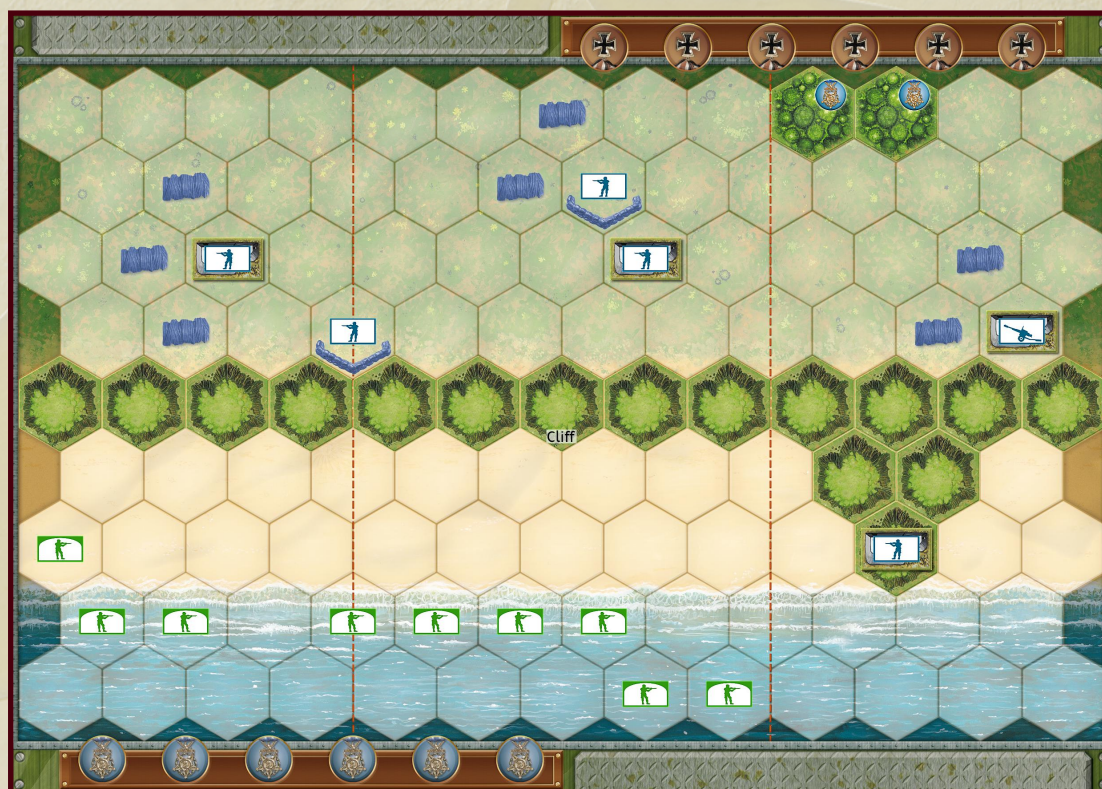




POINTE-DU-HOC



Setup order

- 1  x16
- 2  x4
- 3  x2
- 4  x7
- 5  x2
- 6  x2

Historical Background

Planners felt that the German batteries on Pointe-du-Hoc would be one of the most daunting threats to Allied forces landing on Omaha in the morning of D-Day. Set atop 100 foot cliffs west of the beach, the guns' range were such that they'd be able to score direct hits on any troops landing on the beach below. The 2nd Rangers, under the command of Lieutenant Colonel James E. Rudder, were tasked with silencing them.

Following a difficult approach and despite intense firing from the German garrison, the first of about 200 Rangers leading the assault were on top of the cliffs within minutes. They were surprised to find that the guns had been withdrawn off the point three days before. Finding only dummies made from timber in the gun casemates, Ranger patrols infiltrated south looking for the missing guns.

Meanwhile two significant concentrations of Germans remained on the point for much of the morning. The anti-aircraft position in the southwest bunker and the observation bunker at the tip of the point were the most dangerous and resisted repeated Ranger attacks.

A Ranger patrol finally found the guns unguarded, but ready to fire, in an apple orchard inland. The patrol placed incendiary thermite grenades in the guns and accomplished their mission.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 4 command cards

Allied Player: Take 6 command cards.
You move first.

Conditions of Victory

4 Medals

An Allied unit that captures a forest hex at the Axis side or the battlefield counts as one victory medal. Place an objective medal on each forest hex. The medal, once gained, continues to count toward the Allied victory even if the unit moves off the hex or is eliminated.

Special Rules

The hill that runs along the beach is a cliff. Moving up the cliff from the beach is a 2 hex move. From the inland side, treat it as a normal hill in battle and for movement.

The Axis player is in control of the Bunkers and may claim

them as a defensive position.

All the Allied units are Special Forces Ranger units. Therefore, there is no need to place Ranger badges with the units.

Rangers may move 1 or 2 hexes and still battle.