

AT THE BREAKING POINT

On July 27th, 1944, the Allies overran the Panzer Lehr Division and began their breakout across France. As General Patton rapidly advances forward, Field Marshal von Kluge is ordered not to retreat but instead to use the 116th Panzer Division to cut off Patton's supply line. Pushing through Mortain, the Germans engage 700 men of the 2nd Battalion, 120th Infantry Regiment, 30th Division.

Near Hill 317, German squads supported by a Panzer IV are sent to clear a hole in the American defense line.

OBJECTIVE:

At the end of any game round, the German player wins the game if he has at least one unit in 3 or more American defense line hexes (marked in yellow on the map).

The American player wins if the German player is unable to fulfill his objective by the end of game round 8.

"Courage is fear holding on a minute longer."

—General George S. Patton

AMERICAN SETUP

DIVISION 1

- 5 Squad Bases
- 10 Regular Infantry
- 2 Officers
- 2 Machine Gun Crews
- 2 Mortar Crews



x1

DIVISION 2

- 6 Squad Bases
- 19 Regular Infantry
- 1 Officer
- 2 Machine Gun Crews

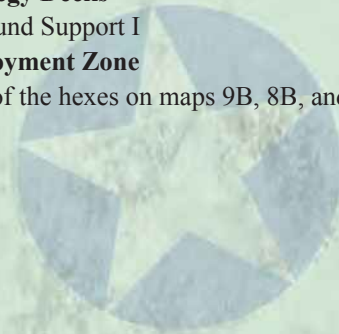
- Starting Strategy Cards: 1

- Strategy Decks

- Ground Support I

- Deployment Zone

Any of the hexes on maps 9B, 8B, and 10A.



GERMAN SETUP

DIVISION 1

- 7 Squad Bases
- 17 Regular Infantry
- 3 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 2 Mortar Crews



x2



x1

DIVISION 2

- 5 Squad Bases
- 11 Regular Infantry
- 6 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew
- 1 Panzer IV



x2

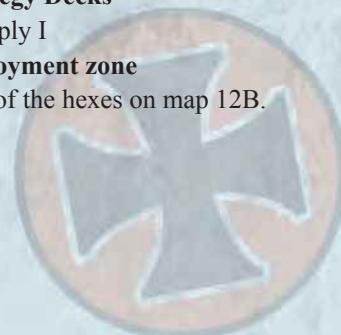
- Starting Strategy Cards: 1

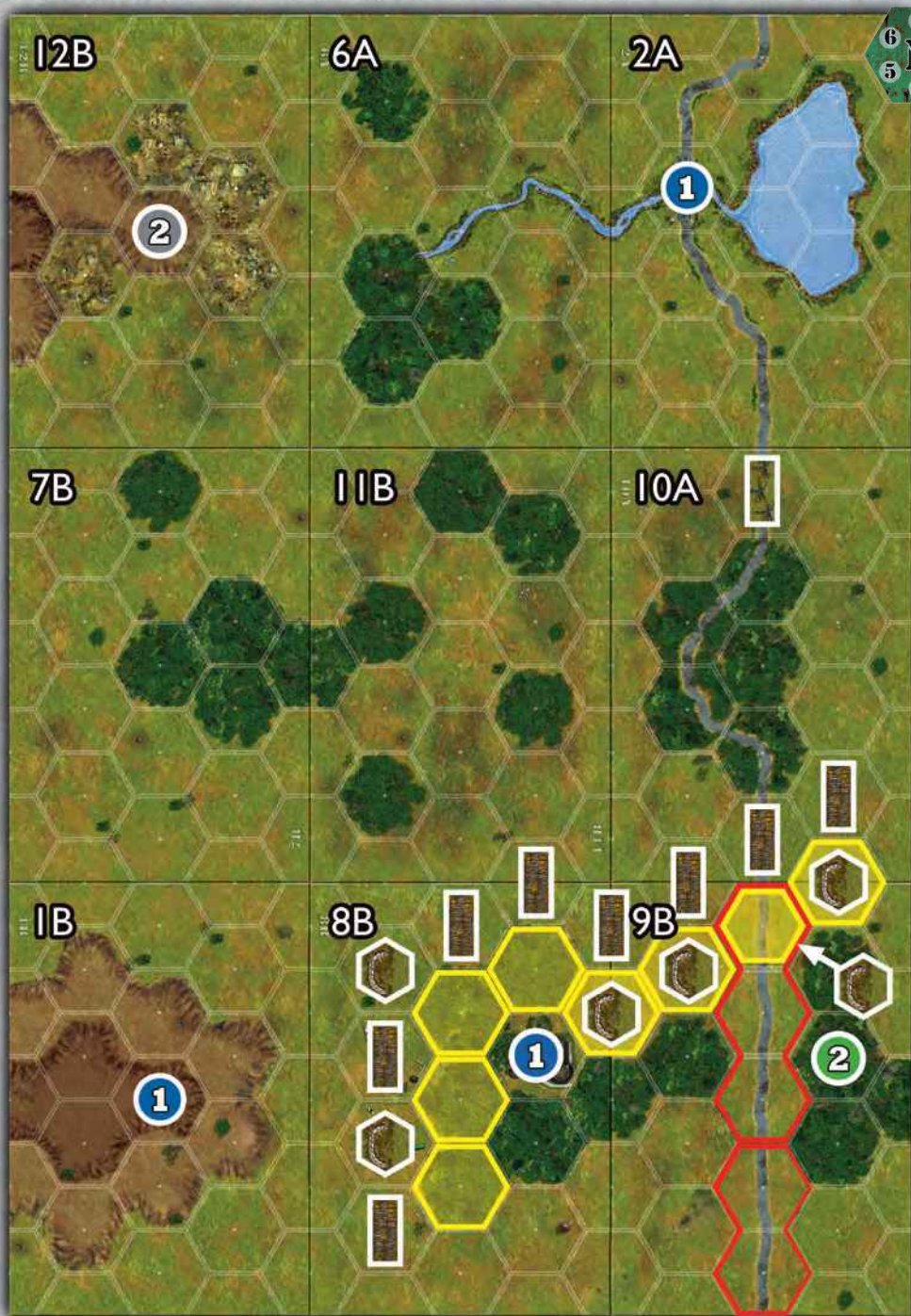
- Strategy Decks

- Supply I

- Deployment zone

Any of the hexes on map 12B.





SCENARIO DETAILS

- **Rounds:** 8
- **Starting Initiative:** Germans
- **Actions per Turn:** 3 actions per nation

REINFORCEMENTS

- ## TERRAIN FEATURES
- 6 Entrenchments
 - 8 Razor Wire
 - 1 Tank Trap
 - The stream is *Shallow*.

