

The Assault at Brecourt Manor

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On June 6th 1944, 1stLt Richard Winters and 2ndLt Lynn D. Compton led a paratroopers of 13 soldiers to assault a German battery position defended by approximately 60 German soldiers in Brécourt Manor.

With the reinforcement of 2ndLt Ronald Spiers, they finally accomplished the mission of destroying four 105 mm guns. This successful assault contributed the easy troops landing at Utah

Beach on D-day.

OBJECTIVE:

The nation with more victory points at the end of round 5 wins.

Rounds: 5

Starting Initiative

American

Actions

2

Reinforcements

The Americans receive the D company reinforcement in the status phase of round 2

The Germans receive 2 Infantry squads reinforcement in the status phase of round 1 and 2

Terrain

Using map 9B, 7B, 8B, 11B, 5A, 6A
7 Entrenchments and 6 Razor wires

Special Rules

Germans setup first.

There is no command phase in this scenario.

Each side rolls one die to determine the initiative in the following rounds. If there is a tie, roll the die again.

Solitaire Play

1. Rolling two dice (one red and one

black) together to determine the initiative (red represents American, black represents German).

2. Control both side with the best way.

Side 1

E Company

- 4 Squad Bases
- 10 Elite Infantry
- 2 Officer
- 2 Machine Gun Crew



x 4



x 4

D Company

- 1 Squad Bases
- 1 Regular Infantry
- 2 Elite Infantry
- 1 Officer



x 1

Starting Strategy Cards: 0

Operations Cards

- Merciless Assault
- Double Time
- Inspiring Leadership

Deployment Zone

E company - Any hex on maps 8B

D company - The hex with green "R"
(during the Status Phase of round 2)

Side 2

Battery troop

- 7 Squad Bases
- 19 Regular Infantry
- 1 Officer
- 4 Machine Gun Crew

Support troop

- 8 Squad Bases
- 31 Regular Infantry
- 1 Officer

Starting Strategy Cards: 0

Operations Cards

- Massive Confusion

Deployment Zone

Battery troop - deploy 4 Machine gun crews in hexes as the description in the map

deploy 3 Infantry squads in any hex with entrenchment.
Support troop - deploy 4 Infantry squads in any hex on Map 11B
Reinforcement - Any hex with grey "R"
(2 Infantry squads during the Status Phase of round 1)

Special Rules

All Machine Gun crews should keep in OP fire mode all the time.

