

# G.I.

# 19.3A



**Normandy, 6 June 1944 - 6 July 1944:** This scenario depicts the American efforts to capture Cherbourg and St. Lo between D-Day and July 6th, 1944.

					<b>Inv</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>
					6 June	7 June	8 June	9 June	10 June	11 June	12 June	13 June	14 June	15 June
<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>
16 June	17 June	18 June	19 June	20 June	21 June	22 June	23 June	24 June	25 June	26 June	27 June	28 June	29 June	30 June
<b>25</b>	<b>26</b>	<b>27</b>	<b>28</b>	<b>29</b>	<b>30</b>	GERMAN PLAYER SETS UP FIRST								
1 July	2 July	3 July	4 July	5 July	6 July									



**Elements of the 29th Infantry Division** set up in the hex listed:

29 115 3-6-6	29 116 3-6-6	29 175 3-6-6	29 29 (4)-2③	29 743 2-2-10	2 1-2-6	5 1-2-6
3332	3232	3434	3332	3332	3536	3333

**Elements of the 82nd Airborne Division** set up in the hex listed:

82 505 4-6-6	82 507 4-6-6	82 508 4-6-6	82 82 (2)-0③
3652	3453	3356	3452

**Elements of the 4th Infantry Division** set up in the hex listed:

4 8 3-6-6	4 12 3-6-6	4 22 3-6-6	4 70 2-2-10	4 746 2-2-10	4 899 2-1-10	4 4 (4)-2③
3150	3350	3746	3150	3746	3350	3347

**Elements of the 101st Airborne Division** set up in the hex listed:

101 501 4-6-6	101 502 4-6-6	101 506 4-6-6	101 327 3-6-6
3050	3547	3149	3646

**Elements of the 1st Infantry Division** set up in the hex listed:

1 16 4-6-6	1 18 4-6-6	1 26 4-6-6	1 1 (4)-2③	1 741 2-2-10
3130	3230	3231	3231	3230

**Elements of V and XIX Corps:**

5C 745 2-2-10	19C 749 2-2-10
Omaha Beach	Omaha Beach

**Elements of the 90th Infantry Division** set up as listed:

90 359 3-6-6
Utah Beach

**Reinforcements:** Use all reinforcements from the American Reinforcement Track that enter the map area in play for this scenario

**VICTORY CONDITIONS:** The Allied Player wins by capturing and holding all Cherbourg and St. Lo city hexes at the end of the game. The German Player wins by avoiding the Allied Victory Conditions.

**SCENARIO SPECIAL RULES:**

- 1. Weather:** Roll for initial Weather and repeat as per the standard rules.
- 2. Set Up:** The German Player sets up first.
- 3. Interdiction and Support Points:** The U.S. Player receives half the Air, Naval & BB support points called for by the Weather chart, rounded up. However, the interdiction level, is considered to be at the full level as called for by the Weather Roll.
- 4. Replacements:** For BOTH sides, halved as called for by the chart, rounded up.

**5. June 6th Turn:** The landing is handled as per 6.0 with the following exceptions:

- 5.1. German Placement:** The German player draws two chits at random and then places them normally after secretly reviewing them. ONLY the Omaha and Utah Beaches landing boxes are used in this scenario.
- 5.2. U.S. Landing Support:** The U.S. Player rolls for the landing weather obeying the min/max Weather rule, then takes HALF (rounded down) the normal number in Support Points.
- 5.3 Resolve Landings:** Reveal the German Resistance and cross-reference on the June 6th Landing Table normally to obtain the result.
- 6. Map Configuration:** All of mapsheet B and mapsheet A east to hexrows 0122 - 3322 are playable.