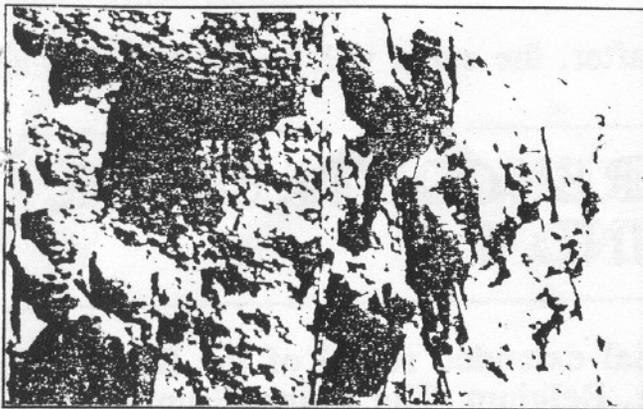


ASSAULT ON POINTE-DU-HOC

ASL News SCENARIO 49



POINTE-DU-HOC, FRANCE, 6 June 1944: While the main assault was proceeding on Omaha Beach, three companies of the 2nd Rangers Battalion were sent 4 kilometers to the west to neutralize a battery of 6 French 155mm Howitzers sited near the cliffs of the Pointe-du-Hoc. The assault plan provided for landing at 0630. A naval bombardment starting 40 minutes earlier with the battleship USS Texas's 355mm guns was to be followed by a strike of 19 B-25 medium bombers of the Ninth Air Force. The Rangers came ashore in 12 British-manned LCAs, two of which transporting all the heavy equipment, the demolition charges and the extra ammo for the three companies; the other ten crafts were each fitted with three pairs of rockets that could lift a rope or a toggle-rope attached to a grapple. Four DUKWs also came in, two of these being fitted with 30-meters extension ladders of the London Fire Brigade, each mounting a pair of Lewis guns (30cal) instead of the fire-hoists. Unfortunately one of the accidents of mis-direction befell the Rangers. The leading craft headed eastward so far that when the mistake was finally corrected, they had to approach on a course close to the shore under fire from strongpoints and, as aggravating circumstance, 40 minutes had been lost, which meant that the follow-up wave of Rangers was directed to Omaha Beach instead of the Pointe. So far, one LCA had been swamped, going down shortly after leaving the transport area, while the two supply LCAs sank within a quarter hour afterwards. Having departed from the rough sea zone the flotilla was approaching the narrow beach below the Pointe. A DUKW was hit and sunk by 20mm cannon-fire from the cliff position. Naval fire had been lifted since H-Hour and the enemy had been given time to recover and to man the trenches dominating the beach when the 9 surviving LCAs came in on a 400 meters front on the east of the Pointe.

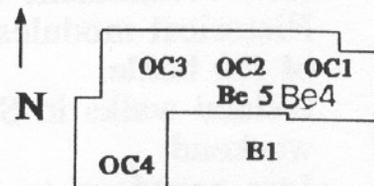
VICTORY CONDITIONS: The Americans win at game end if they Control 5 of the original Bunker hexes.

BOARD CONFIGURATION:

BALANCE:

+ Substitute a HMG for one MMG in the German OB.

☆ German SAN is '5'.

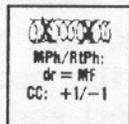
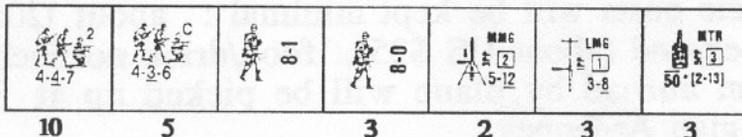


TURN RECORD CHART

+ GERMAN sets up first	☆ 1	2	3	4	5	6	7	8	9	10	11	12	END
☆ AMERICAN moves first													

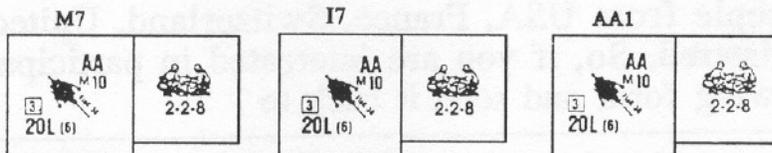


Elements of 832nd Coastal Battery and of 716th Infantry Division [BLR : 3] set up on Overlay E1: {SAN : 6}

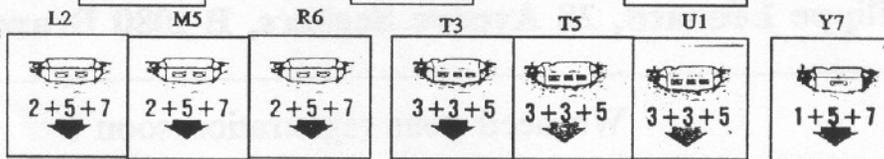


16 (see SSR2)

set up (in Trenches) in the following hexes:



set up in the following hexes:

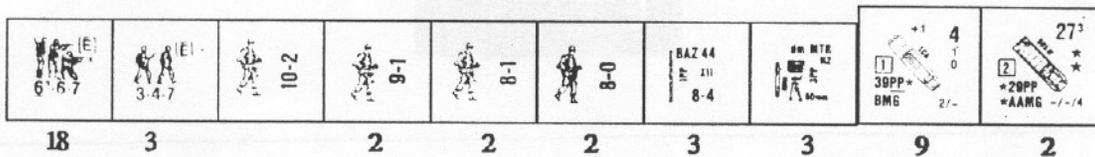


CA must include any east edge hex

CA must include any west edge hex



Elements of D, E, and F Companies [BLR : 5] enter on Turn 1 along the north edge, on/between hexes 1013 and 2011: {SAN : 3}



SPECIAL RULES

1. EC are Wet with no wind at start. The US side is conducting a Seaborne Assault (G14.1) [EXC: A Watercraft only needs > 1/2 of its PP capacity taken by Passenger units/Equipment]. See also D16.
2. No boards are used. Place the following overlays as indicated: OC1 with hexes 1144-1145 on 415-416; Be5 with 501-502 on 473-474; E1 with R7-S7 on 448-454; OC2 with 2001-2002 on 1147-1148; OC3 with 3001-3002 on 2144-2145; OC4 with 4002-4003 on CC1-CC2. Place stone Rubble counters in hexes 529, 536, 3027 and 3040; they represent level 3 Crags. Consider all Rubble and E1 hexsides common to a Beach or Ocean to be Cliffs; ignore all other Cliff depictions. Treat all Gullies as Trenches. Ignore the other terrain in Bunker hexes, treat it as Open Ground. Place Wire in the following hexes: N7, O8, P7, Q8, R7, S7, T7, U8, V7, W8, X7, Y8, AA6, AA7, AA8, BB5. Beach Slope is Steep. Note that highest level of escarpment is 4.
3. Boresight is NA.
4. Prior to play, the American player receives two Bombardments (C18) on the entire E1 and Beach overlays [EXC: there are no spared hexes, and Shellholes creation is automatic]; he also receives one module of 100mm NOBA with Shipboard Observer (G14.6).

5. The US Rangers are considered Commandos and have an underlined morale. See also B11.433. Due to the use of ropes attached to mortar propelled grapples (no relation to actual mortar counters), the Rangers can climb up 2 levels instead of one on an Original Climbing DR ≤ 7 .

AFTERMATH: The destroyers USS Satterlee and HMS Talybont observed the German movements and swept the cliff top with fire from all guns; nevertheless, scattered small-arms fire and 20mm fire from a flanking position caused about 15 casualties as the Rangers debarked on the heavily cratered strip of beach. Col Rudder, leading the three companies, was one of the first ashore. Germans appeared on the cliff edge and started to harass the Rangers directly below them with rifle fire and hand grenades. This show of resistance was promptly discouraged as BAR men picked off the exposed riflemen and the USS Satterlee did another concentration of fire during the next few minutes. The shells fell so close that Col Rudder got a great slab of the cliff brought down on him by the explosions. Despite some failures, a good number of the grapples proved to be driven in the cliff firmly enough to allow for a climb. The escalade was not delayed. In less than five minutes, the first Rangers were getting to the top. The first men up waited no longer than it took for three or four of them to assemble, then moved out toward the gun pits. They found themselves in a sort of moonscape where all landmarks were gone. Only a few enemies were seen and these were driven to cover in a network of ruined trenches and dugouts. One after one the gun emplacements were reached, but all were found empty. The Rangers continued inland to their second objective: to reach and cut the main road between Vierville and Grandcamp. The 155mm guns were finally found and destroyed in a field nearby but the Rangers now had to establish a defensive perimeter as they had to wait relief from Omaha Beach. Meanwhile, the Germans resistance was stiffening and a counterattack was expected to take place soon.