# The Assault at Brecourt Manor

# by Wei-Cheng Cheng

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 Initative** 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.

# **E** Company

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

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# Side 1

- **D** Company **1 Squad Bases**
- 1 Regular Infantry
- 2 Elite Infantry
- 1 Officer

# **Starting Strategy Cards: 0 Operations Cards**

- Merciless Assualt
- 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** Support troop Starting Strategy Cards: 0 - 7 Squad Bases - 8 Squad Bases **Operations Cards** - 19 Regular Infantry - 31 Regular Infantry - Massive Confusion - 1 Officer - 1 Officer - 4 Machine Gun Crew **Deployment Zone** Battery troop - deploy 4 Machine gun crews in hexes as the description in the map

**Special Rules** 

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

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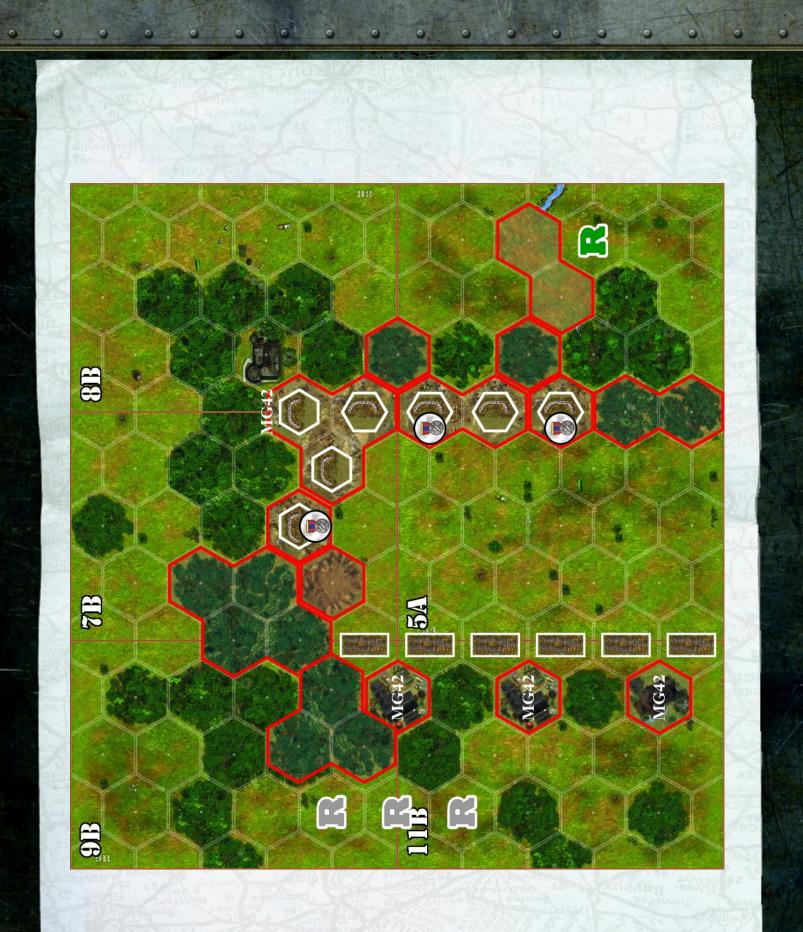
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deploy 3 Infantry squads in any hex with entrenchment. Support troop - deploy 4 Infantry squads in any hex on Map 11B Reinforcement - Any hex with grey "R" (2 Infantry squads during the Status Phase of round 1)

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