

Brecourt Manor Assault - German Grenadiers

Objectives & Game Length:

The game will last for 6 turns

1VP to the US for each enemy gun position destroyed

1VP to the German Forces for each gun position still intact at the end of the game

1 VP for each eliminated enemy order dice

1VP for intelligence recovered (see scenario special rules - "What's This?!")

Scenario Special Rules:

US Start - Kickoff!

The first dice must be a US Dice, and must be used for the Assault Team, which resolves a special grenade attack against the nearest MMG position

This is an automatic hit with D6 hits (no penetration) against the MMG position

US Reinforcements

These models can arrive on any US dice drawn once the second gun position has been destroyed. They will enter between the second and third gun positions

Whats This?!

When the US officer enters any gun position for the first time roll a D6. On the roll of a 5+ he has found valuable intelligence worth 1VP. This can only be awarded once

Spike the Guns!

Any US infantry section can spike a German field gun by spending 1 "fire" action within 1" of the field gun when there are no enemy models within 6" of the gun

Trenches

Trenches do not block line of sight

MMG positions can fire 360 degrees

Units in trenches are in hard cover from units outside the trench

Units in a trench do not suffer a shooting penalty unless crossing the walls of the trench to target the enemy

Figures from the same unit CAN draw LOS through figures from their own unit

Light Woods

The woods can be seen through and provide soft cover

German Army Special Rules:

Blitzkrieg

German officers are highly effective, and so can take an extra order dice when using "You Men Snap To Action!" special rule

Initiative Training

If an NCO is killed roll a D6. 1 means killed as normal, 2+ another soldier takes his place

If the NCO is replaced the unit does not suffer the -1 to morale

Hitler's Buzzsaw

LMG and MMG teams fire one extra shot

Defence Infantry

HQ1

Troop Type	Quality	Moral	Takes	Damage	Weapon	Range	Shots	Pen	Special	Points
1st Lieutenant	Regular	9		4+	Pistol	6	1	-	-	75
Special	+2 Morale +3 order dice for units in 6"									
2 Men	Regular	9		4+	Rifle	24	1	-	-	20

Infantry Section 1

Troop Type	Quality	Moral	Takes	Damage	Weapon	Range	Shots	Pen	Special	Points
NCO	Regular	9		4+	SMG	12	2	-	Assault	13
4 men	Regular	9		4+	Rifle	24	1	-	-	40

Infantry Section 2

Troop Type	Quality	Moral	Takes	Damage	Weapon	Range	Shots	Pen	Special	Points
NCO	Regular	9		4+	SMG	12	2	-	Assault	13
4 men	Regular	9		4+	Rifle	24	1	-	-	40

Infantry Section 3

Troop Type	Quality	Moral	Takes	Damage	Weapon	Range	Shots	Pen	Special	Points
NCO	Regular	9		4+	SMG	12	2	-	Assault	13
4 men	Regular	9		4+	Rifle	24	1	-	-	40

MMG Team 1

Troop Type	Quality	Moral	Takes	Damage	Weapon	Range	Shots	Pen	Special	Points
3 men	Regular	9		4+	MMG	36	6	-	Team+Fixed	50

MMG Team 1

Troop Type	Quality	Moral	Takes	Damage	Weapon	Range	Shots	Pen	Special	Points
3 men	Regular	9		4+	MMG	36	6	-	Team+Fixed	50

Gun Teams

Gun Team 1

Troop Type	Quality	Moral	Takes	Damage	Weapon	Range	Shots	Pen	Special	Points
4 men	Regular	9		4+	Rifle	24	1	-	-	40

Gun Team 2

Troop Type	Quality	Moral	Takes	Damage	Weapon	Range	Shots	Pen	Special	Points
4 men	Regular	9		4+	Rifle	24	1	-	-	40

Gun Team 3

Troop Type	Quality	Moral	Takes	Damage	Weapon	Range	Shots	Pen	Special	Points
4 men	Regular	9		4+	Rifle	24	1	-	-	40

Gun Team 4

Troop Type	Quality	Moral	Takes	Damage	Weapon	Range	Shots	Pen	Special	Points
4 men	Regular	9		4+	Rifle	24	1	-	-	40

Total Points 514