

NO MONUMENTAL ACCLAIM



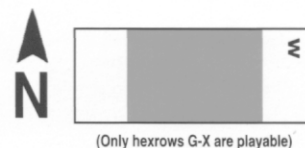
ASL SCENARIO S29



VICTORY CONDITIONS: The Americans win at game end by Controlling building P1 and ≥ 5 other multi-hex buildings.

LE MUY, FRANCE, 16 August 1944: The capture of the town of Le Muy was a D-Day objective for the units of the Allied 1st Airborne Task Force. However, navigational errors caused by thick fog caused most of the parachute drops to be widely scattered; some units were dropped as far as thirteen miles from their targets. The vital road junction of Le Muy would remain in German hands until the troops of the U.S. Glider Infantry attacked late in the afternoon of D+1.

BOARD CONFIGURATION:



BALANCE:

✚ Add 2 LMG to the German OB.

☆ Extend the game length to $7\frac{1}{2}$ Turns

TURN RECORD CHART

✚ GERMAN Sets Up First	☆	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First									



Elements of 756th Regiment, 242nd Infantry Division [ELR: 2] set up in hexes numbered ≤ 8 :

1 4'-6-7	2 4-4-7	8-1	8-0	7-0	3 7-16	2 5-12
4	6	2				



Elements of 550th Glider Infantry Regiment [ELR: 5] enter on Turn 1 along the north edge:

E 7'-4-7	9-2	8-1	8-0	7-0	2 4-10	X11 8-4	X12 30-1
11					2	2	



SPECIAL RULES:

1. None.

AFTERMATH: Having recognized Le Muy as a vital road junction to an Allied drive into the French interior, General Wiese of the German 19th Army had Le Muy defended by units of the 242nd Infantry Division. These units had rebuffed attacks by the British 2nd Independent Parachute Brigade on the 15th. On the 16th (D+1), units from the American 550th Glider Infantry Regiment attacked Le Muy from the north. Their first attack was broken up by heavy German machinegun fire. The troops of the 550th pulled back and reorganized for a daylight attack. With reinforcements from other units, the men of the 550th stormed the town again. By late afternoon, Le Muy had been captured along with nearly 700 Germans.