

⚔ GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	10
★ AMERICAN Moves First		END								

Elements of the 3rd Battalion, 726th Regiment, 352nd Infantry Division set up on any Hinterland hex:

4-6-7
4

4-4-7
4

2-2-8
2

8-1

7-0

FP: 7
Rng: 16
ROF: 3
HMG

FP: 5
Rng: 12
ROF: 2
MMG

FP: 3
Rng: 8
ROF: 1
LMG

MA: 81*
Rng: 2-60
ROF: 3
SA: s8
GrW 34

MA: 75L
ROF: 2
M#: 8
PaK 40

Trench
8

1+3+5
2

Roadblock

Mines and Tetrahedrons
set up on Beach hexes only:

non-OG
+1 MP
20

Minefield
24
Factors

C Company, 2nd Ranger Battalion enter on turn one along the west edge using Seaborne Assault:

E 6-6-7
12

9-2

8-1

8-0

7-0

dm MMG
2PP

dm MTR
M2

FP: 30
Rng: 1
DC

FP: 8
Rng: 5
BAZ 44

MP: 5
PP: 39
AAMG: -1/8"
ROF: 1*
Size: +2
LCVP

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

MP: 4
PP: 69
AAMG: -1/12"
ROF: 2*
Size: +3
LCM (3)

MP: 13
MA: 75
MG: 21/4"
ROF: 1*
M4

A Company, 116th Infantry Regiment enter on turn three along the west edge using Seaborne Assault:

6-6-6
12

9-1

8-1

7-0

dm MMG
2PP

dm MTR
M2

FP: 30
Rng: 1
DC

FP: 8
Rng: 5
BAZ 44

MP: 5
PP: 39
AAMG: -1/8"
ROF: 1*
Size: +2
LCVP

HANDICAPS:

★ Add one dm 81mm mortar to each company in the American OB.

⚔ Replace the German 8-1 leader with a 9-2.

🎲 Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:

OBJECTIVES: The Americans win if all level 2 hexes of either Hill 534 or Hill 547 are devoid of and Good Order German MMC.

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/(o)401 hexside. All woods are brush. All buildings have a ground level only.

2. Place overlays as follows: **Be4** with 401-402 on B5-B4; **Be5** with 505-506 on D7-D6; and **Oc1** with 1001-1002 on 546-547.

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

4. No AFV may enter a level 1 hill hex from any level 0 hex that is west of hexrow I.

5. The American SAN is increased to "4" for the first three game turns.

DOG GREEN, OMAHA BEACH, 6 June 1944: The veteran German 352nd Infantry Division, whose presence was missed by Allied intelligence prior to D-Day, had established a series of *stutzpunkt* along its narrow beach defense frontage. One such strongpoint was situated at the Vierville Draw. This terrain feature was a break in the hills overlooking Omaha Beach. On the morning of D-Day two right flank companies, C Coy., 2nd Rangers and A Coy., 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 ashore. Many of them went over the side. Those fortunate enough to survive met well directed fire from the men of the veteran enemy unit. Small arms fire swept the beach. Within minutes, two-thirds of A Company were casualties. German fire took its toll on the men of C Company, too, with more than half of the Rangers added to the ranks of the dead and wounded soon after reaching shore. The survivors fought their way forward to the comparative shelter of the sea wall and the base of the cliffs. Matters were not improved when only eight of the original sixteen tanks assigned to this sector managed to reach shore after officers of the 116th decided the seas were too rough for DD tanks and sent their Shermans in on LCTs. Ultimate disaster was averted, but it wasn't until 1000 hours that units were re-organized for the push inland. The men of the 116th advanced along the exit road while the Rangers made headway around the flank. By 1100 hours Vierville was finally cleared. The cost had been horrific.

Original Design by Dan Dolan

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