



German Forces

- Lt. v.Karsties 9  
2 1 6 x1
- Lt. Lauerbach 9  
1 1 6 x1
- Sgt. Pfeiffer 8  
1 1 6 x1
- Sgt. Biermann 8  
1 1 6 x1
- Pionier 8  
7 3 5 x5
- Parachute 8  
5 4 5 x10
- Light MG  
4 8 - x4
- Flamethrower  
11 1 - x1<sup>2</sup>
- SURRENDER** "14"

American Forces

- Lt. Blankenship 9  
1 1 6 x1
- Sgt. Divine 8  
1 1 6 x1
- Cpl. Hubbard 7  
1 1 6 x1
- Line 6  
6 6 4 x12
- Weapon 7  
2 2 4 x4
- Heavy MG  
8 12 -2 x1
- Medium MG  
6 10 - x1
- Light Mortar  
7 2-16 -2 x3
- FOXHOLES  
3 Cover\* x6
- WIRE -1  
-1 -1 A x3
- SURRENDER** "13"

SITUATION REPORT

**NEAR BELLE FONTAINE, FRANCE, JULY 11, 1944**—Shortly after midnight, German guns laid down a brief artillery barrage onto positions held by the 1st Battalion of the US Army's 115th Infantry Regiment, which had recently been brought up to the front line to relieve the battle-worn 116th after a 48-hour rest three miles behind the front lines. As the bombardment eased, elements of the 3rd Fallschirmjaeger Division – including a handful of combat engineers armed with flamethrowers – assaulted the still-dazed Americans, who were themselves preparing for an early morning attack against these very same German troops.

**YEAR MARKER:** "1944" space

**VP MARKER:** "20" space (Allied side)

**TROOP QUALITY / # ORDERS:**  
ALLIES – Line / 1  
AXIS – Elite / 5

**TIME TRACK:**  
TIME – "0" space  
SUDDEN DEATH – "8" space

**POSTURE:**  
ALLIES – Defend  
AXIS – Attack  
INITIATIVE CARD – Axis

**OBJECTIVES CHITS:**  
OPEN – T  
ALLIES – random  
AXIS – random

**SET UP:**  
ALLIES – first; 8 hexes deep  
AXIS – last; 2 hexes deep

**OBJECTIVE CONTROL:**  
ALLIES – all  
AXIS – none

- SPECIAL RULES:**
- RESERVES:** Axis player must choose to do one of the following: place seven of his units in the "1" space of the Turn Track; or six units in the "2" space; or five in the "3" space; or four in the "4" space; or three in the "5" space; or two in the "6" space or one in the "7" space. Weapons may be allocated to these units normally.
  - COMBAT ENGINEERS:** The Flamethrower must be given to one of the five Pionier Squads and, during the game, cannot be transferred to a non-Pionier unit.
  - NIGHT ATTACK:** Axis player has his Discard Capability reduced to "1". In addition, all Fire Attack Totals are reduced by X, where X is the range between the targeted hex and the nearest firing hex.
  - Allied player takes the first Turn.