
UNDAUNTED

NORMANDY

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SCENARIO BOOK

This book includes twelve scenarios based on the actions of the US 30th Infantry Division in Normandy in the summer of 1944. If played in order, players will follow the division through the assault to the Vire-et-Taute Canal (scenarios 1–5), the Saint-Lô breakthrough (scenarios 6–7), the battle for Tessy-sur-Vire (scenario 8), and relieving the 1st Infantry Division in the battle of Mortain (scenarios 9–12).

This is not the rulebook! To learn how to play, please consult the rulebook included.



THE US 30TH INFANTRY DIVISION

On 6 June 1944, the Allies invaded Normandy. Code-named Operation Neptune and often referred to as D-Day, this was the largest seaborne invasion in history. The operation began the liberation of German-occupied Europe and laid the foundations of the Allied victory on the Western Front.

The US 30th Infantry Division landed at Omaha Beach, Normandy, on 10 June 1944, four days after the initial D-Day landings. The 30th Infantry Division was a National Guard unit, drawing from the states of North and South Carolina, Georgia, and Tennessee. It trained in the United States for just over two years before moving to England in February 1944, where it trained for D-Day until June.

After the 30th Infantry Division landed in Normandy, it secured key rivers and then moved to the town of Saint-Lô. In late July, the division led the Saint-Lô breakthrough during Operation Cobra, which was intended to break out of the Normandy bocage, thus ending the stalemate that had occurred.

In August 1944, the German High Command launched a massive counter-offensive in an attempt to throw the Allied armies back into the sea. The Germans moved vast amounts of armour and infantry to the area of Mortain, France. The 30th Infantry Division met this German force head-on, stopping one of Germany's key counter-attacks during the war in Europe.

After the defence of Mortain, the 30th Infantry Division continued its advance. It was the first infantry division to enter Belgium and the Netherlands. The 30th was also instrumental in breaching the Siegfried Line in October 1944, fought valiantly in the Battle of the Bulge, and captured Aachen, Germany.

By the end of the war, the 30th Infantry Division had been involved in 282 days of intense combat. It has been called the war's top infantry division in Europe for its accolades.

SCENARIOS AND CAMPAIGN PLAY

Each scenario in this book is completely stand-alone and can be played in any order.

That said, the scenarios have been designed to be played in sequence. Playing the scenarios in order will maintain the chronology of the real military campaign that the game is based on and provide a gradual scaling of complexity. This allows players to become familiar with a slowly increasing pool of cards before being introduced to new elements.

Campaign Play

If you want to go even further, you can string multiple scenarios together into a campaign. To do so, start by choosing a group of consecutive scenarios. Find the table at the back of this book and fill in the names of the scenarios selected.

After each game in a campaign, fill in the corresponding row in the table, clearly marking the victor. In the Casualties field, count the number of combat cards that you removed from the game due to casualties. In the Heroic Contribution field, the victor may nominate a card or a unit that they think deserves particular recognition. If they wish, they can let the loser nominate a heroic contribution instead. Heroic contribution has no gameplay effect – it purely adds flavour to the campaign!

SCENARIO	DATE	US			GERMANY			HEROIC CONTRIBUTION
		PLAYER	CASUALTIES	WIN	PLAYER	CASUALTIES	WIN	
1. La Raye	27-Aug-18	David	5	X	Trevor	6		Darren Green – Rifleman, B Squad
2. Montmartin-en-Graignes	27-Aug-18	David	4	X	Trevor	7		Edward Wilson – Scout, B Squad
3. Raid Across the Canal	12-Sep-18	David	9		Trevor	3	X	Heinrich Schneider – Gunner, A Squad
4. Behind Enemy Lines								
5. Crossing the Vire								



Once the campaign is completed, each player totals the number of victories. They subtract one from the total for each full ten casualties they have suffered across the course of all played games. The player with the highest total has triumphed! They should check the corresponding table below to see the aftermath, which is based on how wide a margin they have won by.

If neither player has managed to eke out an advantage, read the Indeterminate result below.

US VICTORY	
ADVANTAGE	RESULT
More than 5	Stunning breakthrough: The German forces are completely overwhelmed by the Allied assault and have no time to regroup, sending them into disarray. The Western Front soon collapses, and Berlin falls not long after that.
4 or 5	Rapid advance: Surging from victory to victory, the Allied forces quickly push through Normandy and reach German soil before the end of the summer.
1 to 3	Steady progress: The Allied advance is slow but inexorable and picks up momentum with every victory. The German forces are promptly forced out of Normandy.

GERMAN VICTORY	
ADVANTAGE	RESULT
More than 5	Full stop: At every turn, the Allied attack is resisted and delayed, eventually grinding to a complete halt. For months, the Western Front stands still, only seeing relief when the Red Army reaches Berlin.
4 or 5	Heavy delays: For each victory, a heavy cost is inflicted on the Allies. The campaign is severely delayed, and Normandy remains contested until early spring.
1 to 3	Ardent resistance: The German resistance is steadfast, and no inch of soil is easily won. Only after heavy reinforcements does the invasion ultimately succeed.

INDETERMINATE	
0	Intense combat: The fighting is fierce, but slowly and surely the Allied forces gain ground.



STARTING DECK AND SUPPLY

Each scenario specifies which cards start in each player's deck and supply. You can find this in the 'Starting Cards' table.

To assemble your starting deck, take one copy of each card per **D** symbol in the table. Shuffle those cards together into a face down deck.

To assemble your supply, take one copy of each card per **S** symbol in the table. Place those cards in a face up supply.

Remove all the remaining cards from the game.

Example: Scenario 1: La Raye

CARD	US
Platoon Sergeant	D
Platoon Guide	
Squad Leader A	D
Squad Leader B	D
Squad Leader C	
Rifleman A	D S S S S
Rifleman B	D S S S S
Rifleman C	
Scout A	D S S
Scout B	D S S
Scout C	
Machine Gunner A	
Machine Gunner B	
Machine Gunner C	
Mortar	
Sniper	
Fog of War	D D S S S S S S S S

The US player shuffles the following cards into their **starting deck**:

- 1 Platoon Sergeant
- 1 Squad Leader A
- 1 Squad Leader B
- 1 Rifleman A
- 1 Rifleman B
- 1 Scout A
- 1 Scout B
- 2 Fog of War

Then the US player places the following cards into their **supply**:

- 4 Rifleman A
- 4 Rifleman B
- 2 Scout A
- 2 Scout B
- 8 Fog of War

All the remaining US cards are returned to the box.



SCENARIO 1: LA RAYE

Assault to the Vire-et-Taute Canal

La Raye – 15 June 1944

The 30th Infantry Division's first action was on the morning of 15 June. While over half the division was still afloat or moving through the assembly areas on Omaha Beach, an initial attack was made by an improvised combat team. Difficult opposition was encountered as soon as the leading squads crept past the railway track leading east from Carentan. By mid-afternoon the US forces had worked their way through intermittent artillery fire and swung to the south-east to threaten German forces grouped around houses in the hamlet of La Raye.



US OBJECTIVE

Control **5 objective points**.



GERMAN OBJECTIVE

Control **5 objective points**.

If **both sides** are simultaneously pinned (no Riflemen on the board), the game ends.
The side with the most objective points wins.

STARTING INITIATIVE: US

STARTING CARDS:

Deck: **D** Supply: **S**

US		GERMANY	
Platoon Sergeant	D	D	Platoon Sergeant
Platoon Guide			Platoon Guide
Squad Leader A	D	D	Squad Leader A
Squad Leader B	D	D	Squad Leader B
Squad Leader C			Squad Leader C
Rifleman A	D S S S S	D S S S S	Rifleman A
Rifleman B	D S S S S	D S S S S	Rifleman B
Rifleman C			Rifleman C
Scout A	D S S	D S S	Scout A
Scout B	D S S	D S S	Scout B
Scout C			Scout C
Machine Gunner A			Machine Gunner A
Machine Gunner B			Machine Gunner B
Machine Gunner C			Machine Gunner C
Mortar			Mortar
Sniper			Sniper
Fog of War	D D S S S S S S S S	D D S S S S S S S S	Fog of War

REMEMBER

Controlling objectives: You control an objective only if you have a control marker on the same tile as the objective marker, with the control side up. Both sides can't control the same objective! If you take the Control action on a tile your opponent controls, flip their control marker back to its scouted side. You can't take the Control action if one of your opponent's combat counters is on that tile.

SETUP



TILES


2B	3B	4B	5B	6A	7A	8A			11B	12B	13B			16B	17B	
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SCENARIO 2: MONTMARTIN-EN-GRAIGNES

Assault to the Vire-et-Taute Canal

L'Enauderie to Montmartin-en-Graignes - 15 June 1944

As the 30th Infantry Division moved south of the railway, it encountered German machine-gun nests in the tiny settlement of L'Enauderie. After a forty-minute battle, they cleared the area. By the end of the morning, the US forces had inched forwards another quarter mile to the outskirts of Montmartin-en-Graignes, a larger hamlet, which boasted a church steeple projecting above the old mud-coloured farm buildings. After another hour of hard fighting, they were in possession of the hamlet.



US OBJECTIVE

Control **1 objective point**.



GERMAN OBJECTIVE

Pin the US forces (no US Riflemen on the board).

STARTING INITIATIVE: US

STARTING CARDS:

Deck: **D** Supply: **S**

US		GERMANY	
Platoon Sergeant	D	D	Platoon Sergeant
Platoon Guide			Platoon Guide
Squad Leader A	D	D	Squad Leader A
Squad Leader B	D		Squad Leader B
Squad Leader C			Squad Leader C
Rifleman A	D D S S S	D D S S S	Rifleman A
Rifleman B	D D S S S		Rifleman B
Rifleman C			Rifleman C
Scout A	D S S	D S S	Scout A
Scout B	D S S		Scout B
Scout C			Scout C
Machine Gunner A		D S S	Machine Gunner A
Machine Gunner B			Machine Gunner B
Machine Gunner C			Machine Gunner C
Mortar			Mortar
Sniper			Sniper
Fog of War	D D S S S S S S S S	D D D S S S S S S S	Fog of War

REMEMBER

Machine Gunners: This scenario introduces players to the Machine Gunner unit, a powerful addition to any platoon. This unit has more firepower than Riflemen and Scouts, so it is better positioned to inflict enemy casualties. It is also the only unit with access to the Suppress action, which trades away inflicting damage for reliably debilitating enemy units. Enemies out of position or close to capturing vital objectives are good targets for suppression!

SETUP



TILES

1B	2B	3B	4A	5B	6B	7A	8A	9B	10B	11B	12B			15B	16B		18B
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SCENARIO 3: RAID ACROSS THE CANAL

Assault to the Vire-et-Taute Canal

Vire-et-Taute Canal - 16 June 1944

On 16 June, the 30th Infantry Division finished clearing the area north of the Vire-et-Taute Canal. That night they dug in along the gentle slope leading down to the bare and watery no man's land along the canal. The Germans mounted a counter-attack that evening, making a raid across the canal. It was driven back by massed infantry fire.



US OBJECTIVE

Control **6 objective points**.



GERMAN OBJECTIVE

Control **6 objective points**.

If **both sides** are simultaneously pinned (no Riflemen on the board), the game ends.
The side with the most objective points wins.

STARTING INITIATIVE: GERMANY

STARTING CARDS:

Deck: **D** Supply: **S**

US		GERMANY	
Platoon Sergeant	D	D	Platoon Sergeant
Platoon Guide			Platoon Guide
Squad Leader A	D	D	Squad Leader A
Squad Leader B	D	D	Squad Leader B
Squad Leader C			Squad Leader C
Rifleman A	D S S S S	D S S S S	Rifleman A
Rifleman B	D S S S S	D S S S S	Rifleman B
Rifleman C			Rifleman C
Scout A	D S S	D S S	Scout A
Scout B	D S S	D S S	Scout B
Scout C			Scout C
Machine Gunner A	S S S	S S S	Machine Gunner A
Machine Gunner B	S S S	S S S	Machine Gunner B
Machine Gunner C			Machine Gunner C
Mortar			Mortar
Sniper			Sniper
Fog of War	D D S S S S S S S S	D D S S S S S S S S	Fog of War

REMEMBER

Hunker down: Sometimes the best thing to do is to sit tight and do nothing. You always have the option of returning a card to your supply instead of playing it, allowing that soldier to find somewhere secure to hunker down and get out of the action. This is usually most relevant for Squad Leaders of squads that have taken heavy casualties, as their Inspire and Bolster actions are no longer useful, but you might also consider hunkering down if your platoon is large and unwieldy.

SETUP



TILES

1A	2B	3B	4A	5A	6A	7A		9B	10B	11B	12B	13A	14A	15A		17B	18A
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SCENARIO 4: BEHIND ENEMY LINES

Assault to the Vire-et-Taute Canal

Vire-et-Taute Canal - June 17 – 6 July 1944

16 June was followed by a lull for the 30th Infantry Division, while it waited for the arrival of more men and equipment. Over the next three weeks, the division's activities consisted mostly of vigorous patrolling and active defence. Daylight reconnaissance was impossible because of the vast open spaces, and the short summer nights left only an hour for investigation. Many of the patrols made during this period were unsuccessful, but on a number of occasions US forces successfully penetrated German-controlled territory and raided key locations.



US OBJECTIVE

Control **5** objective points.



GERMAN OBJECTIVE

Control **5** objective points.

If **both sides** are simultaneously pinned (no Riflemen on the board), the game ends.
The side with the most objective points wins.

STARTING INITIATIVE: US

STARTING CARDS:

Deck: **D** Supply: **S**

US		GERMANY	
Platoon Sergeant	D	D	Platoon Sergeant
Platoon Guide			Platoon Guide
Squad Leader A	D	D	Squad Leader A
Squad Leader B	D	D	Squad Leader B
Squad Leader C			Squad Leader C
Rifleman A	D S S S S	D S S S S	Rifleman A
Rifleman B	D S S S S	D S S S S	Rifleman B
Rifleman C			Rifleman C
Scout A	D S S	D S S	Scout A
Scout B	D S S	D S S	Scout B
Scout C			Scout C
Machine Gunner A	S S S	D S S	Machine Gunner A
Machine Gunner B	S S S	D S S	Machine Gunner B
Machine Gunner C			Machine Gunner C
Mortar			Mortar
Sniper	D D D		Sniper
Fog of War	D D S S S S S S S S	D D S S S S S S S S	Fog of War

REMEMBER

Snipers: This scenario introduces players to the Sniper unit, the strongest unit in the game in terms of raw firepower. Rolling an impressive three dice in attack, Snipers are able to sustain fire that few units can withstand. In addition, their Stalk action allows this unit to move freely, not requiring the tile to be previously scouted. Thus, the Sniper is able to operate completely independently.

SETUP



TILES

1B	2B	3B	4A	5A	6A	7A	8A	9B	10A	11B	12B	13B	14A	15A		17A	18B
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SCENARIO 5: CROSSING THE VIRE

Assault to the Vire-et-Taute Canal

River Vire - 7 July 1944

Three weeks after the 30th Infantry Division drove the Germans back behind the protection of the Vire-et-Taute Canal and the River Vire, the division launched its first full-scale offensive – an assault crossing of a defended river line. The days preceding the assault had been spent reconnoitring, planning, and constructing improvised footbridges and ladders to scale the steep banks on the far shore. In the early hours of 7 July, the US forces converged by the last hedgerows on the near side of the river to launch their assault.



US OBJECTIVE

Control **2 objective point**.



GERMAN OBJECTIVE

Pin the US forces (no US Riflemen on the board).

STARTING INITIATIVE: US

STARTING CARDS:

Deck: **D** Supply: **S**

US		GERMANY	
Platoon Sergeant	D	D	Platoon Sergeant
Platoon Guide	D		Platoon Guide
Squad Leader A	D	D	Squad Leader A
Squad Leader B	D	D	Squad Leader B
Squad Leader C			Squad Leader C
Rifleman A	D S S S S	D S S S S	Rifleman A
Rifleman B	D S S S S	D S S S S	Rifleman B
Rifleman C			Rifleman C
Scout A	D S S	S S S	Scout A
Scout B	D S S	S S S	Scout B
Scout C			Scout C
Machine Gunner A	S S S	S S S	Machine Gunner A
Machine Gunner B	S S S	S S S	Machine Gunner B
Machine Gunner C			Machine Gunner C
Mortar		D D S	Mortar
Sniper	S S S	S S S	Sniper
Fog of War	D D S S S S S S S S	D D D S S S S S S S	Fog of War

REMEMBER

Mortars: This scenario introduces players to the Mortar unit, a potent piece of mobile artillery. A Mortar is cumbersome, as it requires a separate Target action just to set up a target space, and needs another Target action whenever it changes target or moves. However, it more than makes up for this with its excellent range and its effectiveness against concentrations of enemy forces.

SETUP



TILES


1A	2B	3A	4A	5A	6A	7A	8B	9B	10B		12B		14A	15A	16B	17A	18A
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SCENARIO 6: DESPERATE WITHDRAWAL

Saint-Lô Breakthrough

Saint-Lô - 24 July 1944

Operation Cobra was the code name for an Allied offensive aimed at breaking out of the hedgerows of Normandy and punching through the German defences. The operation was set to begin on the morning of 24 July, when hundreds of Allied bombers arrived over the battlefield. Under poor visibility conditions, many of the bombers accidentally targeted friendly troops. One platoon, forward deployed in preparation for the assault, was forced to make a hasty withdrawal when the German forces seized the opportunity to capitalise on the critical bombing error.



US OBJECTIVE

Control **1 objective point**.



GERMAN OBJECTIVE

Pin the US forces (no US Riflemen on the board).

STARTING INITIATIVE: GERMANY

STARTING CARDS:

Deck: **D** Supply: **S**

US		GERMANY	
Platoon Sergeant	D	D	Platoon Sergeant
Platoon Guide	D		Platoon Guide
Squad Leader A	D	D	Squad Leader A
Squad Leader B	D	D	Squad Leader B
Squad Leader C			Squad Leader C
Rifleman A	D D S S S	D D S S S	Rifleman A
Rifleman B	D D S S S	D D S S S	Rifleman B
Rifleman C			Rifleman C
Scout A	D S S	S S S	Scout A
Scout B	D S S	S S S	Scout B
Scout C			Scout C
Machine Gunner A		S S S	Machine Gunner A
Machine Gunner B		S S S	Machine Gunner B
Machine Gunner C			Machine Gunner C
Mortar		S S S	Mortar
Sniper		S S S	Sniper
Fog of War	D D S S S S S S S S	D D S S S S S S S S	Fog of War

REMEMBER

Platoon Guides: This scenario introduces players to the Platoon Guide, a versatile asset in any platoon. The Platoon Guide lets you respond quickly to any problems that arise, as it is able to move straggling units into position through the Guide action and bolster any part of the platoon that might need reinforcing.

SETUP



TILES

1A	2B	3A	4B	5A	6A	7A	8A	9B	10B	11B	12B	13B	14B	15B	16B	17B	18B
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SCENARIO 7: LA HUBERDERIE

Saint-Lô Breakthrough

Saint-Lô - 25 July 1944

After a one-day postponement due to the bombing errors, Operation Cobra got underway on the morning of 25 July. However, Allied bombing once again resulted in friendly casualties. After order was restored, the 30th Infantry Division began the assault, advancing across a steep-banked stream that flowed east to the River Vire. Two or three fields south of the stream, they encountered the enemy's main line of resistance, which was centred on a cluster of buildings called La Huberderie. Enemy mortar fire fell heavily on the attackers.



US OBJECTIVE

Control **10 objective points**.



GERMAN OBJECTIVE

Control **10 objective points**.

If **both sides** are simultaneously pinned (no Riflemen on the board), the game ends.
The side with the most objective points wins.

STARTING INITIATIVE: US

STARTING CARDS:

Deck: **D** Supply: **S**

US		GERMANY	
Platoon Sergeant	D	D	Platoon Sergeant
Platoon Guide	S	S	Platoon Guide
Squad Leader A	D	D	Squad Leader A
Squad Leader B	D	D	Squad Leader B
Squad Leader C	S	S	Squad Leader C
Rifleman A	D S S S S	D S S S S	Rifleman A
Rifleman B	D S S S S	D S S S S	Rifleman B
Rifleman C	S S S S S	S S S S S	Rifleman C
Scout A	D S S	D S S	Scout A
Scout B	D S S	D S S	Scout B
Scout C	S S S	S S S	Scout C
Machine Gunner A	S S S	S S S	Machine Gunner A
Machine Gunner B	S S S	S S S	Machine Gunner B
Machine Gunner C	S S S	S S S	Machine Gunner C
Mortar	S S S	S S S	Mortar
Sniper	S S S	S S S	Sniper
Fog of War	D D S S S S S S S S	D D S S S S S S S S	Fog of War

REMEMBER

Full platoon: This scenario introduces players to accessing any card in the game. This opens up a wide variety of strategies: do you bring in a specialist attachment like a Mortar team or a unit of Snipers to focus on inflicting casualties on the opposing forces? Do you instead focus on Machine Gunners, hoping to neutralise your enemies through barrages of suppressive fire? Or do you bolster your Riflemen and hope to claim important objectives before enemy defences are ready to deal with them?

SETUP



TILES

1B	2B	3B	4B	5B	6B	7A	8A	9B	10B	11B	12B	13B	14B	15B	16B	17B	18B
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SCENARIO 8: STREETS OF TESSY-SUR-VIRE

Battle for Tessy-sur-Vire

Tessy-sur-Vire - 1 August 1944

On 1 August, the 30th Infantry Division was tasked with liberating the town of Tessy-sur-Vire. The Germans held the town and commanded the high ground to the east. The US forces entered from the ridge to the north and were immediately met by mortar fire. They then battled through machine-gun nests and fought house by house down the main street. German fire support from across the river forced them to withdraw to the edge of town and wait for armoured support before renewing the attack and ultimately liberating the town.



US OBJECTIVE

Control **7 objective points**.



GERMAN OBJECTIVE

Control **7 objective points**.

If **both sides** are simultaneously pinned (no Riflemen on the board), the game ends.
The side with the most objective points wins.

STARTING INITIATIVE: US

STARTING CARDS:

Deck: **D** Supply: **S**

US		GERMANY	
Platoon Sergeant	D	D	Platoon Sergeant
Platoon Guide	S	S	Platoon Guide
Squad Leader A	D	D	Squad Leader A
Squad Leader B	D	D	Squad Leader B
Squad Leader C	S	S	Squad Leader C
Rifleman A	D S S S S	D S S S S	Rifleman A
Rifleman B	D S S S S	D S S S S	Rifleman B
Rifleman C	S S S S S	D S S S S	Rifleman C
Scout A	D S S	S S S	Scout A
Scout B	D S S	S S S	Scout B
Scout C	S S S	S S S	Scout C
Machine Gunner A	S S S	D D S	Machine Gunner A
Machine Gunner B	S S S	S S S	Machine Gunner B
Machine Gunner C	S S S	S S S	Machine Gunner C
Mortar	S S S	D D S	Mortar
Sniper	S S S	S S S	Sniper
Fog of War	D D S S S S S S S S	D D S S S S S S S S	Fog of War

SPECIAL RULES



Hills: This scenario introduces players to hill tiles, which serve as powerful defensive positions. Hill tiles are easily recognisable by their variable cover bonus of 3/1. Against most attacks, hill tiles provide a cover bonus of 3, as attackers have a huge disadvantage when attacking uphill. However, if the attacker is also on a hill (whether the same or another hill) or the attacker is a Mortar, the height advantage is negated and the space only provides a cover bonus of 1.

SETUP



TILES


1B	2A	3B	4B	5B	6B	7B	8B	9A	10A	11B	12A	13A	14A	15A	16A	17A	18A
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SCENARIO 9: REINFORCEMENTS

Battle for Mortain

Mortain - 7 August 1944

In the early hours of 7 August, Germany launched a counter-attack to eliminate the gains made by the US forces during Operation Cobra and to cut off the units that had advanced into Brittany. One of the first key targets was the town of Mortain, which had only recently been occupied by the 30th Infantry Division. The German forces made quick gains against the US forces' light defences, overrunning roadblocks, and assaulting infantry and heavy weapons platoons on the strategic Hill 314. The Americans ordered reinforcements to repel the attacks and restore a defensive perimeter. The reinforcements battled their way through Mortain and up Hill 314.



US OBJECTIVE

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Control **1 objective point**.



GERMAN OBJECTIVE

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Pin the US forces (no US Riflemen on the board).

STARTING INITIATIVE: GERMANY

STARTING CARDS:

Deck: **D** Supply: **S**

US		GERMANY	
Platoon Sergeant	D	D	Platoon Sergeant
Platoon Guide	D		Platoon Guide
Squad Leader A	D	D	Squad Leader A
Squad Leader B	D	D	Squad Leader B
Squad Leader C			Squad Leader C
Rifleman A	D D S S S	D S S S S	Rifleman A
Rifleman B	D D S S S	D S S S S	Rifleman B
Rifleman C			Rifleman C
Scout A	D S S	D S S	Scout A
Scout B	D S S	D S S	Scout B
Scout C			Scout C
Machine Gunner A	S S S	D S S	Machine Gunner A
Machine Gunner B	S S S	D S S	Machine Gunner B
Machine Gunner C			Machine Gunner C
Mortar	S S S	S S S	Mortar
Sniper	S S S	S S S	Sniper
Fog of War	D S S S S S S S S S	D D D S S S S S S S	Fog of War

REMEMBER

Concealment: This scenario presents a serious challenge for the US forces, who need to cross a large stretch of open terrain with little or no cover against German machine-gun and sniper fire. To find an opening, it may be helpful to use your Scouts to take Conceal actions to confuse the enemy. This forces your opponent to take Fog of War cards, slowing down their deck, which may give you the turn or two you need to traverse the dangerous stretch intact.

SETUP



TILES

1B	2A	3B	4B	5B	6B	7B	8B	9A	10B	11B	12B		14B	15B	16A	17B	18B
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SCENARIO 10: CRITICAL INTELLIGENCE

Battle for Mortain

Romagny - 7 August 1944

By the early hours of 7 August, the German forces had overrun the key roadblock south-east of Mortain and had advanced as far as the town of Romagny. In desperate need of current tactical intelligence, the US forces sent an intelligence and reconnaissance platoon to assess the situation on the southern flank. As they entered Romagny, they encountered a German advance guard. Both sides sustained casualties, but the US forces took three prisoners and continued fighting for over an hour, until their ammunition ran low. During the fighting, the Americans interrogated their prisoners and immediately passed to the division headquarters any critical information they extracted.



US OBJECTIVE

Control **5 objective points**.



GERMAN OBJECTIVE

Control **5 objective points**.

If **both sides** are simultaneously pinned (no Riflemen on the board), the game ends.
The side with the most objective points wins.

STARTING INITIATIVE: GERMANY

STARTING CARDS:

Deck: **D** Supply: **S**

US		GERMANY	
Platoon Sergeant	D	D	Platoon Sergeant
Platoon Guide			Platoon Guide
Squad Leader A	D	S	Squad Leader A
Squad Leader B	D	S	Squad Leader B
Squad Leader C			Squad Leader C
Rifleman A	D S S S S	D S S S S	Rifleman A
Rifleman B	D S S S S	D S S S S	Rifleman B
Rifleman C			Rifleman C
Scout A	D S S	D S S	Scout A
Scout B	D S S	D S S	Scout B
Scout C			Scout C
Machine Gunner A	S S S	S S S	Machine Gunner A
Machine Gunner B	S S S	S S S	Machine Gunner B
Machine Gunner C			Machine Gunner C
Mortar		D S S	Mortar
Sniper			Sniper
Fog of War	D D D D S S S S S S	D D S S S S S S S S	Fog of War

SPECIAL RULES

Radio intel: In this scenario the US forces have the opportunity to radio critical intelligence back to the division headquarters. If the US side controls the tile with the radio marker, they may take the Control action while in that space to increase the value of that tile. To do so, immediately place or swap the objective markers so that the total number of objective points is increased by 1. There is no limit to the number of times this can be done, but if the German forces control this tile, they benefit from the increased value. The German forces cannot increase the objective point value of the space.

SETUP



TILES

1B	2B	3B	4B	5B	6B	7B	8B	9B	10B	11A	12B	13B	14B	15B	16B	17B	18B
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SCENARIO 11: HILL 314

Battle for Mortain

Mortain - 10 August 1944

The Germans launched the first attack against Hill 314 shortly after midnight on 7 August. The initial assault involved flanking manoeuvres that allowed for surprise attacks against the widely separated American defenders. Under constant attack, forward observers called in well-aimed artillery strikes, which were critical in preventing the Germans from overrunning Hill 314. The battles raged on until 10 August, when the Germans launched their most ambitious attempt to take the hill.



US OBJECTIVE

.....

Pin the German forces (no German Riflemen on the board).



GERMAN OBJECTIVE

.....

Control **1 objective point**.

STARTING INITIATIVE: GERMANY

STARTING CARDS:

Deck: **D** Supply: **S**

US		GERMANY	
Platoon Sergeant	D	D	Platoon Sergeant
Platoon Guide	S	S	Platoon Guide
Squad Leader A	D	D	Squad Leader A
Squad Leader B	D	D	Squad Leader B
Squad Leader C	D	D	Squad Leader C
Rifleman A	D S S S S	D S S S S	Rifleman A
Rifleman B	D S S S S	D S S S S	Rifleman B
Rifleman C	D S S S S	D S S S S	Rifleman C
Scout A	S S S	S S S	Scout A
Scout B	S S S	S S S	Scout B
Scout C	S S S	S S S	Scout C
Machine Gunner A	S S S	S S S	Machine Gunner A
Machine Gunner B	S S S	S S S	Machine Gunner B
Machine Gunner C	S S S	S S S	Machine Gunner C
Mortar	S S S	S S S	Mortar
Sniper	S S S	S S S	Sniper
Fog of War	D D S S S S S S S S	D D S S S S S S S S	Fog of War

REMEMBER

Three-pronged assault: No other scenario in the game asks players to simultaneously coordinate all three squads from the start as in Hill 314. Think carefully about what your overall strategy is going to be, or you might find your deck too inconsistent and your platoon in disarray. Watch your opponent! If the German forces are bolstering squad A, don't be caught off guard with all your defences in a poorly positioned squad C. If the US side brings in a Mortar team, don't leave your units bunched up as easy targets!

SETUP



TILES

1B	2A	3A	4A	5A	6A	7A	8A	9A		11A	12A		14B	15B	16A	17B	18B
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SCENARIO 12: MORTAIN

Battle for Mortain

Mortain - 7 August – 12 August 1944

Following the Germans' successful seizure of Mortain on the morning of 7 August, battles raged through the streets all around the city. The Americans and Germans were locked in a stalemate until 11 August, when the chief of staff of the 30th Infantry Division declared, 'I want Mortain demolished ... burn it up so nothing can live there.' Artillery strikes levelled the city. On 12 August, the German retreat from Mortain began. The 30th Infantry Division had defeated the German counter-attack.



US OBJECTIVE

Control **10 objective points**.



GERMAN OBJECTIVE

Control **10 objective points**.

If **both sides** are simultaneously pinned (no Riflemen on the board), the game ends.
The side with the most objective points wins.

STARTING INITIATIVE: GERMANY

STARTING CARDS:

Deck: **D** Supply: **S**

US		GERMANY	
Platoon Sergeant	D	D	Platoon Sergeant
Platoon Guide	S	S	Platoon Guide
Squad Leader A	D	D	Squad Leader A
Squad Leader B	D	D	Squad Leader B
Squad Leader C	S	S	Squad Leader C
Rifleman A	D S S S S	D S S S S	Rifleman A
Rifleman B	D S S S S	D S S S S	Rifleman B
Rifleman C	S S S S S	S S S S S	Rifleman C
Scout A	D S S	D S S	Scout A
Scout B	D S S	D S S	Scout B
Scout C	S S S	S S S	Scout C
Machine Gunner A	S S S	S S S	Machine Gunner A
Machine Gunner B	S S S	S S S	Machine Gunner B
Machine Gunner C	S S S	S S S	Machine Gunner C
Mortar	S S S	S S S	Mortar
Sniper	S S S	S S S	Sniper
Fog of War	D D S S S S S S S S	D D S S S S S S S S	Fog of War

REMEMBER

Evenly matched: In this scenario, players will find a perfectly symmetric setup, with neither side advantaged in either their starting decks or their positions on the board. You are given complete freedom in your approach, making it a great scenario for more experienced players or a perfect climax to a longer campaign!

SETUP



TILES

1B	2A	3A	4A	5B	6A	7B	8B		10A	11A	12A	13B	14B		16A	17B	18B
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SCENARIO TABLES

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SCENARIO TABLES

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