

Mortain 2 EVERYTHING WAS QUIET

Mortain, France, 7 August 1944: As

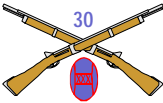
Board Configuration:














41

☆ US Sets Up First	1	2	3	4	5	6	7	END
✚ GERMAN Moves First								

Elements of HQ Company, 1/120th Infantry, 30th Inf Div [ELR:2] setup on/north of Hexrow O: {SAN:4}












 6-6-6	 5-4-6	 3-4-6	 2-2-7	 8-1	 7-0	 4-10	 8-4	?	 3	 10	 37	
										* 57L	* AAMG	T10 -1-2

322283

Roadblock

Elements of Großdeutschland Reg, 2nd SS Pz Div [ELR:4] setup on/south of hexrow I: {SAN:2}



 6-5-8	 9-2	 8-1	 3-8	 3-8	 3-8	 12-4	 15
							75LL 3/5/2

92

Victory Conditions:

The Germans win immediately upon having 22 CVP north of the river.

Special Rules:

1. EC are Moderate, with no wind at start. All hedges are Bocage.
2. Heavy Mist is in effect. Maximum visibility is limited to 6 hexes.
3. One US squad equivalent and any SMC/SW stacked with it may setup HIP.
4. The US may not advance any units, until the first SS unit is within LOS (see SSR 2) and may not move any unit, until the SS fired the first shot.
5. The Roadblock must setup south of hexrows T.