

ATS VV19 Surgis de l'enfer! – ATS Conversion 01/13/2008



VILLEBAUDON, FRANCE, 28 July 1944: : On July 29, 1944, Operation Cobra opens a first breach in the German defenses in Normandy. A race speed race begins between the Americans, whose armored divisions attempt to make a breakthrough towards Coutances, and the Germans who desperately try to rebuild their front south of Saint-Lô. The latter throw all available troops into the battle, among which a Kampfgruppe from the 2. Panzer-Division. This experienced but diminished unit seeks contact with the German divisions encircled west of the breach. In this aim, the road crossings in the Tessy- sur-Vire area must be held. For the Americans, the goal is exactly the opposite: to take these points so as to keep the enemy reinforcements coming from the east from joining forces with their brothers. On the 28th at dawn, General Maurice Rose from the 2nd Armored Division "Hell on Wheels" launches a strong recon party towards Tessy and the Villebaudon crossing. In spite of a few German air attacks, quickly stopped by the Allied air forces, the infantry and armor detachments moved forward on roads littered with enemy vehicles wrecks. Around noon the Americans took the Villebaudon crossing after a short but fierce fight. They lost three tanks but put fifty enemy soldiers out of action and destroyed seven German tanks, one of them a Panzer IV. Rose then sent in a whole cavalry group and an infantry battalion to reinforce his men. The Germans hadn't said their last word yet, but the road would soon be free for Patton's Third Army.
ASL Scenario designed by Jean Devaux and Philippe Naud



Sd 250-8	Sd 232	Sd234-2
1	1	1

Elements from Panzeraufklärung-Abteilung 2 set up within 6 hexes of 17R4.

7 5 8	1 1 7	MMG MG42	LMG MG34
4	2	1	1

Elements from II. Abteilung, Panzer-Regiment 3 enter on turn 1 on or between 17GG5-GG6, 17Y10 or 17I10

Pz IVH
2



Elements of 22nd Infantry Reg. & 66th Armored Reg. enter on turn 1 between 16I10 and 16Y10 inclusive.

7 6 7	5 6 5 (f)	1 1 7	LMtr	LMG 1919	LAT Baz	M5A1	M4A3 75w	M4A1
8	1	2	1	1	1	1	2	3

VICTORY CONDITIONS

The US player must control more buildings 6 or less hexes from 17R4 and amass more VPs than the German player, SSR 2 and 4.

1	2	3	4	5	6
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**SPECIAL
SCENARIOS**

RIO RULES

1. Spotting conditions are average. All hedge hexsides are considered bocage.
2. The German player initially controls all buildings 6 or less hexes from 17R4
3. 1 German squad + any leader + L/M weapon stacked with it may use hidden setup.
4. Multi-hex buildings and masonry buildings have their VP value doubled.
5. Vehicles on both sides enter with half of their MP remaining, round fractions up.
6. The US have 1 elite tank commander

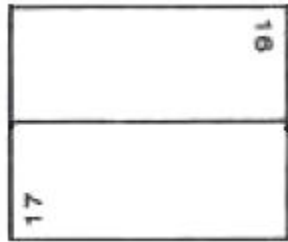
TURN RECORD MARKER

BALANCE

- ✚ Replace the PSW 222(L) with a PSW 234/2
- ☆ Replace two 656s with two 767s

MAP LAYOUT

Only rows A-P are playable.



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