

# COMBAT INFANTRY

## Scenario Protocols

**MAPS:** Compass-bearings are determined by viewing the map in question with its designation (**W1, W2** etc.) upright, in the lower, left corner. The map's northern edge is now away from you and its southern edge towards you, with the west on the left and the east on the right. In a multi-map scenario, the bearings immediately following each map designation (N/S/E/W) are the two edges which abut. After being properly joined, a multi-map's bearings are determined by the map with the lower designation number (or lowest letter, then number, in the future).

**HALF-HEXES:** Half-hexes are always fully playable, and all references to hexes apply to half-hexes as well. During set-up (and barring other restrictions), hexes that straddle 2 maps may be still be occupied if only 1 of the maps is sanctioned.

**ASSETS:** Companies are allotted their 3 inherent assets (MO/MG/ATR) unless noted otherwise. When players choose specified battalion assets, duplicate assets may be selected until none remain and all choices remain secret from the enemy. Battalion assets have been assigned to specific companies for the purposes of rough equity between teammates, therefore sides with a single player may mix and match battalion assets between companies as they see fit. Specific battalion assets have been assigned by a scenario, both for balance but more importantly, for the "flavour" of the scenario.

**COMPANY DEPLOYMENT:** When there are 2 companies on a side (a detachment), the higher letter-designated company (usually "A" Company) is on the detachment's left side, with the lower letter-designated company on its right, when applicable. When a full battalion is being played, "A" Company is in the middle, with "B" Company on the battalion's left side and "C" Company on its right, when applicable.

**ENTERING & EXITING THE MAP:** Some scenarios require units to enter or exit the map during play. When off-map HQs are activated they are deployed into any board-edge hex allowed by the scenario. All units under the HQ's command this turn are considered to be adjacent to the HQ, and must move onto the map via the same or an adjacent hex. Use the Road movement-rate when entering or leaving via a road, otherwise it is the Clear movement-rate. Once a unit has exited the map, regardless of the circumstances, it cannot re-enter nor act in any way.

**DEMOLISH BRIDGES:** Bridges cannot be destroyed unless allowed by the scenario, as that was not a decision made by junior commanders.

**VICTORY CONDITIONS:** Most of these scenarios are asymmetric on a number of levels, including VP acquisition. If a scenario specifies that one side gets VPs for doing whatnot, that is also saying that it does not apply to the other side. If neither side is specifically mentioned as to getting certain VPs, then both sides are eligible.

**ADDITIONAL RULES:** These may be used to enhance the character or realism of the scenario, and while not necessary, playing without them will likely have an effect on balance. Experienced players should feel free to add or mix Additional Rules from other scenarios as they see fit, while inexperienced players should avoid using them.

**BALANCE:** Used to boost 1 side's strength to mitigate inexperienced play, or some players may find that a certain side consistently wins a scenario.

## Multi-Player Protocols

**TEAMS:** Team-play provides additional realism and challenges, through the limited communication between, and the varying opinions of, the different players in the command-structure. Follow these protocols when there are multiple players on a side.

After selecting a scenario, players roll a die to determine the order of choosing which specific company (and side) to play. Each player is performing the duties of a captain, in command of their chosen company. Each team's player who commands the company with the highest letter designation (usually "A" Company) is also the team commander, called a C/O (for Commanding Officer). With a team of 2 companies, the detachment C/O represents a major, and with a full battalion of 3 companies, the C/O would be a lieutenant-colonel.

Unsurprisingly, the C/O has several privileges and/or responsibilities. If choosing battalion assets, entry points etc., the C/O has 1<sup>st</sup> choice, followed by the next (highest letter-designated) company commander and lastly the 3<sup>rd</sup> commander. The C/O also dictates the over-all strategy for the team, including the objectives or sectors for each company to attack or defend, the allotment of artillery or air support, and any generalized tactics to be used. C/Os cannot micro-manage their captains, they have no say regarding the particular details of their actions nor deployments, and they cannot communicate with their teammates as a commander, except before or between full game-turns. Correspondingly, captains cannot discuss too much amongst themselves during a game-turn, other than women, team sports and their common hatred for the enemy (communists).

**TURN-ORDER:** Another advantage of team-play is that much of each side's Command-round can occur simultaneously, speeding-up play. All players who wish to fire units or call-in artillery support etc., should do so before any other team actions commence. Other team actions may then proceed simultaneously, in any desired order, with assaults ending each company's command. Assaults cannot involve more than 1 company on the active side.

# COMBAT INFANTRY SCENARIOS

Most of these scenarios collectively tell part of the story of the U.S. Army's contribution to the "Battle of Normandy", from the **D-Day** landings on June 6<sup>th</sup> 1944, until it's end circa August 19<sup>th</sup> (**D + 74**). The invasion was the largest in history, before or since, with only MacArthur's landing at Inchon (Korea 1950) possibly vying with it for having the greatest operational effect in modern times. When it was over, Germany's dominance in the west was crushed and much of western Europe was soon liberated. There were still many hardships and sacrifices to endure, but it was now abundantly clear to all as to who would win the war...

## 6 Companies "Plan Rommel"

**D-Day - Normandy:** Despite the tremendous dynamism and concentration of force of an invasion, especially one such as Operation "Neptune" (the landing-phase of "Overlord"), a beach-head is still vulnerable to a counter-stroke, particularly in it's first hours and days. If Rommel had his way, there would have been panzer units close to the beaches which, if not properly dealt with by the preceding Allied air campaign, would have drastically changed the outcome. Unlike his superiors, he had experienced Allied air-superiority over the battlefield first-hand and understood, that while moving up to the front, how vulnerable their panzer reserves would be to interdicting fighter-bombers.

**Here,** (fantastically) a reinforced SS panzer-grenadier battalion has secured St. Abyn and formed-up to attack the beach-head's flank to "roll it up". Having recently assaulted the beach defenses at great cost, the flanking American battalion is scrambling to put-up a defense and prevent a disastrous breakthrough. **Maps W1(W) & W2(W)** – in play between the long center-lines, inclusive.

**GERMANS:** Set-up 2<sup>nd</sup> & Play 1<sup>st</sup>. Set-up anywhere on map **W2**, at least 3 hexes away from any American units.

**A Company:** All units are Elite and at full-strength. Battalion assets: Tiger + Puma + choose any 1 remaining (non-listed) asset

**B Company:** All units are Elite and at full-strength. Battalion assets: Panther + Pz IV (**F5**) + choose any 1 remaining asset

**C Company:** All units are Elite and at full-strength. Battalion assets: Pz IV (**F6**) + StuG + choose any 1 remaining asset

Artillery Support: 3 missions & Air Support: 3 missions

**AMERICANS:** Set-up 1<sup>st</sup> & Play 2<sup>nd</sup>. Set-up anywhere exclusively on map **W1** (no W2 half-hexes).

**note:** All 3 platoons in each company remove 1 Rifle-Squad from play and start with only 6 steps between the remaining 2 Squads.

**A Company:** See above note. Battalion assets: choose 1 of Minefield/AT Gun/Sniper/HMG .50

**B Company:** See above note. Battalion assets: choose 1 of Minefield/AT Gun/Sniper/HMG .50

**C Company:** See above note. Battalion assets: choose 1 of Minefield/AT Gun/Sniper/HMG .50

Artillery Support: 3 missions

**VICTORY CONDITIONS:** game length is **6 turns** - The highest VP total at game-end wins. The Americans win ties.

**Exit the Map:** The Germans get 2 VPs per Tank and 1 VP for every other unit, exited off the eastern center-line.

**Casualties:** The Americans get 2 VPs per German Tank destroyed and 1 VP for every other German unit destroyed.

### ADDITIONAL RULES:

**Spotting-range:** Bombardment may be spotted from up to 4 hexes away, and up to 8 hexes if the spotter is higher than the target.

**Tanks:** Tanks ignore adjacent enemy units when moving or regrouping. They must still stop upon entering an enemy hex, but may move continuously through hexes adjacent to the enemy, or regroup into contested hexes.

A Tank is destroyed by a single hit from another Tank or Anti-Tank weapon (ATR or AT Gun). Tanks and AT Guns (not ATRs) both have +2 firepower when either targeting adjacent Tanks or targeting them during an assault.

**Elite Troops:** If designated Elite, all your Rifle-Squads have **F3**, all units have +1 morale, and you get a +2 initiative die-roll modifier.

**BALANCE: + Germans:** no American battalion assets - **+ Americans:** no German Air Support

## 3 Companies “Red Waves”

**D-Day – Omaha beach:** Many things went wrong for the Americans on D-Day. The airborne drop was badly scattered and the “Utah” landing was made over a mile off-course, though for various reasons, these occurrences weren’t so terrible, possibly even beneficial. Most of what went wrong at “Omaha” was not mitigated by circumstances but compounded by them, and at great cost to the assault battalions of V Corps. Ineffective preparatory bombardment (mostly due to planning), platoon after platoon of amphibious Sherman tanks being launched from too far out in rough waters only to get swamped and sink, over-crowded beaches with compressed landing-schedules, and a more than capable defending German division, all contributed to their troubles.

**Here**, on “Red Beach”, an American company has just been landed, already over-crowded and badly needing to push inshore before the next wave is landed. These assault-companies have orders to clear and hold the inland villages as a staging-area for their follow-up battalions to pass-through. Only one German company is waiting for them, but it is well prepared, and other than it’s own artillery batteries further inland, is unaffected by the preparatory bombardment. **Map W1** – in play between the southern map-edge and the short center-line, inclusive.

**GERMANS:** Set-up 1<sup>st</sup> & Play 1<sup>st</sup>. Set-up anywhere except in Beach hexes. Though they may fire etcetera, none of your units may move (including HQ Deployment) during the 1<sup>st</sup> game-turn, and they may never move into Beach hexes.

**A Company:** All units are full-strength. Battalion assets: 6 Foxholes + 3 Wire + 2 Minefields + Bunker + AT Gun (F6) + Mortar  
No Support

**AMERICANS:** Set-up 2<sup>nd</sup> & Play 2<sup>nd</sup>. Set-up “A” Company only in any Beach hexes - your Company HQ may over-stack. Set-up “B” Company in any Beach hexes on **Turn 2** – any unit other than your Company HQ that cannot be placed without over-stacking is set-up in any available Beach hex on a subsequent game-turn. You must set-up every unit possible when and where you can.

**A Company (Turn 1):** All units are full-strength. Battalion assets: Sherman (F6) + Engineer + choose 1 of Mortar/Engineer/HMG .50

**B Company (Turn 2):** All units are full-strength. Battalion assets: Sherman (F6) + Engineer + choose 1 of Mortar/Engineer/HMG .50  
Artillery Support: 4 missions & Air Support: 3 missions

**VICTORY CONDITIONS:** game length is **6 turns** - The highest VP total at game-end wins. The Germans win ties.

**Take and Hold the Towns:** All Town hexes in Carville, Hilaire and Basile sur Mer are worth 2 VPs each when occupied (12 VPs total).

**Casualties:** The Germans get 1 VP per American unit destroyed.

### ADDITIONAL RULES:

**HQs:** Face-up HQs cannot be targeted, except by Snipers. A HQ that is eliminated, by whatever means, is removed from play until after the following complete game-turn has elapsed, when it is then replaced on the map as per the rules.

**Bunker:** The Bunker is set-up biased to 1 of the 6 hex vertices surrounding it’s hex, which indicates the Bunker’s arc of fire for the game. It forms a triangle-shape of hexes emanating from the Bunker hex, to the 2 other hexes forming the common vertex, then to their next 3 adjacent hexes, then the next 4 adjacent hexes, etcetera. All outgoing and incoming direct fire from/on the Bunker must take place within this arc (all incoming direct fire from outside this arc is ignored). The Bunker can be bombarded from any direction, under which it’s armour rating is 4. The Bunker can also be assaulted from any direction, in which case its armour rating is 2, or 0 if engineers are (also) assaulting. During an assault, the Bunker can only fire on units that are assaulting through it’s firing arc.

**BALANCE: + Germans:** no American Air Support - **+ Americans:** Artillery Support is **4F8** from USN destroyer gunnery