

Information Index

Scenario information can be obtained for the following:

Victory Conditions

Describes what must be done to win

Unit Classes

Provides information on each unit class

Strategies

What each side should accomplish to win

Victory Conditions

The AMERICAN units must capture the key bridges across the river at the north end of the map. Also, the overlook positions at the bridges must be occupied. The locations which must be located at the end are: 64,38 63,36 64,39 63,35 19,42 19,43 19,38 20,40 18,37 20,39.

The GERMAN forces must destroy twenty (20) AMERICAN units to win the scenario.

Unit Classes

The following types of unit class equipment can be found in use within this scenario. Select a class to receive additional information about a class.

AMERICAN Army classes

[US Squad](#)
[M4A1 Sherman](#)
[M4A3 Sherman](#)
[Mortar Squad](#)
[HMG Nest](#)
[57mm ATG](#)

GERMAN Army classes

[German Squad](#)
[Panzer IV](#)
[Panther V](#)
[Mortar Squad](#)
[HMG Nest](#)
[88mm ATG](#)

Strategies

This battle's action occurs mainly in and around the bocage country of Normandy, France.

The GERMAN Strategy

Use the roving patrols to "herd" the Americans into the hidden ambushes. Rely on attrition to win, as your goal is to inflict casualties upon the enemy, not necessarily hold a given position.

Reinforcements can be expected along the northern road routes after 60 turns.

The AMERICAN Strategy

This is truly a difficult mission. Lots of "ambush infested" bocage country must be traversed before the objectives can be reached, and both are well defended.

Rely on "combined arms" and "concentrated firepower" as much as possible to overcome each ambush encountered. So keep the armored units with the foot soldiers, rather than allow them race on ahead.

Remember, the only positions you are interested in, are the objectives, and that eliminating passed enemy troop concentrations is unimportant.

American Rifle Squad



A Rifle Squad contains up to eight combat troops. The troops are usually well trained, lead by an officer or NCO and are equipped with several weapon systems. The standard weapons of the rifle squad combat trooper are the semi-automatic rifle and grenades. Other weapons used by the Rifle Squad are the submachine gun, and sometimes the shoulder launched anti-tank rocket (Bazooka).

While Rifle Squads are unable to absorb a lot of firepower, and do not deliver overwhelming firepower themselves, the Rifle Squads are often the only units which can occupy certain types of terrain and structures. This unique feature makes the Rifle Squad a valued unit which should be used judiciously.



German Rifle Squad

An Rifle Squad is made up of from 8 to 10 troops. The squad is often lead by an experienced, professional soldier who is an officer or an NCO. The training of the Wehrmacht is on a par of any of the allies.

The standard weapons of the squad are semi-automatic and bolt-action rifles, with a large number of submachine guns and grenades. Also, a shoulder fired, anti-tank rocket (panzerfaust) weapon is available.

M4A1 Sherman Tank



The most prolific medium tank used by the allies during WWII was the Sherman Tank. This version is equipped with the sub-par 75mm, which had low muzzle velocity and poor penetrating power. Also, the Sherman was armed with .30 cal machine guns in the hull and co-axial with the main gun, and a .50 cal machine gun mounted on the turret.

When pitted one on one, against the German tanks of the day, the Sherman often lost. It was more effective against pill boxes and machine gun nests, and as additional fire support and transportation for the infantry.

A Sherman tank can carry one squad of infantry.

Panzer IV Tank



The Panzer IV Medium Tank was the only German tank built continuously throughout WWII. It saw action on all fronts under a wide variety of conditions, and reigned itself splendidly.

The Panzer IV was armed with a high velocity, long barreled 75mm main tank gun, which hit hard and at great range. With its thick armor, and powerful main gun, it was more than a match for the best allied tanks. The Panzer IV was also equipped with two 7.92mm heavy machine guns.

M4A3 Sherman Tank



An upgraded version of the most prolific medium tank used by the allies during WWII was the M4A3 Sherman Tank. This version is equipped with the improved 76mm, which still had low muzzle velocity, but penetrating power slightly better than the 75mm it replaced. Also, the Sherman was armed with .30 cal machine guns in the hull and co-axial with the main gun, and a .50 cal machine gun mounted on the turret.

When pitted one on one, against the German tanks of the day, even the upgraded Sherman often lost. It was more effective against pill boxes and machine gun nests, and as additional fire support and transportation for the infantry.

A Sherman tank can carry one squad of infantry.

Panther V Battle Tank



The Panther V Battle Tank began to appear in 1943, as a response to the very effective Soviet T-34 Tanks which had been facing the Wehrmacht on the eastern front. The Panther V proved to be a worthy armored opponent, and was soon quite popular with its crews, and dreaded by allied tank crews.

The Panther V was armed with a very high velocity 75mm, long barreled tank gun, which could penetrate (and knock out) most allied tanks, while standing off out of range of the allied tank guns. It was also armed with two 7.92mm heavy machine guns.

The Panther V served in all armored roles, as a fighting tank against other tanks or in infantry support.

Heavy Machine Gun Nest 

This information is only provided with the registered version.

Heavy Machine Gun Nest



This information is only provided with the registered version.

Morter Pit 

This information is only provided with the registered version.

Morter Pit 

This information is only provided with the registered version.

57mm Anti-Tank Gun



This information is only provided with the registered version.

88mm Anti-Tank Gun



This information is only provided with the registered version.