

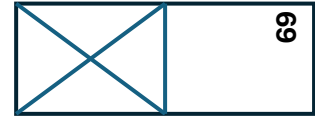
“The Guns at Holdy”



Holdy, Normandy — June 6th, 1944

While Allied Planners had successfully identified German artillery batteries such as the one located at Brecourt Manor, they had in fact not identified a sister battery near the hamlet of Holdy. Located below Saint Marie du Mont, Holdy was a battery of for 105 guns sited to fire over Brucheville to lay fire on Exit No. 1, Utah Beach near Pouppeville. Several American paratroopers would land directly over the battery and be killed, captured and put to death. 502nd Paratroopers engaged with the battery in the early morning hours, but had withdrawn. As the sunrise, Captain Lloyd E. Patch 1/506th and Captain Knut H. Raudstein with his C Company troopers came on the scene and tipped the balance, as the Americans assaulted the battery.

VICTORY CONDITIONS: The American Player wins immediately upon controlling/destroying all four of the German 105 Guns, otherwise the player with the most victory points is declared the winner. CVP are awarded normally with Prisoners doubled and each gun controlled at game end is worth 2 VP and see SSR 7.

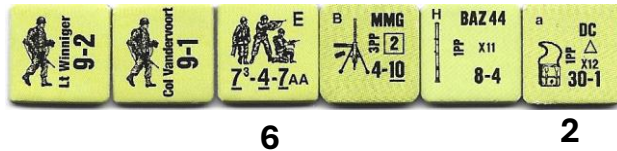


Board: 69 (only Rows A-P are playable.)

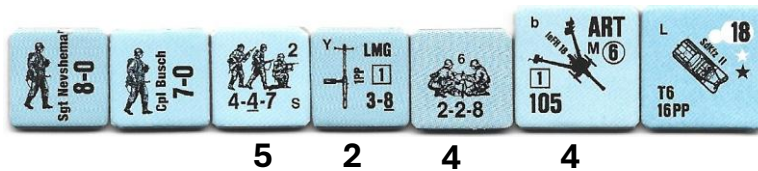
American Player moves First		1	2	3	4	5
German Player sets up First						



Capt. Patch's elements of 1/506th Airborne Regt., 101st Airborne Division (ELR 5) (SAN 2) (Set up: Enter Turn 1 on the west edge)



Elements of Artillery-Regiment 191 (ELR 3) (SAN 3) (Set up: on Board 69 on Rows G & H SSR 5)



Special Rules/Notes:

1. EC are Moderate with a Mild Breeze from the northwest.
2. Kindling (B25.11), Bore Sighting (C6.4), & No Quarter (A20.3) are all N.A.
3. Place Overlays as follows: O2 in K10-J10, O5 in M10-L9, X14 in M7-M6, Hd4 in G5-G4 and Hd9 in G9-G8.
4. Hedges (B9) are Hedges and not Bocage (B9.5).
5. Place a Glider Wreck (E8.3) in Hex C9.
6. German guns set up Emplaced (but may not be HIP or Concealed) on Board 69 Overlay in Hexes F9, F8, F7, and F6 with all covered arcs looking to the east. Note: all fire directed at the German guns receives the Emplaced TEM. The guns may not be pivoted during the game.
7. Battery – The German Player receives 1 VP for each Prep Fire during which all four guns participate in battery fire towards Utah Beach.
8. The wooden building on the Hd9 Overlay is an Ammo Dump (10.6) for the battery. A KIA result on the IFT results in an explosion that replaces the ammo dump with shell holes and destroys any adjacent vehicles or guns and KIA's and adjacent Crews, SMC's and/or MMC's. The American Player records any CVP resulting from the explosion.

Aftermath: Patch divided his force and attacked the battery in a pincer movement. The Germans resisted fiercely, but a successful bazooka round would ignite a nearly ammo dump and sowed confusion among the German gun crews. Under pressure from two sides, the Germans began to surrender. The Americans would secure the prisoners and the guns. While securing the guns, the Americans would discover the battered remains of paratroopers who had fallen into the hands of the battery in the early morning hours. Both Patch and Raudstein would receive the Distinguished Service Cross for their actions that day.



Scenario GJ150