

BACKS TO THE SEA

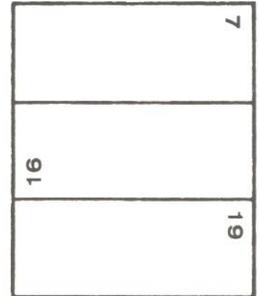


ASL SCENARIO 19



POINTE-DU-HOC, FRANCE, 6 June 1944: Confusion had brought only nine of the LCAs carrying the 2nd Ranger Battalion ashore at the base of the cliffs protecting a fortified coastal battery supposedly capable of bringing fire onto the approaches to "Omaha" and "Utah". The Rangers' mission was to take it out. Despite difficulties, three companies under Colonel Rudder scaled the cliffs and overran the position against sporadic and unorganized resistance, only to find that the guns had long since been removed from their casemates. But once atop the cliff, there was no returning to the sea. The Rangers set up a perimeter to await their relief at the hands of the 116th Infantry and 5th Rangers. German reaction to the lodgement, given all that was happening around them, was understandably slow and limited primarily to sniper fire until 1600, when the Germans mounted their first serious push against the isolated Americans on the cliff edge.

BOARD CONFIGURATION:



BALANCE:

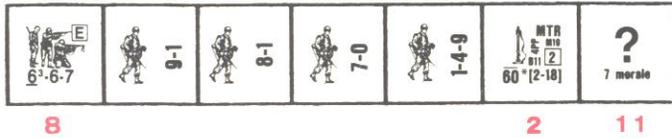
- ♣ Increase German ELR to 3.
- ☆ Change 9-1 leader to 9-2.

VICTORY CONDITIONS: The German player must have at least eight Good Order squads (or their equivalent) on Board 7 at game end.

TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	6	7	END
♣ GERMAN Moves First [126]								

Company F, 2nd Ranger Battalion [ELR: 5]: set up on board 7/16: {SAN: 4}



Elements of the 726th Infantry Regiment [ELR: 2] set up on board 19 in hexes numbered ≤ 5: {SAN: 5}



SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. Board 7 represents the cliff edge towering over the beach; neither the islands nor the northern bank exist. Any unit entering a water hex is eliminated. Treat all buildings, marsh, grainfield, and road intersections on all boards as shellholes (B2). Treat all walls/hedges as bocage (B9.5).

AFTERMATH: The German advance hit the right flank of Company F's thin line, threatening to reach the cliff edge and roll up the entire company. A mortar team was on this wing, but only a few riflemen initially. Dashing from crater to crater, the Germans closed to within 40 yards. Opening up with his BAR, Sgt. Stein surprised a massed group of German infantrymen in the open and disorganized the attack for a few valuable moments, as the Rangers on the far wing hurried to support their buddies. Sgt. Elder, manning a mortar, provided covering fire to keep the attack off-balance by flushing parties of the enemy sheltering in shellholes. The Rangers repulsed several night attacks and held onto the narrow spit of land until relieved the next morning.