American forces may set up concealed. Concealment may be gained as normal once the scenario begins.
5. Four Sherman tanks were destroyed earlier in this area. Their burned out wrecks are located on Board 19 in Hexes B8, D6, D9, and F9.
6. The Americans have one module of 80mm OBA (HE/Smoke).
7. The high SAN for the Americans represents the sharpshooting abilities of PFC Jackson.
8. Cpt. Miller can only be wounded on a dr of 6 due to the johnny-on-the-spot medical abilities of the Medic, Irwin Wade.
9. The American 10-2 represents Cpt. John H. Miller and the 9-1 represents Sgt. Mike Horvath.
10. The German player may only place mines on Board 1b and they must be placed within 4 hexes of a building hex.



Scenario GJ011

Aftermath: Cpt. Miller and Charlie Company were successful in eliminating the guns and identifying a minefield on the outskirts of Louvieres. Charlie Company took 23 prisoners for the loss of 35 dead and 70 wounded. Indeed a “Tough Assignment”.