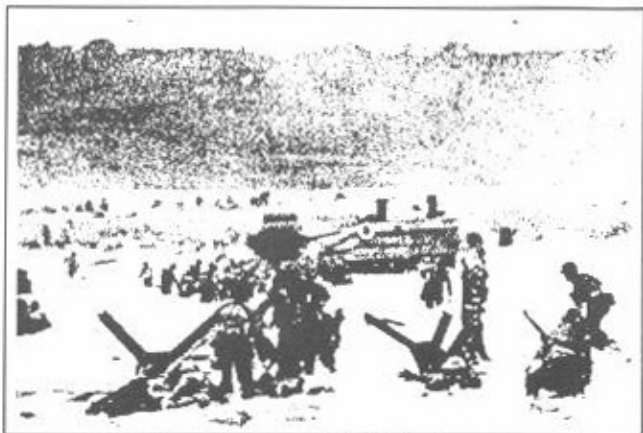


STEUTZPUNKT VIERVILLE



CH4



VICTORY CONDITIONS: The U.S. player wins at game's end if either Hill 534 or Hill 547 is devoid of Good Order German MMC's on any level 2 hex.

TURN RECORD CHART

| GERMAN Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | END |
|----------------------|---|---|---|---|---|---|---|---|---|----|----|-----|
| AMERICAN Moves First | | | | | | | | | | | | |

Elements of the 3rd Battalion, 726th Regiment [ELR: 3] set up on any hinterland hex: {SAN: 6}



| | | | | | | | | | |
|--------|-------|-------|-----|-----|-----|------|------|------------|-----|
| 4'-6-7 | 4-4-7 | 2-2-8 | 8-1 | 7-0 | 3-8 | 5-12 | 7-16 | 81* [7-40] | 75L |
| 4 | 4 | 2 | | | 3 | | | | |

| | | |
|--|---------------------------|-------|
| | OVR. OBA: +4 Other: +2 | 1+3+5 |
| | 8 | 2 |

Mines and Tetrahedrons set up on Beach hexes only:

| | |
|-------------------------|------------|
| dr 2 non-OG +1 MP | Minefield |
| 20 | 24 factors |

Company C of the 2nd Ranger Battalion [ELR: 4] enter on Turn 1 along the west edge using Seaborne Assault: {SAN: 3}

| | | | | | | | | | |
|--------|-----|-----|-----|-----|------|------|------|-----|-----|
| 6'-6-7 | 9-2 | 8-1 | 8-0 | 7-0 | 30-1 | 30-1 | 30-1 | 8-4 | 5-8 |
| 12 | | | | | 2 | | 3 | 2 | 5 |

Company A of the 116th Infantry Regiment [ELR: 4] enter on Turn 3 along the west edge using Seaborne Assault:

| | | | | | | | | |
|--------|-----|-----|-----|------|------|------|-----|-----|
| 6'-6-6 | 9-1 | 8-1 | 7-0 | 30-1 | 30-1 | 30-1 | 8-4 | 5-8 |
| 12 | | | | 2 | | 3 | 2 | 5 |

Elements of the 743rd Tank Battalion enter on Turn 2 along the west edge using Seaborne Assault:

| | |
|------|-----|
| 13-4 | 4-0 |
| 3 | 3 |

SPECIAL RULES:

- EC are moist with no wind at start. Beach slope is slight. A Low Seawall (G13.61) exists along all Beach-Hinterland hexes except for the C5/401 hexside. All woods are brush. All buildings are ground level only.
- Place overlays: Be4: 401-402 on B5-B4; Be5: 505-506 on D6-D7; Oc1: 1001-1002 on 546-547.
- No tetrahedrons may be set up adjacent to another tetrahedron.
- Tanks may not enter a Level 1 hill hex from any Level 0 hex that is north of hexrow I.
- The US SAN is increased to 4 for the first 3 Game Turns.
- Game Length is 10.5 turns.

NORMANDY, 6 June 1944: The veteran 352nd Infantry Division, whose presence was missed by Allied intelligence prior to D-Day, had established a series of strongpoints (Steutzpunkt) along its beach front defense zone. One such feature was the Vierville Draw. This terrain feature was a narrow break in the hills overlooking Omaha Beach. On the morning of D-Day two right flank companies (Company C of the 2nd Ranger Battalion and Company A of the 116th Infantry) landed as scheduled in front of the Vierville Draw. After one landing craft foundered and another was hit four times by mortar fire, the remaining men of the two companies struggled to shore for a first hand introduction to the seasoned Germans situated on the bluffs overlooking the beach.

ABS HANDICAP:

US1 - US2 - replace the German 8-1 with a 9-2
US2 - US1 - add a 4-5-7 to the German force.
US1 - Add a MMG to the German force.

G1 - Increase the game length to 12 turns.
G2 - Replace a 9-2 with a 10-3 in the American force.
G3 - G2 - add two dm flmtr to the Turn 3 American force.

BOARD CONFIGURATION:

