

# 1st Battle of Mortain

by Ron Howard

*The 30th Division has arrived in Mortain to find inadequately built defenses by the 1st Infantry Division. Maps of the area show a large hill on either side of the town, which offer excellent observation of the area. The town itself has several important crossroads, which the 30th Division start setting up to defend. The relieved 1st Division told them that there was very little enemy activity, then they left the area. As night fell, the men didn't suspect the*

*approaching enemy. The Germans kept just enough artillery fire going as to mask the sound of the approaching tanks. It wasn't until the early hours of the 7th of August that the 2nd Battalion realized that the Deutschland Regiment of the 2nd SS Panzerdivision had taken several of their roadblocks. The Battle of Mortain had begun.*

## OBJECTIVE:

The side that controls two of the

three road crossing objectives gains one victory point per round. At the end of round 8, the side with the most victory points wins.

*"The issues confronting the army became for the first time in Europe strategic rather than tactical. The soldiers' battle of Normandy was about to become the generals' battle of France." Russell Weigley (WWII Historian)*

**Rounds:** 8  
**Starting Initiative**  
Americans

**Actions**  
4

**Reinforcements**  
At the end of turn six, place the following German reinforcements in the reinforcement hex:

2 Division One bases with 4 elite infantry, 3 standard infantry, and one officer in two half tracks.

**Terrain**  
There are four entrenchments and one barbed wire.

**Special Rules**  
On American Air Support and both Artillery Decks roll 2d6 instead of

1d6 to "Establish Contact". Add both dice together and activate card if dice are equal to or greater than the target number.

## Side 1

### Division One

- 4 Squad Bases
- 11 Regular Infantry
- 1 Officer
- 2 Machine Gun Crew
- 1 Sherman Tank
- 1 M3A1 Half Track



x 1



x 1



x 2

### Division Two

- 5 Squad Bases
- 15 Regular Infantry
- 1 Officer
- 2 Machine Gun Crew
- 2 Sherman Tank
- 1 M3A1 Half Track



x 3



x 2

### Starting Strategy Cards: 3 Strategy Decks

- American Air Support Deck I
- American Reinforcements I
- Command I

### Operations Cards

- Desperate Defenders
- Inspiring Leadership

### Deployment Zone

Deploy Division One in the deployment hexes on map 11A and the deployment hex in front of the reinforcement hex on map 1A.

Deploy Division Two in the deployment hexes on map 3A and deploy one of the Shermans in the deployment hex between maps 3A and 1A.

## Side 2

### Division One

- 3 Squad Bases
- 7 Regular Infantry
- 4 Elite Infantry
- 1 Officer
- 1 SdKfz 251 Half Track

### Division Two

- 3 Squad Bases
- 7 Regular Infantry
- 4 Elite Infantry
- 1 Officer
- 2 Panzer IV Tank
- 2 Tiger I
- 1 SdKfz 251 Half Track



x 1

### Starting Strategy Cards: 3 Strategy Decks

- Artillery I
- Artillery II
- Morale I

### Operations Cards

- Tank Ace

### Deployment Zone

Deploy Division One to the deployment hexes on map 10B.

Deploy Division Two to the deployment hexes on map 8A and 6B.



