

# Situation H3 • Mopping Up

## Historical Background



**June 10, 1944 • Normandy, France.** After a harrowing experience in the hedgerows, and a daring daylight crossing of the river Aure, the 38th Infantry Regiment moved into the village of Trévières on June 9. The Americans successfully secured the village by midnight, with the exception of a small German strongpoint on the southern edge of town. On the morning of June 10, the 2nd Battalion began “mopping up” the scattered elements of German

resistance still clinging to their fortified positions.

## Scenario Setup

**American.** The American player sets up first, in any hex of row H.

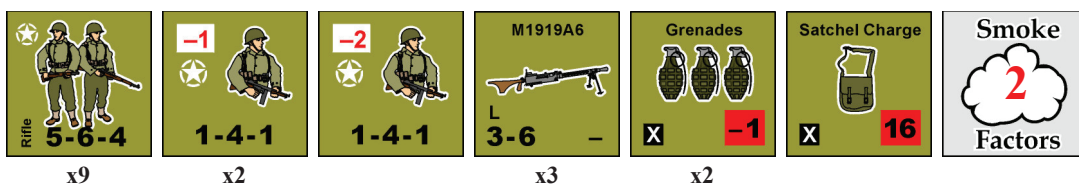
**German.** The German player sets up in any building hex in rows B or C, with the exception of the German half squad, mortar, and Sandbags marker, which are placed in hex A4.

## Scenario Balance

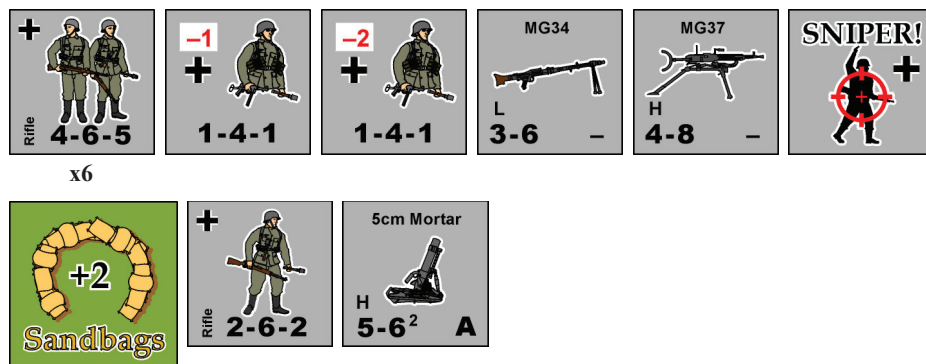
**American.** None.

**German.** None.

## ★ American Order of Battle



## ✚ German Order of Battle



### Victory Conditions

**American.** The American player wins if no German unit occupies a building hex at the end of turn 5, or if all German units are eliminated.

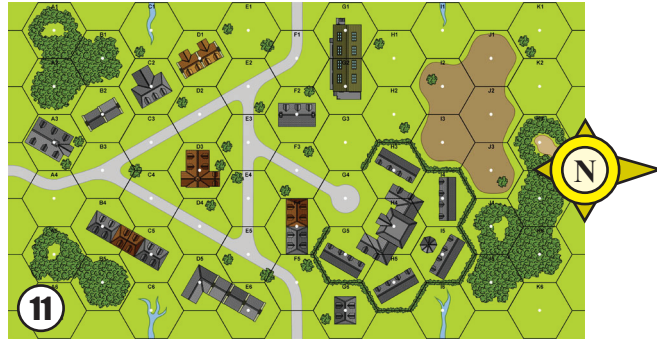
**German.** The German player wins if the American player fails to achieve victory.

### Scenario Details

**Game Length and Initiative.** The game length is 5 Turns. The American player has initiative and begins the game as Player A.

**Special Scenario Rules.** None.

## Map Setup



### Scenario Design

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(ver. 08/04/10)

## Turn Record Track

Game Length <b>5</b> TURNS	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>		