

American Attack.N&W

COMBAT ORDERS
2ND Armored Division
66th Armored Regiment
3rd Battalion

Date: 30 September, 1944
From: Commanding Officer, APO 256, U.S. Army
To: Company A Commander, 1st Platoon
Subject: Assault Village de Caumont, Normandy, France

Unit Commander: _____

1. Units shall attack from North and West Sectors to rescue downed pilot located somewhere in village. Look for parachute markings.
2. While units are moving to position, engage village with Artillery Barrage from 1 or 2 105mm guns. Use fixed artillery locations available or improvise, but minimum range is 25'. Maximum of 10 rounds may be expended from each gun.
3. Units shall depart American Base Camp as follows:
 - a. North Force proceed North on dirt tract 1 mile beyond Bridge #7, then East over Troan Mountain Pass to St. Sylvain Rd., then East to bottom of Bridge #6. Hold in position. Enemy Gun Bunker may be encountered in village after crossing railroad tracks. Eliminate if necessary.
 - a. West Force proceed using Nunen Mountain Pass to intersection of Hwy 11. Advance NE to Bridge #5 and hold position. Enemy Gun Bunker may be encountered before Bridge. Eliminate if necessary.
 - b. AFVs lost to Gun Bunker fire may retreat 10'... notify referee by radio for permission to restart.
 - c. Both North and West Force must attack village simultaneously.
4. Unit Commander may commence Village attack once both forces in position.
5. Modify these orders as deemed prudent after reaching hold positions.
6. Attack and overcome enemy forces. Make rescue at earliest possible time.

Game Winner: _____ Date: _____ Game #: _____
German Defend.S&W

COMBAT ORDERS
Heer Gruppe B, OKH
Heerestruppen III, Panzer Regiment 44
Schwere Panzer Abteilung

Date: 30 September, 1944
From: Gruppe Fuher, Heerestruppen III
To: PanzerKompanie C Commander, 2nd Zug (Platoon)
Subject: Defence of Village de Caumont, Normandy, France

Unit Commander: _____

Note: Panzers and radios are to be turned on at beginning of game.

7. Your prisoner is a downed US pilot who landed somewhere in the Village (ask Referee for location). Your mission is to prevent his rescue by US forces. Rescue is effected by a US tank driving up to the pilot's location.
8. Direction of enemy attack is assumed to be from South and West approaches to Village. Place your Panzers to defend against the expected attack.
9. At the beginning of the game, there may be a US Artillery Barrage from unknown directions. Your Panzers may shoot back at US Artillery Units if you can find them. A limited movement of 3' is permitted to affect your Panzer's shot.
10. Gun Bunkers #1, #3 and #_____ must initially be used to repel the enemy. You are to fire at will once enemy tanks are located.
11. Once Artillery Barrage ends, players not manning a Gun Bunker may change their Panzer's position. Players manning a Gun Bunker may move their Panzer once their Gun is dead or the enemy gets by the Gun.
12. Blow up Bridge # _____ and # _____
13. Place 3 Barrikade sets at Bridge #2, #_____ and #_____
14. Place Minefields at:
Top of Vassy Pass in front of Gun Bunker #3
and at _____

Game Winner: _____ Date: _____ Game #: _____