## HELL'S BEACH

**June 6th, 1944:** One reinforced American company leads the first wave ashore on D-Day. Their objective is to secure the landing by winning control of Basile sur Mer and Hilaire. A pre-invasion bombardment has been less effective than planned, although some German defenders are reduced in strength. Only the coastal half of the map is in play.

**GERMANY**

**X**

**W1**

**USA**

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**352nd DIVISION**
**914th Grenadier**
**1st Battalion**

**MAP W1:** Deploy 1st; Play 1st.
  Deploy all units in or adjacent to any farms, towns, or villages, including *Le Phare* (lighthouse).

**COMPANY A:** CHQ, MG, MO, ATR.
  **Battalion:** Bunker, Mines x2, Draw 3.

**Platoons:** A1, A2, A3. Reduce any 3 units 1 step each.

**ARTILLERY 1, AIR 0.**

**1st DIVISION**
**16th Infantry**
**1st Battalion**

**MAP W1:** Deploy 2nd; Play 2nd.

**COMPANY A:** CHQ, MG, MO, ATR.
  **Battalion:** Draw 6. Redraw Mines.
  **Platoons:** A1, A2, A3.
  Deploy all units (full strength) in beach hexes, stacking 3 per hex.

**ARTILLERY 2 (GT-2 or later)** Represents destroyer naval support.

**AIR 2 (GT-5 or later).**

**VICTORY:** after GT-7, highest total VPs wins; Germany wins tie.

**Hilaire:** 2VP per hex (4VP).
**Basile sur Mer:** 2VP.
**Bois de Chêne:** 3VP.
**Casualties:** 1VP per enemy unit.

**SOLITAIRE:** USA is the Active player. Draw German HQs randomly each Game Turn. Deploy a PHQ with one company weapon in each of Basile sur Mer, Karel Farm, and Harlat Farm with their squads in adjacent hexes. Deploy CHQ in Hilaire, Bunker in Montebalise (face-up), plus two mines and three other battalion weapons in or adjacent to five other farms. German priority activations are optional (10.5).
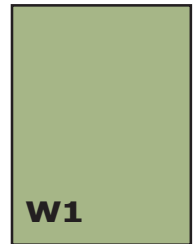
VERSION 1.0

## TAKE CARVILLE!

Having failed to take CARVILLE on D-Day, two companies of the 16th Infantry regiment are ordered to complete that task. Both sides have additional forces this day. The drawn **Battalion** weapons are attached to their company.

GERMANY

W1

USA

**352nd DIVISION**
**914th Grenadier**
**1st Battalion**

**MAP W1:** Deploy 1st; Play 2nd.

**COMPANY A:** CHQ, MG, MO, ATR.
  **Battalion:** Draw 3.
  **Platoon A1:** FARADA FARM.
  **Platoon A2:** HILAIRE.
  **Platoon A3:** HONS FARM (-1 step)

**COMPANY B:** CHQ, MG, MO, ATR.
  **Battalion:** Draw 3.
  **Platoon B1:** CARVILLE (-1 step).
  **Platoon B2:** CARVILLE (-1 step).
  **Platoon B3:** CARVILLE (full strength).

**ARTILLERY 2, AIR 0.**

**1st DIVISION**
**16th Infantry**
**1st Battalion**

**MAP W1:** Deploy 2nd; Play 1st.

**COMPANY A:** CHQ, MG, MO, ATR.
  **Battalion:** Draw 3. Redraw Mines.
  **Platoon A1:** HARLAT FARM.
  **Platoon A2:** COLLINE D'HARL (Hill 174).
  **Platoon A3:** LONLAY FARM.

**COMPANY B:** CHQ, MG, MO, ATR.
  **Battalion:** Draw 3. Redraw Mines.
  **Platoon B1:** BASILE SUR MER.
  **Platoon B2:** BOIS DE CHÊNE.
  **Platoon B3:** KAREL FARM.

**ARTILLERY 3, AIR 1.**

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**VICTORY:** after GT-6, highest total VPs wins; Germany wins tie.

**Carville:** 2VP per hex (12VP).
**Hilaire:** 2VP per hex (4VP).
**Casualties:** 1VP per enemy unit

**SOLITAIRE:** USA is the Active player. Deploy German units as noted. Draw German HQs randomly each GAME TURN. German priority activations are optional (10.5).

   

## BUSTING THE BOCAGE

American forces found that some hedges (bocage) enclosing Normandy fields were tall and thick, and planted atop an earth mound as much as six feet high. They were largely impenetrable. Germans defended these fields with great skill. A stalemate ensued until the Americans added bulldozer blades to their tanks and developed special Combat Team tactics. Both players may use tanks to create gaps in hedges; mark new gaps with a coin. Play is restricted to the area bounded by the *Caren*, *Laure*, and *Marin* rivers.
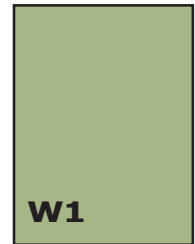
**352nd DIVISION**
**915th Grenadier**
**1st Battalion**

**1st DIVISION**
**18th Infantry**
**1st Battalion**

**MAP W1:** Deploy 1st; Play 2nd.

**COMPANY A: Defense Teams**
Germans defend **Lambert**, **Hons**, and **Deval** farms, each with one full strength defense team. Deploy in the farms and adjacent hexes.

**DEFENSE TEAMS:** Each special defense team is composed of one PHQ, one rifle squad, one company weapon, and one (1) drawn *battalion* unit. Redraw Bunker.

**ARTILLERY 0, AIR 0.**

**SPECIAL RULES**

PHQs may command *all* the units in their teams during the same activation. Hence, the German PHQ commands all three units; the USA PHQ commands all four units.

Gaps have already been made in both hedges adjacent to **Hilaire**.

**MAP W1:** Deploy 2nd; Play 1st.

**COMPANY A: Combat Teams**
Americans have three (3) special combat teams. Each combat team consists of one PHQ, two rifle squads, one company weapon, and one Sherman tank.

Deploy the teams in **Canus** farm, the two hexes of **Hilaire**, and adjacent hexes.

**ARTILLERY 0,  AIR: 0.**

**VICTORY:** after GT-4, highest total VPs wins; Germany wins tie.

**German Farms:** 2vp each (6vp).
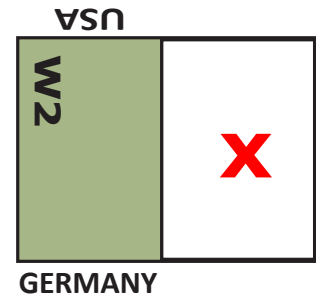**Casualties:** 1vp per enemy unit.

**SOLITAIRE:** USA is the Active player.  Set-up one German team in/adjacent to each of the three farms. Draw German PHQs randomly each GAME TURN. German priority activations are optional (10.5).

GERMANY

W1

USA

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## MORAN COUNTER-ATTACK

A reinforced German company attacks to recapture MORAN, a village deep in the American rear. Their plan is to seize *Colline de Loup (Wolf Hill)* while moving up the center highway aided by tanks to take Moran. One American platoon defends *Wolf Hill* (known to them as Hill 268) which offers excellent artillery spotting. Neither side may cross the *Florent River.*

USA

W2 | X
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**GERMANY**

**91st DIVISION**
**1057th Grenadier**
**1st Battalion**

**MAP W2:** Deploy 2nd; Play 1st.

**COMPANY A:** CHQ, MG, MO, ATR.
   **Battalion:** PZ-IV x2, Draw 3.
   Redraw Bunker and Mines.
   **CHQ:** BALLAN.
   **Platoon A1:** BALLAN.
   **Platoon A2:** ABBÉ ST. NICOLAS.
   **Platoon A3:** BRIQUETAGE (Hill 142).
   All units at full strength.

 **ARTILLERY 3, AIR 0.**

**30th DIVISION**
**120th Infantry**
**1st Battalion**

**MAP W2:** Deploy 1st; Play 2nd.

**COMPANY B:** CHQ, MO, MG, ATR.
   **Battalion:** Draw 2.
   **CHQ:** MORAN.
   **Platoon B1:** MORAN (-1 step).
   **Platoon B2:** HILL 268 (-1 step).
   **Platoon B3:** ARLA (-2 steps).
   All units at full strength, except as noted above.

 **ARTILLERY 2, AIR 1.**

**VICTORY:** after Turn 8, highest total VPs wins; USA wins tie.

**Wolf Hill 268:** 4VP summit.
**Bois de Blaireau:** 2VP.
**Moran:** 6VP (one hex).
**Casualties:** 1VP per enemy unit.

**SOLITAIRE:** Germany is the Active player. Deploy Americans as above. Draw U.S. HQs randomly each GAME TURN. U.S. priority activations are optional (10.5).

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## FIVE BRIDGES

A classic meeting engagement where two evenly matched rifle companies fight for control of five bridges over the *Florent River.* Friendly control of **both** sides of a bridge is required to claim it. Players have the option to destroy bridges which eliminates their VPs for both players. There is also a **ford** to be contested.

**GERMANY**

W2

**USA**

**91st DIVISION**
**1057th Grenadier**
**1st Battalion**

**MAP W2:** Determine Player 1 by die roll. Enter commanded German units on entry roads. Each HQ activates in a road entry hex (cannot deploy).

**COMPANY A:** CHQ, MG, MO, ATR.
  **Battalion:** Pioneer x1 and Draw 2. Redraw Bunker and Mines.
  **Platoons:** A1, A2, A3.
  All units at full strength.

**ARTILLERY 2, AIR 1.**

**4th DIVISION**
**8th Infantry**
**1st Battalion**

**MAP W2:** Determine Player 1 by die roll. Enter commanded units on entry roads. Each HQ activates in a road entry hex (cannot deploy).

**COMPANY B:** CHQ, MO, MG, ATR.
  **Battalion:** Engineer x1 and Draw 2. Redraw Mines.
  **Platoons:** B1, B2, B3.
  All units at full strength.

**ARTILLERY 2, AIR 1.**

**VICTORY:** after GT-8, highest total VPs wins. Player with most bridge and ford VPs wins a tie.

**Bridge:** 2ᴠᴘ each (10ᴠᴘ).
**Ford:** 1ᴠᴘ.
**Casualties:** 1ᴠᴘ per enemy unit.

**SOLITAIRE:** Either side can be the Active player. Draw enemy HQs randomly each Gᴀᴍᴇ Tᴜʀɴ.

Activation priorities (10.5) are not recommended for this scenario; play both sides, for at least the first three Gᴀᴍᴇ Tᴜʀɴs.
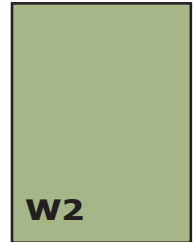
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## LAST STAND

A weak German Company holds St. Abyn but has been given "No Retreat" orders.  U.S. Company holds Ballan and the road to Moran, and is given the task of taking St. Abyn quickly because it prevents their battalion crossing the *Florent River.*

**GERMANY**

| W2 |
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**USA**

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**352nd DIVISION**
**914th Grenadier**
**1st Battalion**

**MAP W2:** Deploy 1st; Play 2nd.

**COMPANY A:** CHQ, MG, MO, ATR
  **Battalion:** Draw 2.
  **Platoons:** A1, A2, A3.
  Deploy all units in St. Abyn and adjacent hexes. Reduce *one* unit from *each* platoon by 1-step.

**ARTILLERY 0,  AIR 0.**

**SPECIAL RULES**

German units failing a morale check in an Assault surrender (eliminated).

**Weather** (poor) prevents air or artillery support.  Movement on *unpaved* roads ignores the -1MP for both sides.

**1st DIVISION**
**18th Infantry**
**1st Battalion**

**MAP W2:** Deploy 2nd; Play 1st.

**COMPANY C:** CHQ, MO, MG, ATR.
  **Battalion:** Draw 4. Redraw Mines.
  **Platoons:** C1, C2, C3.
  Deploy units at full strength from Ballan along the road to Moran. Units deploy on the road or in adjacent hexes but not adjacent to enemy units.

**ARTILLERY 0,  AIR 0.**

**VICTORY:** after GT-5, highest total VPs wins; Germany wins tie.
**St. Abyn:** 2VP per hex (6VP).
**Casualties:** 1VP per enemy unit.

**SOLITAIRE:** USA is the Active player. Secretly deploy German units in St. Abyn and adjacent hexes. Draw German HQs randomly each Game Turn. German priority activations are optional (10.5).

## "BOOT CAMP" SCENARIO
## THE BATTLE OF BAREN FARM

A straightforward scenario for "learning the ropes" of Combat Infantry.

By: Dave Alexander

**352nd DIVISION**
**914th Grenadier**
**1st Battalion**

**1st DIVISION**
**16th Infantry**
**1st Battalion**

**Map W1: Deploy 1st; Play 2nd**

Deploy all units in town hexes in Carville.

Company A Assets: CHQ, MG, MO

Battalion: 1 Sniper, 1 Pioneer

Platoon: A3 PHQ + 3 Rifle Squads

No Artillery; No Airstrikes

Map W1: Deploy 2nd, Play 1st

Deploy 1st platoon PHQ in or adjacent to Conde Farm.

Deploy 2nd platoon PHQ on the road entry hex near Coletta farm.

Company A Assets: CHQ.

Battalion: 1 Engineer, 1 HMG .50

Platoons: A1 PHQ + 3 Rifle Squads

A2 PHQ + 3 Rifle Squads.

No Artillery; No Airstrikes

### SPECIAL RULES

1. Each Game Turn has 2 Player Turns. (2 HQ activations for each side = 1 Game Turn).

On a Player Turn you can activate 1 of your HQs. USA have three HQs and must choose which 2 to use each Game Turn. Germans have two HQs; both are activated each Game Turn. There are 6 Game Turns with 2 Player Turns each (12 total).

2. Play is restricted to the Carville Town side of the W1 Map except the Grand Pont AND Pont Laure bridge hexes are both playable.

Handicap: If teaching the game to a "Newbie" add 1 Thunderbolt Air Strike to the American arsenal or 1 Pioneer to the German forces.

**VICTORY:** Americans must get ANY 3 squad blocks or just 1 Platoon Headquarters (PHQ) across the map (exiting the side where Gemin Farm is) in 6 rounds or less. If they fail, the Germans win. It's a fairly even matchup so plan wisely.

**SOLITAIRE:** Either side can be the Active player. Draw enemy HQs randomly each GAME TURN.

Activation priorities (10.5) are not recommended for this scenario; play both sides, for at least the first three GAME TURNS.

## BREWSTER BATTLE BUNKER SCENARIO
## THE EAGLE HAS LANDED

A slightly more strategically involved scenario for "learning the ropes" of Combat Infantry. A high valued American target, represented by an American CHQ, is attending a secret meeting at The Harcourt Farm on Map W1. A group of elite German forces has planned an ambush in order to eliminate the target.

By: Dave Alexander

**GERMANY**

USA

**X**

W1

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**Map W1: Deploy 2nd; Play 2nd**

Deploy units (subject to stacking) anywhere on playable part of Map W1 (See Special Rules).

Company C: CHQ, MG, MO, ATR

Battalion: 1 Sniper & 2 Pioneers

Platoon: C2 PHQ + 3 Rifle Squads

SPECIAL RULES

1. This scenario has only 2 Player Turns per Game Turn.

2. Play is restricted to the top half of map W1 (which contains Harcourt Farm, Carville, Deval Farm, Montelieu Woods, Farada Farm, etc.)

3. The following bridges are destroyed: Pont Gwena, Grand Pont, and Pont Farada.

4. The American CHQ operates as a normal CHQ despite its classification as a "high valued target".

5. At the beginning of American Game Turn 4 a sniper is added to the American forces in or adjacent to the A2 PHQ.

**Map W1: Deploy 1st; Play 1st**

Deploy units (subject to stacking) on or adjacent to: Harcourt Farm, the road(s) between Harcourt Farm & Carville, and/or the road between Harcourt Farm and Gemin Farm.

NOTE: The American CHQ MUST start in Harcourt Farm.

Company A: CHQ, MG, MO, ATR

Battalion: 1 HMG .50, 1 Stuart Tank, *1 Sniper in 4th round (see Special rules).

Platoons: A2 PHQ + 3 Rifle Squads.

VICTORY: The Germans win immediately if they kill the American CHQ. The Americans win immediately if their CHQ exits the map anywhere past Farad Farm. Otherwise the following victory points to determine the winner:

Rifle Squads = 1VP

Company & Battalion Assets = 2 VP

PHQs = 2 VP, German CHQ = 3 VP.

American units that exit the Farada Farm map edge earn 1 VP.

**SOLITAIRE:** Germany is the Active player. Deploy Americans as above. Draw U.S. HQs randomly each GAME TURN. U.S. priority activations are optional (10.5).

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