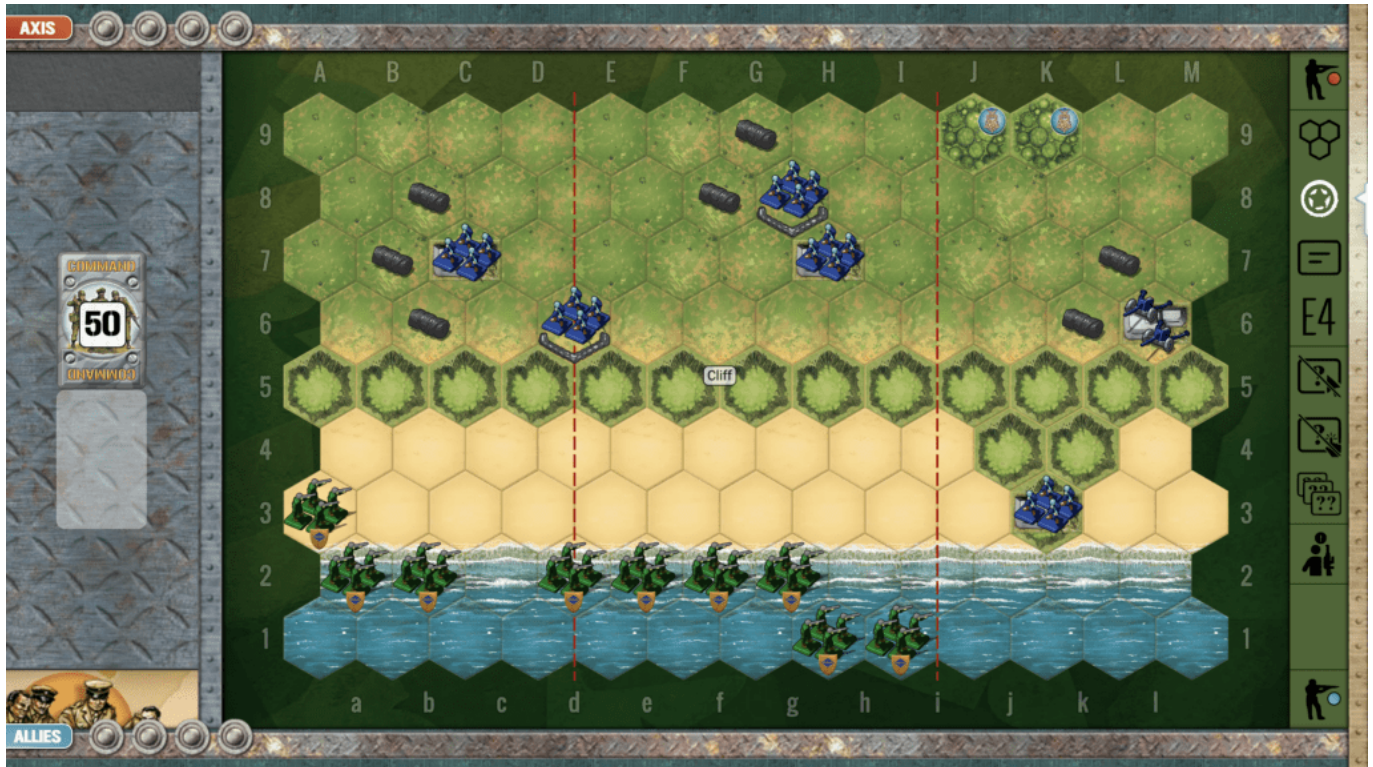


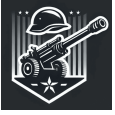
# Pointe-du-Hoc



The **Battle of Pointe du Hoc** was a critical part of the D-Day invasion on June 6, 1944. Pointe du Hoc, a steep cliff overlooking the English Channel between Utah and Omaha beaches, was targeted because it housed a German gun battery capable of threatening the Allied landings.

U.S. Army Rangers were tasked with scaling the 100-foot cliffs to neutralize the German artillery positions believed to be in bunkers at the top. About 225 Rangers from the 2nd and 5th Ranger Battalions led by Lieutenant Colonel James Rudder. Using ropes, ladders, and grappling hooks under intense German fire, the Rangers climbed the cliffs while under heavy fire. The Rangers discovered the artillery guns had been moved inland. They located and destroyed the guns using thermite grenades. The Rangers suffered heavy losses—fewer than half were still capable of fighting after the battle.

The success at Pointe du Hoc was pivotal, ensuring the German artillery could not disrupt the Allied landings at Utah and Omaha beaches. It remains one of the most daring and



heroic operations of D-Day.

**4 VP's**



**Card Balance:**

Allies - 6

Axis - 4

**Complexity:**

2

**Conditions:**

Beach



**Location:**

Normandy



**Year:**

**1944**

**Theater:**

Western Front

**Campaign:**

Invasion of Normandy

**Codename:**

Part of Operation Overlord

## **99 Summary:**

This scenario is a tough one for the Germans, as the Allies have a 69% success rate.

### **Objectives:**

Because this is a 4 VP scenario, every single hit matters, so both Axis and Allies need to carefully target and concentrate their fire.

### **Battlefield:**

This scenario has a ridge running across the entire battlefield. It is a two-hex move to climb the hill, so it is a challenge for the Allies to mount it. But once they do, it is a short trip to the forest in the corner containing additional victory points.

### **Troops:**

Allies - 9 Infantry

Axis - 5 Infantry, 1 Artillery



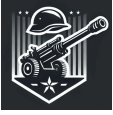
### **Allied Strategy:**

1. Like all beach scenarios, the goal is to get off the beach as quickly as possible. But the ridge running across the beach, does allow Allies to assemble their forces just behind the ridge, massing together, until they are ready to climb the ridge together and attack.
2. Watch out for the infantry hex on the Pointe, and for the artillery on your right flank. You will need to shift your forces to the left as quickly as possible, or the enemy could gain one VP before you even get out of the water. You can move your infantry in a straight lateral move while still in the water, to get away from the Pointe.
3. The best pathway to the VP's in the forest on your right flank, is to overwhelm the enemy on the left flank, and work your way all the way across the middle section into the forest. Once you make your way off the beach on the left flank, you can take a bit of time to assemble all of your forces, and gather the cards you need for your center section attack.



### **Axis Strategy:**

1. Take advantage of the ridge facing the shore. If you have the infantry movement cards, get to the ridge and batter the troops as they approach. If you just sit in your bunkers or sandbags, and wait for them to mass and attack, you will be overwhelmed.
2. First moves are to attack with your infantry from on the point, and your artillery while Allies are still in the water. This will force them up the coast away from your artillery, and most importantly, away from the victory points in the woods.
3. Use your artillery well to slow down, harass, and destroy the troops while they are still on



the beach.

4. Once the Allies make it up onto the ridge, if you can restore your remaining forces back into your bunkers, it may give you enough time to degrade the enemy forces enough to prevent their achievement of the VP's in the forest on your left flank.

### **Battle Reports**

(percentage of Allied victories):

69%

**4**

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