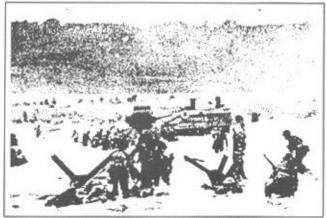
# STEUTZPUNKT VIERVILLE

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.

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:

- US3 US2 replace the German 8-1 with a 9-2
- US2 US1 add a 4-6-7 to the German force. US1 - Add a MMG to the German force
- GI 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 fillmtr to the Turn 3 American force

## BOARD CONFIGURATION:





### TURN RECORD CHART

# GERMAN Sets Up First

AMERICAN Moves First

6

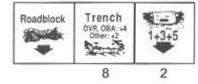
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END

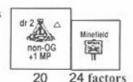


Elements of the 3rd Batallion, 726th Regiment [ELR: 3] set up on any hinterland hex: {SAN: 6}





Mines and Tetrahedrons set up on Beach hexes only:





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



















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



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



SPECIAL RULES:

1. 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

3. No tetrahedrons may be set up adjacent to another tetrahedron.

4. Tanks may not enter a Level 1 hill hex from any Level 0 hex that is north of hexrow

5. The US SAN is increased to 4 for the first 3 Game Turns.

6. Game Length is 10.5 turns.

AFTERMATH: The Americans met intense small arms fire which swept the beach. Within minutes two thirds of Company A were casualties. The German fire took its toll on the men of the Ranger's Company C, with more than half of the unit added to the ranks of the dead and wounded soon after reaching shore. The remaining survivors fought their way forward to the comparative shelter of the seawall and the base of the cliffs. Matters did not improve as only eight of the original sixteen tanks scheduled to land in this sector survived enemy artillery fire. 116th Infantry officers decided the sea was too rough to launch the DD's and sent the tanks in on LCT's. Disaster was averted but it wasn't until around 1000 that the units were reorganized for the push inland. The 116th advanced along the exit road while the Rangers moved around the flank to reach the coastal road. By 1100 Vierville was finally cleared.