PRELUDE TO FESTUNG BREST

Scenario Design: Laurent Closier





VICTORY CONDITIONS: Provided the Germans do not amass ≥ 9 CVP, the Americans win at game end if they Control ≥ 15 stone building hexes in the German setup area and/or there are no unbroken German MMC in stone building hexes. Each squad is worth 2 casualty victory points (CVP) while each half-squad is worth 1. Leaders are worth 1 CVP each plus 1 CVP for a "-1" modifier.

PLOUZANE, FRANCE, 26 August 1944: The Operation "Chastity" offensive was planned to gain control of the large harbors of Brest and Lorient whose facilities were needed to provide the logistical support the Allies would need to drive across France. General Ramcke and the 2nd Fallschirmjäger Division were primarily responsible for the defense of Brest. Ramcke formed a defensive line five miles from the center of the city. Loyal to the Führer, he directed the fallschirmjägers to hold the line to the last man. It was not until August 23rd, when three Infantry Divisions from the VIII Corps arrived, that the Americans had enough strength to actually begin the offensive.

BOARD CONFIGURATION:



BALANCE:

Add one LMG to the German OB.

Add one 6-6-6 to the U.S. OB.

(Only hexrows H-GG are playable)

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Elements of 12th Company, 3rd Battalion, 2nd Fallschirmjäger Regiment, 2nd Fallschirmjäger Division [ELR: 3] set up on/



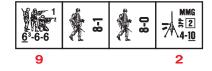


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Elements of 2nd Battalion, 175th Infantry Regiment, 29th Infantry Division [ELR: 3] set up on/west-of hexrow Z:





SPECIAL RULES:

1. None.

AFTERMATH: The small town of Plouzané was the first objective of the 175th Infantry Regiment of the 29th Infantry Division. They attacked Plouzané, held by fallschirmjägers and a marine unit from the Brest Naval Base. The German troops held the town in the morning before ignoring Ramcke's orders and withdrawing to a nearby hill, Coz Castel, which dominated the entire area. The Germans would not be driven from Coz Castel until September 3rd, and Brest held until September 18th.