

Hauts-Vents



SETTING

Date: 10 July 1944, 0630 hours

Location: Slightly north of Hauts Vents, Normandy.

History: Northeast of St.Lo the 30th Infantry Division was tasked with driving south and securing the immediate west flank of the Vire River. By July 10 the division had advanced to within a few kilometers of Pont Hebert, only a handful of kilos west of St. Lo. In direct support of the 120th and 119th Infantry Regiments (30th Infantry Division) were elements of Combat Command "B" of the 3rd Armored Division. By 0600, Combat Command B was attacking south, between the infantry regiments, with Hauts Vents as its objective. Earlier, Task Force Y (each Combat Command was made up of several "task forces" each with about a battalion of tanks and armored infantry) had secured advanced positions. By 0600 Task Force X was moving through Task Force Y to begin the advance. Opposing the US drive were beleaguered elements of Battlegroup Heintz (of the 275th Infantry Division). Though relatively new to Normandy, the unit had taken over 30% casualties by 9 July. The soldiers of Battlegroup Heintz struggled to hold until armored reinforcements, now on the way, could relieve them.

German Orders: Prevent US victory conditions.

US Orders: Capture the two middle-most houses.

Game Length: 10 Turns.

SCENARIO RULES

1. Open areas surrounded by bocage are fields with crops of low to medium height. All roads are somewhat sunken below the level of the fields.
2. All buildings are of stone construction. The manor house and large house are two stories.
3. All German forces may start in hasty foxholes; these may not be placed on roads.
4. The German player may place two 1x3" Mixed Anti-Personnel/Anti-tank minefields; these must be placed within 12 inches of friendly forces. Mines placed on the road are clearly visible.

SCENARIO RULES (con't)

5. The Germans may place six inches of wire and two machine-gun dug-outs. The machinegun dug-outs are tunnels under the bocage and act as protected firing positions and as conduits connecting each side of the bocage.
6. The north one-third and southeast one-third of the board slope upward. The southeast hill is twice as tall as the northern hill (see contour lines on the map).

AFTERMATH

As Task Force X advanced, they encountered heavy small arms fire and sniper fire from their flanks and rear. Due to the narrow road, tank casualties perpetually blocked the line advance. As Task Force X deployed astride the road, they began taking anti-tank fire from the east. The advance stalled about 700 yards northeast of Hauts Vents.

SCENARIO OPTIONS

US Infantry Shortage: By July 1944, US infantry formations were short infantrymen due to the large casualty rates. For each US Armored Infantry and Armored Infantry Machinegun squad, roll a d4; on 1 reduce the number of riflemen by one, on 2-4 reduce the number of riflemen by two.

German Board-Edge Fire: Whenever any US unit ends its movement within a field with an open border to the east board edge, it is subject to an immediate attack from a single 7.5cm anti-tank gun (that is considered to be 70-inches off the east board-edge). Apply all normal target modifiers.

German Decisive Victory: If the German player prevents the capture of the two middle-most houses and destroys four US AFVs, the German player receives 5 *additional* victory points.

US Decisive Victory: If the US captures the two middle-most houses and exits at least ten soldiers off the south board edge, the US player receives 4 *additional* attachment credits.

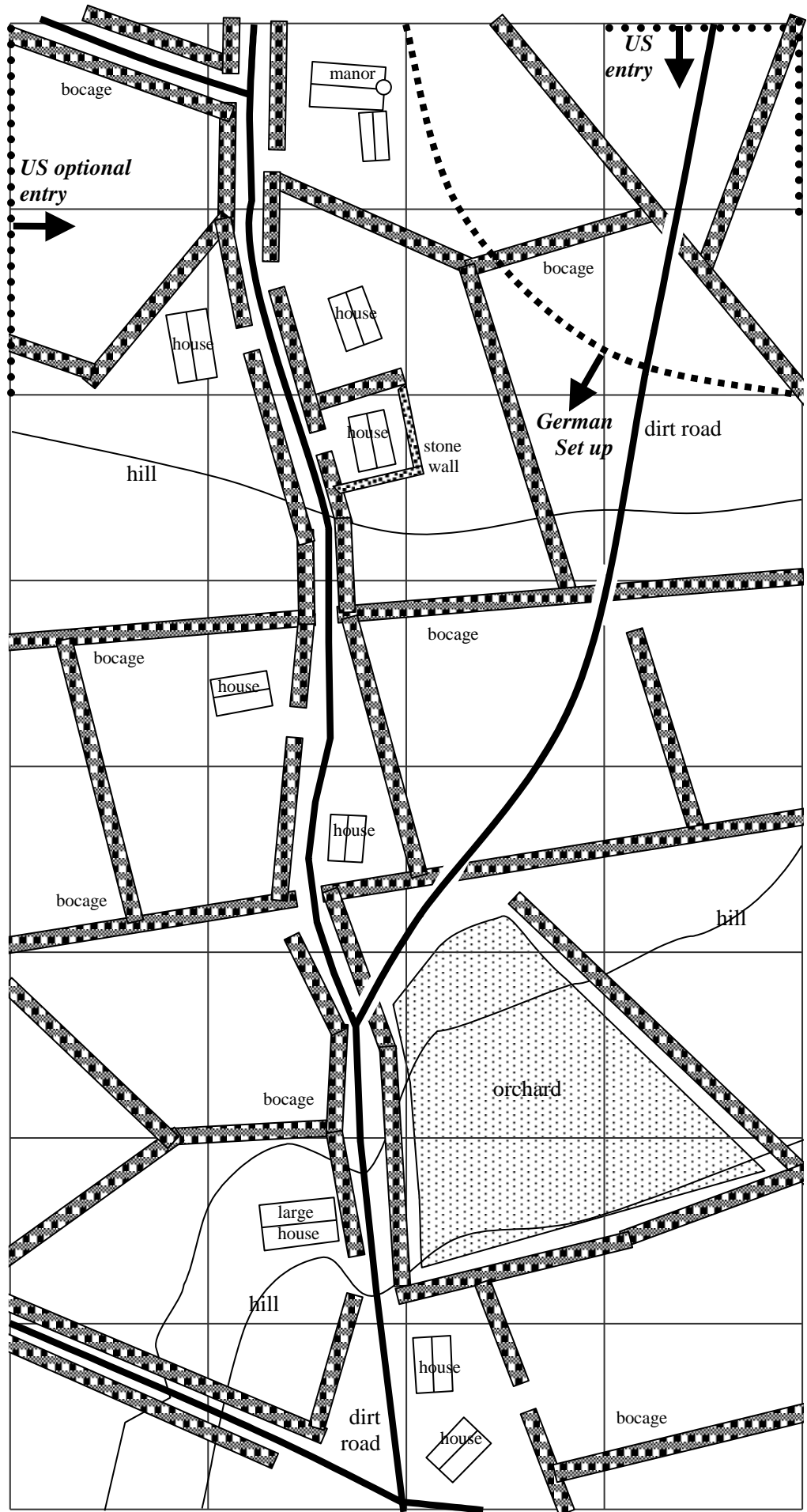
CAMPAIGN NOTES

This scenario is the first scenario in the **Lehr Counterattack Campaign**. This campaign is large in scope though only fought on a single map. Because of the size of the battles and the fact that there are three scenarios to the campaign, both sides should be prepared in this scenario (and to some extent the next scenario) to withdraw and prevent massive casualties that could make winning the campaign in later games impossible. The US player should be careful to preserve his tanks and halftracks as losses in this scenario may effect reinforcement in those that follow.

SCENARIO NOTES

The US Government produces an excellent book detailing the St.Lo Campaign that was used in researching this scenario, see the Bibliography in this volume for details. One of the more interesting footnotes of this scenario is the participation of Battlegroup Heintz- a rag-tag motorized element of the nearly destroyed 275th Infantry Division. BG Heintz struggled to "hang on" until the arrival of Pz Lehr.

NORTH
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Hauts-Vents

German Forces

BASE FORCE	VARIABLE ATTACHMENTS
<p>Elements of Battlegroup Heintz (mobile element of the 275th Infantry Division)</p> <p>1x Platoon Headquarters Squad (TAC5)</p> <p>1 Lt. with P-08 Pistol & MP-40 4 (L)</p> <p>1 Sgt. with P-08 Pistol & MP-40 5 (L)</p> <p>2 Riflemen with Kar 98k 5</p> <p>1 Kubelwagen</p> <p>2x Infantry Squads (TAC6)</p> <p>1 Squad Leader with P-38 & MP-40 5 (L)</p> <p>1 Asst. Squad Leader with P-38 & MP-40 6 (L)</p> <p>1 Gunner with MG-42 LMG 6</p> <p>1 Asst. Gunner with Kar 98k 6</p> <p>4 Rifleman with Kar 98k 6</p> <p>1x MMG Team (TAC6, self-ordering unit)</p> <p>1 Gunner with tripod-mounted MG-42 6</p> <p>2 Asst. Gunners with Kar 98k 6</p> <p>1x 7.5cm Anti-Tank Gun (TAC6)</p> <p>1 Team Leader with MP-40 & P-38 6 (L)</p> <p>1 Gunner with Kar 98k & P-38 6</p> <p>2 Asst. Gunners with Kar 98k 6</p> <p>1 truck</p> <p>1x SdKfz. 10/4 with Crew of 5 (TAC6) 6</p> <p>Artillery Support with Forward Observer (TAC6, SOU)</p> <p>1 Forward Observer with P-08 & MP-40 5</p>	<p>Elements of Battlegroup Heintz (mobile element of the 275th Infantry Division)</p> <p><u>Roll</u> <u>Attachment</u></p> <p>1-4 1x 5.0cm Anti-Tank Gun (TAC6)</p> <p> 1 Team Leader with MP-40 & P-38 6 (L)</p> <p> 1 Gunner with Kar 98k & P-38 6</p> <p> 2 Asst. Gunners with Kar 98k 6</p> <p> 1 truck</p> <p>5-9 1x Sniper Team (TAC6, self-ordering unit)</p> <p> 1 Sniper with scoped Kar 98k & P-08 5</p> <p> 1 Spotter with Kar 98k & binoculars 5</p> <p>10-12 1x Company Headquarters Team (TAC5)</p> <p> 1 Capt. with P-08 Pistol & MP-40 4 (XL)</p> <p> 1 Sgt. with P-08 Pistol & MP-40 5</p> <p> 3 Riflemen with MP-40 6</p> <p> 1 Kubelwagen</p> <p>13-14 15.0cm Infantry Gun (TAC6)</p> <p> 1 Team Leader with MP-40 & P-38 6 (L)</p> <p> 1 Gunner with Kar 98k & P-38 6</p> <p> 3 Asst. Gunners with Kar 98k 6</p> <p> 1 truck</p> <p>15-17 1x Panzerschreck Team (TAC6, self-ordering unit)</p> <p> 1 Gunner with Panzerschreck & P-38 6</p> <p> 1 Asst. Gunner with Kar 98k 6</p> <p>18-20 Mortar Support with Forward Observer (TAC6, SOU)</p> <p> 1 Forward Observer with P-08 & MP-40 5</p>

Hauts-Vents US Forces

BASE FORCE	VARIABLE ATTACHMENTS
<p>Elements of Task Force X, Combat Command B, 3rd Armored Division</p> <p>1x M8 Greyhound with Crew of 4 (TAC6) 6</p> <p>3x M4 Sherman with Crew of 5 (TAC6) 6</p> <p>1x Armored Infantry Command Squad (TAC6)</p> <p> 1 Lt. with Thompson & M1911 5 (L)</p> <p> 1 Sgt. with Thompson & M1911 5 (L)</p> <p> 1 Gunner with .50 cal HMG (for HT HMG) 6</p> <p> 1 Asst. Gunner with M1 (for HT HMG) 6</p> <p> 1 Sniper with scoped M1903 6</p> <p> 7 Riflemen with M1 6</p> <p> 1 M3 Command Halftrack</p> <p>1x Armored Infantry Squad (TAC6)</p> <p> 1 Squad Leader with Thompson & M1911 6 (L)</p> <p> 1 Asst. Squad Leader with Thompson 6 (L)</p> <p> 1 Gunner with .30 cal MMG (for HT HMG) 6</p> <p> 1 Asst. Gunner with M1 (for HT HMG) 6</p> <p> 8 Riflemen with M1 6</p> <p> 1 M3 Halftrack</p> <p>1x Armored Infantry Machinegun Squad (TAC6)</p> <p> 1 Squad Leader with Thompson & M1911 6 (L)</p> <p> 1 Asst. Squad Leader with Thompson 6 (L)</p> <p> 1 Gunner with .50 cal HMG (for HT HMG) 6</p> <p> 2 Gunners with .30 cal MMG & M1911 6</p> <p> 5 Asst. Gunners with M1 (1 for HT HMG) 6</p> <p> 2 Rifleman with M1 6</p> <p> 1 M3 Machinegun Halftrack</p> <p>Mortar Support (TAC6)</p>	<p>Elements of Task Force X, Combat Command B, 3rd Armored Division</p> <p><u>Roll</u> <u>Attachment</u></p> <p>1-3 Artillery Support with Forward Observer (TAC6)</p> <p> 1 Forward Observer with M1 6 (L)</p> <p> 1 Rifleman with Radio 6</p> <p> 1 Jeep</p> <p>4-8 1x Jeep Scout Team (TAC6)</p> <p> 1 Team Leader with Thompson & M1911 5 (L)</p> <p> 3 Riflemen with M1 5</p> <p> 1 Jeep</p> <p>9-14 2x M8 Greyhound with Crew of 4 (TAC6) 6</p> <p>15-18 1x Engineer Squad (TAC6)</p> <p> 1 Squad Leader with Thompson & M1911 6 (L)</p> <p> 1 Asst. Squad Leader with Thompson 6 (L)</p> <p> 1 Gunner with Flamethrower and M1911 6</p> <p> 1 Asst. Gunner with M1 6</p> <p> 4 Riflemen with M1 6</p> <p> 2 Engineers with M1 and mine detector 6</p> <p> 1 truck</p> <p>19-20 2x M4 Sherman with Crew of 5 (TAC6) 6</p>