The Greatest Day:
Utah Beach

Scenario Book 1:
Learning, Introductory, and Intermediate Scenarios

THE GREATEST DAY:
UTAH BEACH

Scenario List

General Scenario Comments

For the scenarios, please remember the following:

All Units start at full strength, unless otherwise noted.

Leaders stack with any of their Units at set-up, unless otherwise noted.

All Units may set up mounted or not, in Column or not at the owning player's choice, except when otherwise noted. Terrain and stacking restrictions (no more than one Unit in Column in a hex) are in force.

Minefields, Improved Positions, Entrenchments, Roadblocks, and Rearguard Units are only set up where noted.

No artillery contact markers are placed at set-up, unless otherwise noted.

Leaders arrive with the first Unit of their Formation, unless otherwise noted.

The last chit drawn for a turn becomes the first chit in play the next turn, unless otherwise noted.

Half hexes are not in play unless otherwise noted.

Scenario rules take precedence over Series or Exclusive Rules when there is a conflict.

If an Event is listed at the start of a turn, it is performed before anything else is done for that turn.

If a side must "Seize and Hold" a hex, this means that at the end of the scenario, either:

- That side was the last to move a Unit through the hex and the hex is not in any enemy Fire Zone; or

- That side has a Unit occupying the hex, whether or not it is in an enemy Fire Zone.

If the Americans must "Establish Control" of a boundary. Then the Germans may not have any units inside that boundary. German Fire Zones do not prevent this victory condition.

If the Germans must "Contain the American advance…" this only applies to units crossing the designated boundary not to American Fire Zones across the boundary.

"Cutting the Cotentin Peninsula" is defined as a line of road hexes from the VII Corps Reinforcement hex to any road hex on the western boundary of Map 9 or one that is adjacent to an Impassable Beach hex on the same map. This route must be free of German units and German Fire Zones.

Victory Conditions are often presented as three Tasks – a Primary Task, a Secondary Task and a Tertiary Task. These are worth 15, 10 and 6 Victory Points respectively. Tasks are tracked on the Division Display, but which Division or Units actually accomplish a task is not important, unless otherwise stated. The individual Division Commander with the most Victory Points at the end of the scenario earns bragging rights. The winning side is determined by the overall average number of Divisional Victory Points (i.e. take all VPs from one side and divide by the number of their participating divisions). Tasks are based on actual historical objectives and priorities.

"The Battle for Brécourt Manor"
0900 6/6/44 – 1100 6/6/44
Learning Scenario

As the acting company commander for Easy Company, 506th Parachute Infantry Regiment, 1st Lieutenant Richard "Dick" Winters was assigned the task of silencing a battery of 105mm guns that was firing on units trying to exit Causeway #2 off Utah Beach on the morning of 6 June 1944. With a small force comprised of paratroopers from 4 different companies, Lieutenant Winters assaulted and destroyed the 4 guns, saving the lives of many Soldiers coming ashore. For their actions that day, Lieutenant Winters would receive the Distinguished Service Cross, three of his paratroopers would receive Silver Stars and another 11 would receive Bronze Stars.

This scenario covers the initial small unit fights that were happening all over the Cotentin Peninsula on the morning of 6 June, 1944. It also provides an opportunity for players to learn the basic mechanics of the Grand Tactical System.

Set-up

This scenario uses the Ste-Marie-Du-Mont Scenario Map. Play begins with step H of the Sequence of Play and proceeds until the last chit on the 1100 turn has been played. You will also need the 101st Airborne Division Display, the 4th Infantry Division Display, and the 709.Infanterie-Division Display.

Germans (Set Up First):

KG Keil, 709.Infanterie-Division (all German units in this scenario are considered KG Keil units, even though some come from the 91.LL Infanterie-Division):

Leader Obstlt Keil, 6./Geb.Art. 191 In Contact (Leader +1 Marker): 25.036

1./I./Gren 919: 25.036

Independent Units, 709.Infanterie-Division:

Wn 02a: 18.033

Wn 06: 20.034

Nachhut: 21.032

709.ID Artillery Park A: 26.034

709.Infanterie-Division, Division Display:

6./Geb.Art. 191: Artillery Park A

KG Beigang, 91.LL Infanterie-Division (treated as an element of KG Keil):

14./Gren 1058: 25.036

Supporting Assets

2 Minen markers are placed in hexes 19.031 and 21.029

Allies:

506th Parachute Infantry Regiment, 101st Airborne Division:

Leader COL Sink, D/2/506 (1-step) (Leader +1 Unit) (Immobile): 29.035

C/1/506 (1-step): 28.036

E/2/506 (1-step): 28.033

Independent Units, 101st Airborne Division:

Rearguard: 24.031

8th Infantry Regiment, 4th Infantry Division:

I/3/8: 21.028

K/3/8: 20.029

L/3/8: 21.027

M/3/8: 20.028

Independent Units, VII Corps:

B/70 Tank (Column) (1 Unit +1 Marker): 21.029

A/237 Eng: 21.028

B/237 Eng (1-step): 20.029

Allied Leaders:

Leader COL Van Fleet: may be stacked with any 8th Infantry Regiment Unit

Markers

All Victory Tasks are "Pending"

101st Airborne Division Troop Quality: 0

4th Infantry Division Troop Quality: 0

709.Infanterie-Division Troop Quality: 0

Date is June 6, 1944

Time is 0900

Weather is Overcast

Events

Events are not used in this scenario.

Command Values

The 101st Airborne Division has a Command Rating of 3. The Division starts with 0 Command Points.

The 4th Infantry Division has a Command Rating of 3. The Division starts with 1 Command Point.

The 709.Infanterie-Division has a Command Rating of 4. The Division starts with 1 Command Point.

(Dispatch Points are not used in this scenario and the Mug contents for each turn are provided below.)

Regimental Composition

German Composition

709.Infanterie-Division:

KG Keil: I./Gren 919

American Composition

101st Airborne Division:

506th Parachute Infantry Regiment: *2nd Bn 506th*

4th Infantry Division:

8th Infantry Regiment: *3rd Bn 8th Inf; 70th Tank Bn; 237/299 Eng Bn*

The Mug

The following Activation chits are placed in the mug and randomized for each turn:

Allied Direct Command, German Direkter Befehl, 709.Inf. Div. Activation, 4th Inf Div Activation.

The *101 ABN Div Activation* chit is not placed in the mug, but is the first chit in play.

In this scenario, all chits in the mug are played each turn and the players randomly choose the first chit for the second turn. There are no formation activations for this scenario.

Victory Conditions

Americans:

Primary Task: Eliminate the German battery at Brécourt (26.034).

Secondary Task: Have at least 4 steps of the 8th Infantry Regiment, not in column, in hex 23.032 by the end of the scenario.

Tertiary Task: Have at least 5 Command Points remaining on the 4th Infantry Division Display at the end of the scenario. If the American player does not achieve this task, but does achieve both the Primary and Secondary Tasks, it is a tie.

The Germans do not have victory conditions for this scenario, only the Americans. If the Americans do not complete their first two tasks, the Germans win.

Exclusive Rules in Use

2.0 Terrain

5.0 Rearguards (Nachhuten)

10.0 Land Mines

13.0 Formation and Battalion Attachment. No cross-attachment is allowed in this scenario, this is only to show which units belong to which formation.

16.3 Bocage

Optional Rules Available for Use

18.2 Alternate Artillery Resolution

18.3 Indirect Fire Scatter

18.8 Assualts involving 0-Step units

Scenario Special Rules

The weather is Overcast the entire scenario. There are no specific effects due to this weather; it is for informational purposes only.

Neither player may use Roadblocks in this scenario.

You may skip sections A through F of the Sequence of Play since none of those apply to this scenario, unless the 709.ID Artillery Park A has lost contact during the first turn, then section E can be used during the second turn to regain contact with Obstlt Keil.

"The Battle for the Batteries"
0900 6/6/44 – 1100 6/6/44
Learning Scenario

A lesser known, but just as important, second German battery outside the hamlet of Holdy was assaulted and destroyed on the morning of 6 June. Approximately 75 paratroopers under the command of CPT Lloyd Patch and CPT Knut Raudstein from 1st Battalion 506th PIR conducted a double envelopment on the German position and eliminated all resistance. This occurred at around 1000, shortly before the E Company assault on Brécourt Manor just 1.5kms away.

If you would like to add this second assault to the learning scenario, the following changes will allow you to fight "The Battle for the Batteries." If changes/additions are not listed, then they are considered to be the same as the original scenario.

Germans (Additions to the Learning Scenario):

KG Keil, 709.Infanterie-Division (all German units in this scenario are considered KG Keil units, even though some come from the 91.LL Infanterie-Division):

Leader OberstLt Keil, 3./Geb.Art. 191 In Contact, 6./ Geb.Art. 191 In Contact (Leader +2 Markers): 25.036

Independent Units, 709.Infanterie-Division:

709.ID Artillery Park B: 28.037

709.Infanterie-Division, Division Display:

3./Geb.Art. 191: Artillery Park B

Allies (No additions to the Learning Scenario):

Regimental Composition
American Composition
101st Airborne Division:

506th Parachute Infantry Regiment: *1st Bn 506th; 2nd Bn 506th PIR*

Victory Conditions
Americans (Change):

Primary Task: Eliminate both of the German batteries: The first at Holdy (28.037) and the second at Brécourt (26.034).

Scenario Special Rules (change)

You may skip sections A through F of the Sequence of Play since none of those apply to this scenario, unless the 709.ID Artillery Park A or Artillery Park B has lost contact during the first turn, then section E can be used during the second turn to regain contact with Obstlt Keil.

Reinforcements
1100, June 6, 1944
Allied Reinforcements:
506th Parachute Infantry Regiment, 101st Airborne Division:

HQ/1/506 (1-step) (Immobile): 29.035

"We'll Start the War from Right Here"
0700 6/6/44 – 1100 6/6/44
Introductory Scenario #1

Utah Beach was the most isolated of the landing beaches on D-Day. It took almost a week before elements from Omaha would link Utah to the rest of the invasion force. As planned, the 8th Infantry Regiment, 4th Infantry Division was to land around the small beach town of Les Dunes de Varreville. However, due to smoke obscuring the coastline and a few minor navigational errors, the assault force arrived on the Cotentin Peninsula approximately 2 kms southeast of their intended target. This placed the "Ivy" Division Soldiers along a slightly less defended portion of the coast. The 8th Infantry Regiment was commanded by Colonel James A. Van Fleet, a leader destined for greatness. Attached to Colonel Van Fleet's units were elements of the 70th Tank Battalion, the 87th Chemical Mortar Battalion, and the 237th Combat Engineer Battalion.

Landing with the first wave of Americans was Brigadier General Theodore Roosevelt Jr. Quickly realizing his forces had landed in the wrong place, he made the command decision to continue from where they were, push inland, and allow the rest of the invasion forces to follow the 8th Infantry, instead of diverting to the originally planned beach.

Facing the Americans along the coast, the Germans positioned the static 709.Infanterie-Division, which had arrived in Normandy at the end of 1942 and had been preparing for the Allied invasion ever since. However, this division was given a 60-mile stretch of coastline to defend, so on 6 June 1944, they were still not completely prepared. They did put up some resistance and the German artillery continued to harass the Americans on Utah Beach throughout the first 24 hours of the invasion.

Set-up

This scenario uses only the Utah Beach – Actual Beach Overlay. Play begins with step H of the Sequence of Play and proceeds until the last chit on the 1100 turn has been played. You will also need the Naval Display, the 4th Infantry Division Display, and the 709.Infanterie-Division Display.

Germans (Set Up First):
Independent Units, 709.Infanterie-Division:

Wn 02a: 18.033

Wn 03: 17.030

Wn 04: 20.029

Wn 05: 19.027

Wn 07: 21.027

Wn 08: 22.025

Stp 09: 23.023

Stp 10: 25.022

709 Artillery Park A (off map - see special rules) Crisbecq Bty, Crisbecq Bty – Contact Pending (1 Unit +1 Marker) placed on 709.ID Division Display

709 Artillery Park B (off map - see special rules) St-Martin Bty, St-Martin Bty – Contact Pending (1 Unit +1 Marker) placed on 709.ID Division Display

709 Artillery Park C (off map - see special rules) Fontenay Bty, Fontenay Bty – Contact Pending (1 Unit +1 Marker) placed on 709.ID Division Display

709 Artillery Park D (off map - see special rules) 6./Geb.Art. 191 placed on 709.ID Division Display (This is a 91.LL unit that is treated as a 709.ID unit for this scenario)

German Leaders:

No German leaders begin on the map.

Events prior to 0700, June 6, 1944

IX Air Force preparatory bombing missions along the Normandy coast, in support of landings on Utah Beach:

Allied player chooses 5 Wn/Stps for a tactical *Bomber Support* attack (5 yellow – all terrain and defensive modifiers are included). These attacks do not produce barrage markers. The -2 night modifier does apply to these rolls.

German Coastal Batteries open fire:

The German player conducts an independent Coastal Battery Defensive Fire Procedure (NSoP Step 3) (4.8.2) against the *Tuscaloosa*, *Quincy*, and the *Black Prince*. Each attack is conducted as a 4 Black firepower rating, and all defensive modifiers apply.

Regimental Composition

4th Infantry Division:

8th IR: *1st Bn 8th Inf; 2nd Bn 8th Inf; 3rd Bn 8th Inf; 70th Tank Bn; 237/299 Eng Bn*

22nd IR: 3rd Bn 22nd Inf

4th Infantry Division additional formation: *87th Cml Bn*

Markers

The German Beach Defense Track on Utah Beach has the values: Resistance Nests: 5; Beach Obstacles: 5; Gaps: 4; Sea State: 6

All Gaps are Not Open and there are no open Gaps at the start of play

Phone Lines are Open

Utah Beach is Not Clear

All Victory Tasks are "Pending"

4th Infantry Division Troop Quality: -1.

709.Infanterie-Division Troop Quality: 0

11 *Minen* markers (8 *Minen* and 5 German Decoy Mine markers if using Exclusive Rule 18.5) are placed by the German Player, one per hex, on any non-Beach hexes that are within 4 hexes of a Beach or Impassable hex. No minefield may be placed adjacent to more than 1 other minefield.

Day is June 6, 1944

Time is 0700

Weather is Overcast

The Mug

The following Activation chits are placed in the mug and randomized for the 0700, June 6 turn:

Allied Direct Command, German Direkter Befehl, the 709. Inf.Div. Activation, 4th Inf Div Activation, and the *8th Inf Rgt Formation Activation*.

The *Naval Chit* is not placed in the mug and is the first chit in play. After playing the Naval Chit, place it back in the mug so that it may be drawn again in the 0700 turn.

The following Activation chits are placed in the mug and randomized for the 0900, June 6 turn:

Allied Direct Command, German Direkter Befehl, the 709. Inf.Div. Activation, 4th Inf Div Activation, 8th Inf Rgt Formation Activation, and the *Naval Chit*.

The following Activation chits are placed in the mug and randomized for the 1100, June 6 turn:

Allied Direct Command, German Direkter Befehl, the 709. Inf.Div. Activation, 4th Inf Div Activation, and the *Naval Chit*.

On the 1100 turn, the Allied Player may buy Formation Activation Chits to add to the Mug at a cost of 2 Command Points each.

In this scenario, all chits in the mug are played each turn and the players randomly choose the first chit for each following turn.

Allies:

Initial Assault Wave (placed on the Utah Beach Overlay)

Utah Beach; Tare Sub-Beach; Green Sector; Landing Wave box:

A, B, C, D/1/8; 8th Infantry Regiment, 4th Infantry Division (4 Units); in a Landing Craft

A/70 Tank; 70th Tank Battalion, VII Corps Independents (DD Tank Unit)

A/87 Cml; VII Corps Independents; in a Landing Craft

C/237 Eng; 1106th Engineer Group, VII Corps Independents; in a Landing Craft

B/299 Eng; 1106th Engineer Group, VII Corps Independents; in a Landing Craft

Tare Green Demo Team; VII Corps Independents; in a Landing Craft

Utah Beach; Uncle Sub-Beach; Red Sector; Landing Wave box:

E, F, G, H/2/8; 8th Infantry Regiment, 4th Infantry Division (4 Units); in a Landing Craft

B/70 Tank; 70th Tank Battalion, VII Corps Independents (DD Tank Unit)

B/87 Cml; VII Corps Independents; in a Landing Craft

A/237 Eng; 1106th Engineer Group, VII Corps Independents; in a Landing Craft

B/237 Eng; 1106th Engineer Group, VII Corps Independents; in a Landing Craft

Uncle Red Demo Team; VII Corps Independents; in a Landing Craft

Utah Beach; Landing Wave box (either one):

C/70 Tank; 70th Tank Battalion, VII Corps Independents; in a Landing Craft

En/70 Tank; 70th Tank Battalion, VII Corps Independents; in a Landing Craft

Allied Leaders:

Leader COL Van Fleet: may be stacked with any 8th Infantry Regiment Unit

Follow-up Assault Wave

Utah Beach Naval & Air Display; Loading into Landing Craft; Bound for Tare Sub-Beach box:

Leader COL Tribolet, I, K, L, M/3/22 (Leader +4 Units): 22nd Infantry Regiment, 4th Infantry Division

D/87 Cml: VII Corps Independents

Utah Beach Naval & Air Display; Loading into Landing Craft; Bound for Uncle Sub-Beach box:

I, K, L, M/3/8 (4 Units): 8th Infantry Regiment, 4th Infantry Division

C/87 Cml: VII Corps Independents

Utah Beach Naval & Air Display; En Route From England; Bound for Utah Beach box:

29th FA Bn, 29th FA Bn – Contact Pending (1 Unit +1 Marker): Independent, 4th Infantry Division

Cannon/8: 8th Infantry Regiment, 4th Infantry Division

AT/8: 8th Infantry Regiment, 4th Infantry Division

65th Arm FA, 65th Arm FA – Contact Pending (1 Unit +1 Marker): VII Corps Independents

Supporting Assets

Assault F. Utah North marker: 24.022

Nevada, Erebus, Tuscaloosa, Quincy, and *Black Prince*: any legal box of Assault Force Utah -North (UtN) of the Utah Beach Naval & Air Display

Assault F. Utah South marker: 20.025

Hawkins, Enterprise, Soemba, 3x *DD Flotilla*, 2x *LC Support*, *LC Rocket*: any legal box of Assault Force Utah - South (UtS) of the Utah Beach Naval & Air Display

Events

Events are not used in this scenario.

Command Values

The 4th Infantry Division has a Command Rating of 4. The Division starts with 17 Command Points.

The 709.Infanterie-Division has a Command Rating of 4. The Division starts with 3 Command Points.

(Dispatch Points are not used in this scenario and the Mug contents for each turn are provided above.)

Victory Conditions

4th Infantry Division Objectives:

Primary Task: Clear Utah Beach by the end of the 1100 Turn (fulfill all the conditions listed in the Exclusive Rules 4.3.2 Clearing a Beach).

Secondary Task: Exit at least 4 steps of the 8th Infantry Regiment (only the organic steps of this regiment, not any attachments) inland (off-map) along any combination of Causeways 1, 2, and/or 3 by the end of the scenario.

Tertiary Task: Have at least 10 Command Points remaining on the 4th Infantry Division Display at the end of the scenario.

The Germans do not have victory conditions for this scenario, only the Allies. If the Allies complete all three of their tasks, they win. If not, the Germans win.

Exclusive Rules in Use

2.0 Terrain

4.0 The Naval Invasion System

7.0 Piggyback Mode

9.0 Variable Troop Quality

10.0 Land Mines

16.1 German Phone Lines

Scenario Special Rules

The weather is Overcast the entire scenario. There are no specific effects due to this weather; it is for informational purposes only.

Half hexes are in play.

The "Wn" and "Stp" units of the 709.Infanterie-Division are always In Command with the use of telephones as long as the phone lines are not cut. Leader *Obstlt Keil* is considered off map until he enters play, but able to command all of these units. Once the leader enters play, normal rules apply. See 16.1 for more information about this.

The 709.Infanterie-Division Artillery Parks are off map. Units inside the Artillery Parks may only be attacked by Allied Ships. All Allied Ships in the Utah - North Naval Display are considered to have the Artillery Parks A, B, and C in range. Allied Ships in the Utah - South Naval Display only have Artillery Park B in range for purposes of 4.4.4(a) Ships-Firing at Shore Targets.

Units in 709.Infanterie-Division Artillery Parks can fire at any hex on the overlay, if they are in contact with leader *Obstlt Keil*.

German coastal artillery units use all the applicable rules for coastal artillery (can fire during the NSOP, cannot fire at naval units if under a barrage marker, are self-spotted by

American naval units, etc…) even though they reside in Artillery Park boxes for this scenario. Their location is purely to allow the players to track them more easily. NOTE: this does not apply to *6./Geb.Art. 191*, which is a normal Orange Fire Power unit, using all artillery park rules.

Crisbecq Bty is placed in 709 Artillery Park A. It can target any naval range box on either Utah - North, or Utah - South.

St-Martin Bty is placed in 709 Artillery Park B. It can target any naval units in the short and medium range boxes of Utah - North and all range boxes of Utah - South.

Fontenay Bty is placed in 709 Artillery Park C. It can target any naval units in the short and medium range boxes of Utah - North, and the short range box of Utah - South.

6./Geb.Art. 191 is placed in 709 Artillery Park D. For purposes of this scenario, it is treated as a 709.ID artillery unit. It cannot target any naval units and operates under all normal Artillery Park rules. It cannot be targeted by naval ships. **Historical Note**: This was the Brécourt Manor battery which was destroyed by Easy Company, 506th PIR around the time this scenario ends.

Do not use steps 8 and 9 of the Naval Sequence of Play (NSOP) for this scenario.

Neither player may use Roadblocks or Rearguards in this scenario.

You may skip sections A through D, and F of the Sequence of Play since none of those apply to this scenario.

Step E of the Sequence of Play is only used if and when the German player would like to make contact with units in the Artillery Parks.

After the Naval Chit activation has been completed for the first time on the 0700 turn, it is placed back in the Mug to be drawn again on this turn (only).

As soon as Utah Beach is cleared, move the 4th Infantry Division Troop Quality to "0".

Master Reinforcement Guide

0700, June 6, 1944

German Reinforcements: (place when the 709.Inf. Div. Activation is pulled from the mug):

Leader Obstlt Keil, 6./Geb.Art. 191 In Contact (Leader +1 Marker) Placed with any German unit on the map.

0900, June 6, 1944

German Withdrawals:

St-Martin Bty: Remove it from play. This battery was destroyed by paratroopers of the 502nd Parachute Infantry Regiment.

"Storming Utah"
0700 6/6/44 – 1300 6/6/44
Introductory Scenario #2

After years of planning and preparation to assault Hitler's Atlantic Wall, the Americans had determined that the small French coastal town of Les Dunes de Varreville would offer the best opportunities to establish a firm beachhead. Unfortunately, the planners were incorrect. This portion of the Normandy coastline was the most heavily defended sector within the German 709.Infanterie-Division.

As fate would have it, the Americans would not land here. Not because they realized their errors in intelligence and planning, but due to smoke obscuring the coastline and the loss of several navigational ships. This led the coxswains of the Utah Beach Assault Force to land the lead elements of the 8th Infantry Regiment under the command of COL James A. Van Fleet, 2 kms to the south. This did, however, disprove the adage that "two wrongs do not make a right."

But what if fate had not intervened? What if the Americans had landed right where they had planned, into the teeth of the German defenses? Would Utah Beach have been as bloody as Omaha Beach? This scenario offers you an opportunity to find out.

Warning – This scenario is not for the feint of heart.

Set-up

This scenario uses only the Utah Beach – Planned Beach Overlay. Play begins with step H of the Sequence of Play and proceeds until the last chit on the 1300 turn has been played. You will also need the Naval Display, the 4th Infantry Division Display, and the 709.Infanterie-Division Display.

Germans (set up first)
Independent Units, 709.Infanterie-Division:

Wn 04: 20.029

Wn 05: 19.027

Wn 07: 21.027

Wn 08: 22.025

Stp: 09: 23.023

Stp 10: 25.022

Wn 11: 29.019

Wn 11a: 28.020

Wurfgerät 40: 26.022

709 Artillery Park A (off map - see special rules) *Crisbecq Bty, Crisbecq Bty – Contact Pending* (1 Unit +1 Marker) placed on 709.ID Division Display

709 Artillery Park B (off map - see special rules) *St-Martin Bty, St-Martin Bty – Contact Pending* (1 Unit +1 Marker) placed on 709.ID Division Display

709 Artillery Park C (off map - see special rules) *Fontenay Bty, Fontenay Bty – Contact Pending* (1 Unit +1 Marker) placed on 709.ID Division Display

709 Artillery Park D (off map - see special rules) *6./Geb.Art. 191* placed on 709.ID Division Display

709 Artillery Park E (off map - see special rules) *Azeville Bty, Azeville Bty – Contact Pending* (1 Unit +1 Marker) placed on 709.ID Division Display

709 Artillery Park F (off map - see special rules) *Art./StAOK7* placed on 709.ID Division Display

German Leaders:

No German leaders begin on the map

Events prior to 0700, June 6, 1944

IX Air Force preparatory bombing missions along the Normandy coast, in support of landings on Utah Beach:

Allied player chooses 5 Wn/Stps for a tactical bombing attack (5 yellow – all terrain and defensive modifiers are included). These attacks do not produce barrage markers. The -2 night modifier does apply to these rolls.

German Coastal Batteries open fire:

The German player conducts an independent Coastal Battery Defensive Fire Procedure (NSoP Step 3) (4.8.2) against the Tuscaloosa, Quincy, and the Black Prince. Each attack is conducted as a 4 Black firepower rating, and all defensive modifiers apply.

Regimental Composition

4th Infantry Division:

8th IR: *1st Bn 8th Inf; 2nd Bn 8th Inf; 3rd Bn 8th Inf; 70th Tank Bn; 237/299 Eng Bn*

22nd IR: *3rd Bn 22nd Inf*

4th Infantry Division additional formation: *87th Cml Bn*

Markers

The German Beach Defense Track on Utah Beach has the values: Resistance Nests: 7; Beach Obstacles: 6; Gaps: 6; Sea State: 6

All Gaps are Not Open and there are no open Gaps at the start of play

Phone Lines are Open

Utah Beach is Not Clear

All Victory Tasks are "Pending"

4th Infantry Division Troop Quality: -1.

709.Infanterie-Division Troop Quality: 0

12 *Minen* markers (8 *Minen* and 6 German Decoy Mine markers if using rule 18.5) are placed by the German Player, one per hex, on any non-Beach hexes that are within 4 hexes of a Beach or Impassable hex. No minefield may be placed adjacent to more than 1 other minefield.

Day is June 6, 1944

Time is 0700

Weather is Overcast

The Mug

The following Activation chits are placed in the mug and randomized for the 0700, June 6 turn:

Allied Direct Command, German Direkter Befehl, the 709. Inf.Div. Activation, 4th Inf Div Activation, and the *8th Inf Rgt Formation Activation*.

The *Naval Chit* is not placed in the mug and is the first chit in play. After playing the *Naval Chit*, place it back in the mug so that it may be drawn again in the 0700 turn.

The following Activation chits are placed in the mug and randomized for the 0900, June 6 turn:

Allied Direct Command, German Direkter Befehl, the 709. Inf.Div. Activation, 4th Inf Div Activation, 8th Inf Rgt Formation Activation, and the *Naval Chit*.

The following Activation chits are placed in the mug and randomized for the 1100 and 1300, June 6 turns:

Allied Direct Command, German Direkter Befehl, the 709. Inf.Div. Activation, 4th Inf Div Activation, and the *Naval Chit.*

On the 1100 and 1300 turns, the Allied Player may buy Formation Activation Chits to add to the Mug at a cost of 2 Command Points each.

In this scenario, all chits in the mug are played each turn and the players randomly choose the first chit for each following turn

Allies:

Initial Assault Wave (placed on the Utah Beach Overlay)

Utah Beach; Tare Sub-Beach; Green Sector; Landing Wave box:

A, B, C, D/1/8; 8th Infantry Regiment, 4th Infantry Division (4 Units); in a Landing Craft

A/70 Tank; 70th Tank Battalion, VII Corps Independents (DD Tank Unit)

A/87 Cml; VII Corps Independents; in a Landing Craft

C/237 Eng; 1106th Engineer Group, VII Corps Independents; in a Landing Craft

B/299 Eng; 1106th Engineer Group, VII Corps Independents; in a Landing Craft

Tare Green Demo Team; VII Corps Independents; in a Landing Craft

Utah Beach; Uncle Sub-Beach; Red Sector; Landing Wave box:

E, F, G, H/2/8; 8th Infantry Regiment, 4th Infantry Division (4 Units); in a Landing Craft

B/70 Tank; 70th Tank Battalion, VII Corps Independents (DD Tank Unit)

B/87 Cml; VII Corps Independents; in a Landing Craft

A/237 Eng; 1106th Engineer Group, VII Corps Independents; in a Landing Craft

B/237 Eng; 1106th Engineer Group, VII Corps Independents; in a Landing Craft

Uncle Red Demo Team; VII Corps Independents; in a Landing Craft

Utah Beach; Landing Wave box (either one):

C/70 Tank; 70th Tank Battalion, VII Corps Independents; in a Landing Craft

En/70 Tank; 70th Tank Battalion, VII Corps Independents; in a Landing Craft

Allied Leaders:

Leader COL Van Fleet: may be stacked with any 8th Infantry Regiment Unit

Follow-up Assault Wave

Utah Beach Naval & Air Display; Loading into Landing Craft; Bound for Tare Sub-Beach box:

Leader COL Tribolet, I, K, L, M/3/22 (Leader +4 Units): 22nd Infantry Regiment, 4th Infantry Division

D/87 Cml: VII Corps Independents

Utah Beach Naval & Air Display; Loading into Landing Craft; Bound for Uncle Sub-Beach box:

I, K, L, M/3/8 (4 Units): 8th Infantry Regiment, 4th Infantry Division

C/87 Cml: VII Corps Independents

Utah Beach Naval & Air Display; En Route From England; Bound for Utah Beach box:

29th FA Bn, 29th FA Bn – Contact Pending (1 Unit +1 Marker): Independent, 4th Infantry Division

Cannon/8: 8th Infantry Regiment, 4th Infantry Division

AT/8: 8th Infantry Regiment, 4th Infantry Division

65th Arm FA, 65th Arm FA – Contact Pending (1 Unit +1 Marker): VII Corps Independents

Supporting Assets

Assault F. Utah North marker: 26.020

Nevada, Erebus, Tuscaloosa, Quincy, and *Black Prince*: any legal box of Assault Force Utah -North (UtN) of the Utah Beach Naval & Air Display

Assault F. Utah South marker: 20.025

Hawkins, Enterprise, Soemba, 3x *DD Flotilla*, 2x *LC Support*, *LC Rocket*: any legal box of Assault Force Utah -South (UtS) of the Utah Beach Naval & Air Display

Events

Events are noted in the Master Reinforcement and Event Guide.

Command Values

The 4th Infantry Division has a Command Rating of 4. The Division starts with 17 Command Points.

The 709.Infanterie-Division now has a Command Rating of 4. The Division starts with 3 Command Points.

(Dispatch Points are not used in this scenario and the Mug contents for each turn are provided above).

Victory Conditions

4th Infantry Division Objectives:

Primary Task: Clear Utah Beach by the end of the 1300 Turn (fulfill all the conditions listed in the Exclusive Rules 4.3.2 Clearing a Beach).

Secondary Task: Exit at least 4 steps of any 4th Infantry Division unit inland (off-map) along any combination of Causeways 2, 3, and/or 4 by the end of the scenario.

Tertiary Task: Have at least 5 Command Points remaining on the 4th Infantry Division Display at the end of the scenario.

The Germans do not have victory conditions for this scenario, only the Allies. If the Allies complete all three of their tasks, they win. If not, the Germans win

Exclusive Rules in Use

2.0 Terrain

4.0 The Naval Invasion System

7.0 Piggyback Mode

9.0 Variable Troop Quality

10.0 Land Mines

16.1 German Phone Lines

16.1 Allied Air Power

Recommended Optional Rules (this will assist the Americans)

18.2 Alternate Artillery Resolution

18.3 Indirect Fire Scatter

Scenario Special Rules

The weather is Overcast the entire scenario. There are no specific effects due to this weather; it is for informational purposes only.

Half hexes are in play.

The "Wn" and "Stp" units of the 709.Infanterie-Division are always In Command with the use of telephones as long as the phone lines are not cut. Leader *ObstIt Keil* is considered off map until he enters play, but able to command all of these units. Once the leader enters play, normal rules apply. See 16.1 for more information about this.

The 709.Infanterie-Division Artillery Parks are off map. Units inside the Artillery Parks may only be attacked by Allied Ships. All Allied Ships in the Utah - North Naval Display are considered to have the Artillery Parks A, B, C, and E in range. Allied Ships in Utah - South Naval Display only have Artillery Park B in range for purposes of 4.4.4(a) Ships-Firing at Shore Targets.

Units in 709.Infanterie-Division Artillery Parks can fire at any hex on the overlay, if they are in contact with leader *ObstIt Keil*.

German coastal artillery units use all the applicable rules for coastal artillery (can fire during the NSOP, cannot fire at naval units if under a barrage marker, are self-spotted by American naval units, etc…) even though they reside in Artil-

lery Park boxes for this scenario. Their location is purely to allow the players to track them more easily. NOTE: this does not apply to either *6./Geb.Art. 191* or *Art./StAOK7*, which are normal Orange Fire Power units, using all artillery park rules.

Crisbecq Bty is placed in 709 Artillery Park A. It can target any naval range box on either Utah - North, or Utah - South.

St-Martin Bty is placed in 709 Artillery Park B. It can target any naval units in the short and medium range boxes of Utah - North and all range boxes of Utah - South.

Fontenay Bty is placed in 709 Artillery Park C. It can target any naval units in the short and medium range boxes of Utah - North, and the short range box of Utah - South.

Azeville Bty is placed in 709 Artillery Park E. It can only target landing craft in the Landing Wave boxes when firing by rule 4.8.2 Coastal Battery Defensive Fire Procedure.

6./Geb.Art. 191 is placed in 709 Artillery Park D and *Art./StAOK7* is placed in 709 Artillery Park F. They cannot target any naval units and operates under all normal Artillery Park rules. They cannot be targeted by naval ships.

Do not use steps 8 and 9 of the Naval Sequence of Play (NSOP) for this scenario.

Neither player may use Roadblocks or Rearguards in this scenario.

You may skip sections A through D, and F of the Sequence of Play since none of those apply to this scenario.

Step E of the Sequence of Play is only used if and when the German player would like to make contact with units in the Artillery Parks.

After the Naval Chit activation has been completed for the first time on the 0700 turn, it is placed back in the Mug to be drawn again on this turn (only).

As soon as Utah Beach is cleared, move the 4th Infantry Division Troop Quality to "0".

Master Reinforcement Guide

0700, June 6, 1944

German Reinforcements: (place when the 709.Inf. Div. Activation is pulled from the mug):

Leader *Obstlt Keil, 6./Geb.Art. 191* In Contact, *Art./StAOK7* In Contact (Leader +2 Markers) Placed with any German unit on the map.

0900, June 6, 1944

German Withdrawals:

St-Martin Bty: Remove it from play. This battery was destroyed by paratroopers of the 502nd Parachute Infantry Regiment.

1300, June 6, 1944

German Withdrawals:

6./Geb.Art. 191: Remove it from play. This battery was destroyed by paratroopers of the 506th Parachute Infantry Regiment.

Allied Events:

Add 2 Allied *Air Support* markers to the 4th Infantry Division Display in the Air Support Box.

"Voie de la Liberté Km 0:
The Race to Defend Ste-Mère-Église"
0700 6/7/44 – Night 6/7/44
Introductory Scenario #3

Ste-Mère-Église was a critical crossroads on the Cotentin Peninsula and therefore a primary objective for the 82nd Airborne Division. In the morning hours of 6 June, the 505th Parachute Infantry Regiment seized this town, giving it the distinction of being the first French town to be liberated by the Allies during World War II.

However, liberating the town was the easy part. Retaining possession against multiple German counterattacks would prove to be the harder task, especially while still trying to consolidate from a widely dispersed airborne landing. Only two battalions of the 505th PIR could be spared for this mission, while it's last battalion was trying to seize the bridge over le Merderet (River) about 3kms to the west.

The Germans understood the significance of Ste-Mère-Église and quickly formed elements of 3 different Kampfgruppen to retake the town. Two battalions of Grenadier Regiment 1058 and the mobile reserve battalion of 7th Armee, Sturm AOK7, with assault gun support would attack from the north of town on 7 June. While not part of the counterattack, the 795th Ost Battalion (Georgians), would play a vital role in hampering reinforcement efforts coming from Utah Beach to the south and east of town.

It was a closely contested fight for most of the day, with German StuGs and infantry advancing all the way to the outskirts of town. The paratroopers fought tenaciously and held their ground into the evening when reinforcements, including Sherman tanks, arrived from the south and east, to ensure the Americans would carry the day.

Voie de la Liberté, or The Path to Freedom, was created by the French government in 1947 to commemorate the path of liberation taken by the Allies during the Campaign for Northern Europe (more specifically, it follows the route of General Patton's 3rd Army). A marker is placed every kilometer along this path until it reaches Bastogne, Belgium. The honor of being the initial marker and thus being Voie de la Liberté Km 0, was given to Ste-Mère-Église where it is placed in front of the Hôtel de Ville, or town hall.

Set-up

This scenario uses the Ste-Mère-Église Scenario Map E. The playing area is bounded to the northeast by the road running from 32.030 to 43.023 (no unit may move to the north or east of this road). It is also bounded to the west by

le Merderet (River) (no unit may move west of this terrain feature). Play begins with Step E of the Sequence of Play. You will also need the 82nd Airborne Division Display, the 4th Infantry Division Display, and the 91.Luftlande Infanterie-Division Display.

The *KG Beigang* Formation chit is not placed in the Mug and is the first Chit in play.

Set-up, 0700, June 7, 1944

Markers

All Victory Tasks are "Pending"

Day is June 7, 1944

Time is 0700

Weather is Overcast

82nd Airborne Division Troop Quality: 0.

The 82nd Airborne Division has a Command Rating of 3 and a Dispatch Rating of 2. The Division starts with 3 Command Points and 1 Dispatch Point.

1 / 505 Battalion Straggler total is set to 6, with 0 Straggler Recovery points

2 / 505 Battalion Straggler total is set to 9, with 0 Straggler Recovery points

3 / 505 Battalion Straggler total is set to 9, with 0 Straggler Recovery points

4th Infantry Division Troop Quality: 0

The 4th Infantry Division has a Command Rating of 3 and a Dispatch Rating of 2. The Division starts with 1 Command Point and 1 Dispatch Point.

91.Luftlande Infanterie-Division Troop Quality: 0

The 91.Luftlande Infanterie-Division has a Command Rating of 5 and a Dispatch Rating of 3. The Division starts with 7 Command Points and 1 Dispatch Point.

The Mug

The following Activation chits are placed in the mug and randomized for the 0700, June 7 turn:

Allied Direct Command, German Direkter Befehl, 82 ABN Div Activation, 4th Inf Div Activation, 91.LL.Inf.Div. Activation, and the *Event! Chit*

The *KG Beigang* Formation Activation chit is not placed in the mug, but is the first chit in play.

Regimental Composition

German Composition

91.Luftlande Infanterie-Division:

KG Beigang: *I./Gren 1058; II./Gren 1058; Sturm AOK 7* (from KG Hoffmann, 709.ID)

91.Luftelande Infanterie-Division additional formation: *Ost 795* (from KG Keil, 709.ID)

American Composition

4th Infantry Division:

8th IR: *1st Bn 8th Inf; 2nd Bn 8th Inf; 3rd Bn 8th Inf; 70th Tank Bn*

82nd Airborne Division:

505th PIR: 1st Bn 505th; *2nd Bn 505th; 3rd Bn 505th*

82nd Airborne Division additional formations: *746th Tank Bn; 2nd Bn 401st*

American Set-up (first):

505th Parachute Infantry Regiment, 82nd Airborne Division:

HQ/1/505 (1-step) (Immobile): 47.034

A/1/505 (1-step) (Immobile): 48.035

B/1/505 (1-step) (Immobile): 46.034

C/1/505 (1-step) (Immobile): 47.032

HQ/2/505 (1-step): 41.031

D/2/505 (1-step): 42.031

E/2/505 (1-step): 41.031

F/2/505 (1-step): 40.032

HQ/3/505 (1-step): 41.032

G/3/505 (1-step): 41.032

Leader LTC Ekman, H/3/505 (1-step) (Leader + 1 Unit): 42.032

I/3/505 (1-step): 41.032

325th Glider Infantry Regiment, 82nd Airborne Division:

F/2/401 (1-step): 37.037

Independent Units, 82nd Airborne Division:

Leader COL Raff: 37.037

Rearguard: 40.029

Rearguard: 43.029

Rearguard: 45.031

8th Infantry Regiment, 4th Infantry Division:

A/1/8: 33.031

B/1/8: 33.030

C/1/8: 33.032

D/1/8: 32.032

E/2/8: 34.034

F/2/8: 36.035

Leader COL Van Fleet, G/2/8 (Leader + 1 Unit): 35.034

H/2/8: 35.035

I/3/8: 37.035

K/3/8: 39.036

L/3/8: 38.036

M/3/8: 37.036

AT/8 (mounted): 35.036

Cannon/8: 34.036

Independent Units, 4th Infantry Division:

Artillery Park 1: 33.038

29th FA Bn, 29th FA Bn – Contact Pending (1 Unit +1 Marker): inside Artillery Park 1 on 4th Infantry Division Display

Independent Units, VII Corps (attached to 4th Infantry Division):

A/70 Tank (1-step): 32.031

B/70 Tank (Column): 35.037

C/70 Tank (1-step): 35.037

Independent Units, VII Corps (attached to 82nd Airborne Division):

C/746 Tank: 36.037

Independent Units, VII Corps:

1/B/4th Cav: 37.037

Supporting Assets:

1st Bn 505th Rally Point: 48.035

2nd Bn 505th Rally Point: 41.031

3rd Bn 505th Rally Point: 41.032

1 *Divisional Jeeps* marker (2-step) is placed on the 82nd Airborne Division Display in the available box

German Set-up:

KG Keil, 709.Infanterie-Division (these units are attached to 91.Luftlande Infanterie-Division):

1./Ost 795 (Bocage) (1 Unit +1 Marker): 35.030

2./Ost 795 (Bocage) (1 Unit +1 Marker): 35.032

3./Ost 795 (Bocage) (1 Unit +1 Marker): 37.033

4./Ost 795: 39.034

Pak/Ost 795 (Bocage) (1 Unit +1 Marker): 38.034

KG Hoffmann, 709.Infanterie-Division (these units are attached to KG Beigang):

1./, 3./Sturm AOK 7 (2 Units): 45.028

2./Sturm AOK 7: 44.028

4./Sturm AOK 7: 45.027

mGrW./StAOK7 (Bocage) (1 Unit +1 Marker): 45.027

sGrW./StAOK7 (Bocage) (1 Unit +1 Marker): 45.025

Stab/StAOK7 (mounted): 45.026

Pak/StAOK 7 (mounted): 46.026

Independent Units, 709.Infanterie-Division:

1./Pz.Jg. 709 (1-step, Column) (1 Unit +1 Marker): 44.028

KG Beigang, 91.Luftlande Infanterie-Division:

1./, 2./I./Gren 1058 (2 Units): 42.027

3./, 4./I./Gren 1058 (2 Units): 43.027

GrW./I./1058 (Bocage) (1 Unit +1 Marker): 43.026

5./, 7./II./Gren 1058 (2 Units): 47.029

6./, 8./II./Gren 1058 (2 Units): 46.029

GrW./II./1058 (Bocage) (1 Unit +1 Marker): 47.028

Leader Oberst Beigang: may be stacked with any KG Beigang unit

Independent Units, 91.Luftlande Infanterie-Division:

Artillery Park A: 42.025

Artillery Park B: 51.026

Artillery Park C: 47.025

2./Geb.Art. 191, 2./Geb.Art. 191 Contact Pending (1 Unit +1 Marker): inside Artillery Park B on 91.Luftlande Infanterie-Division Display

5./Geb.Art. 191, 5./Geb.Art. 191 Contact Pending (1 Unit +1 Marker): inside Artillery Park C on 91.Luftlande Infanterie-Division Display

German Independent Regiments:

Art./StAOK7, Art./StAOK7 Contact Pending (1 Unit +1 Marker): inside Artillery Park A on 91.Luftlande Infanterie-Division Display

Supporting Assets:

3 (1 x AT type (white FP); 2 x Infantry type (pink FP)) *Nachhut* are placed on the 91.Luftlande Infanterie-Division Display.

Events

Random events occur when the *Event!* Chit is pulled. On a roll of 0-2, the event will occur in this area of the battlefield per rule #6.0 in the Exclusive Rules.

If the Event rolled is 4 (Allied Naval Support), the 2 ships are *Nevada* and *Tuscaloosa*.

If an event is not possible due to the effected units not being on the map, such as a 17SS or before the 90th Infantry Division is active, then treat it as a No Event.

Exclusive Rules in Use

1.0 Night and Weather

2.0 Terrain

3.4 Stragglers (specifically 3.4.2 and 3.4.3)

5.0 Rearguards (Nachhuten)

6.0 Random Events

7.0 Piggyback Mode

9.0 Variable Troop Quality

12.0 Divisional Trucks/Jeeps

13.0 Formation and Battalion Attachment

14.0 Auto-Command Units

15.0 Abandoned Transport

16.3 Bocage

17.5 Extra American Airborne Leaders

Optional Rules Available for Use

18.1 Command Point conversion limits

18.2 Alternate Artillery Resolution

18.3 Indirect Fire Scatter

18.4 US Army Regimental towed anti-tank units

18.6 Roaming Units

18.7 Airborne Leader Losses

18.8 Assaults Involving 0-Step units

18.9 Alone and Afraid

Scenario Special Rules

1. The 795 Ost Battalion, part of Oberstleutnant Günther Keil's Infanterie-Regiment 919, was isolated on D-Day, but remained an impediment to the American advance and link-up with the 82nd Airborne Division in Ste-Mère-Église until the afternoon of June 7th. Since they were not commanded directly during this battle, they are treated as an attachment to the 91st LL Inf-Div and do not have a formation activation. Oberst Beigang can command any of the 795 Ost Battalion units as if they were Division independent units. These Georgians cannot build 91st Luftlande Infantry-Division *Nachhuten* either.

2. The 795 Ost Battalion surrendered on June 7th when a Russian speaking American Soldier from the 4th Inf Div who had been captured, convinced them that discretion was better than valor. To replicate this, the 795 Ost Battalion must make a surrender check each time it loses a step. When the unit surrenders, remove all 795 Ost Battalion units from play immediately. Use the following table to determine when the battalion surrenders:

      1st step: 0

      2nd step: 0-1

      3rd step: 0-2

      4th step: 0-3

      5th step: 0-4

      6th step: 0-6

      7th step: 0-8

      8th step: equals elimination and is considered a surrender for Scenario Special Rule #4

3. COL Raff was assigned to the 82nd Airborne Division as a possible replacement Regimental Commander since the airborne units expected heavy casualties. On D-Day, he was given a mission force dubbed "Raff's Crocker," which was composed of elements from the 746th Tank Battalion, the 4th Cavalry Regiment and the 325th Glider Infantry Regiment. His mission was to get to Ste-Mère-Église as quickly as pos-

sible on June 6th, bringing heavy reinforcements. He was stopped about 3kms south of the town and didn't arrive until the afternoon of June 7th. For this scenario, he acts just like any formation leader, except he does not have a formation activation chit. His units are considered independent units of the 82nd ABN Div.

4. The 8th Infantry Regiment and Raff's Crocker are not allowed to move north of the stream that stretches from 37.030 to 45.041, until after the 795 Ost Battalion surrenders. This limit of advance extends to the road (scenario map boundary) in hex 34.029 from the end of the stream as well. Raff's Crocker is allowed to move north as soon as the 795 Ost Battalion surrenders. If the surrender occurs with 1-4 steps of loses within the Ost Bn, then the 2nd Battalion, 8th Infantry Regiment can also move north. If the surrender occurs with 5-6 step loses within the Ost Bn, then the 3rd Battalion, 8th Infantry Regiment can also move north. If the surrender occurs with 7-8 step loses within the Ost Bn, then the entire 8th Infantry Regiment can move north. This last rule replicates the amount of combat power needed to secure and process the remnants of the 795 Ost Battalion on the afternoon/evening of June 7th. The 70th Tank Bn units never move north of the stream. They moved into a consolidation position after the 795 Ost Bn surrendered.

5. Raff's Crocker is also released from Rule 4 above at 1700, 7 June. It can move around the 795 Ost Battalion if it hasn't already surrendered.

6. Airborne stragglers are recovered per Rules 3.4.2 and 3.4.3. Remember this is 7 June so only one roll is allowed per battalion, per 82nd Airborne Division Activation.

American Objectives:

> *Primary*: Retain the entire town of Ste-Mère-Église (40.032, 41.031, and 41.032) by the end of the scenario.

> *Secondary*: Destroy more than 10 steps of German Infantry (this does not include the 795 Ost Bn) by the end of the scenario.

> *Tertiary*: Seize the village of Neuville-au-Plain (44.028) by the end of the scenario.

German Objectives:

> *Primary*: Seize the majority of the town of Ste-Mère-Église (40.032, 41.031, and 41.032) by the end of the scenario. Two of three hexes must be in German possession to achieve this objective.

> *Secondary*: At the end of the scenario, have fewer than 7 steps of infantry destroyed (not including the 795 Ost Bn).

> *Tertiary*: The 795 Ost Battalion survives and does not surrender until 1500 or later.

Master Reinforcement Guide

1500, June 7, 1944

Allied Reinforcements:

Independent Units, VII Corps (attached to 82nd Airborne Div):

B/, HHC/746 Tank (2 Units): arrive at the Eastern Reinforcement Hex A (29.030) with half movement for the 1500 turn. Since this company was independent of Raff's Crocker, it is not constrained by Scenario Special Rule #4.

"Stick to the Plan"
Night 6/5/44 – Night 6/6/44
Introductory Scenario #4

This is a hypothetical scenario that covers just the first day of the invasion. Prior to 24 May, 1944, the Allies were planning an airborne landing that would effectively cut the base of the Cotentin Peninsula, isolating Cherbourg on 6 June. In mid-May, Allied intelligence discovered the presence of the 91.Luftlande Infanterie-Division, whose mission was to counter airborne operations. This German division was positioned at the base of the Cotentin Peninsula, right where the two American Airborne Divisions were supposed to land. The dropzones were changed in an Operations Order, issued less than two weeks before the invasion. What would have been the fate of the famed 82nd Airborne Division, or for that matter, any future airborne operations?

Set-up

This scenario uses Campaign Game Maps 8 (St-Sauveur-le-Vicomte Map) and 9 (Bricquebec Map). Play begins with Step H of the Sequence of Play. You will also need the 82nd Airborne Division Display, the 91.Luftlande Infanterie-Division Display, and the 243.Infanterie-Division Display.

The *505th PIR* Formation Activation chit is not placed in the Mug and is the first Chit in play.

Note on the Night turn of June 5, 1944 - all chits are played from the Mug.

Set-up, Night, June 5, 1944

Markers

All Victory Tasks are "Pending"

Date is June 5, 1944

Time is Night

Weather is Overcast

82nd Airborne Division Troop Quality: 0

The 82nd Airborne Division has a Command Rating of 7 and a Dispatch Rating of 4. The Division starts with 15 Command Points and 4 Dispatch Points.

91.Luftlande Infanterie-Division Troop Quality: -2

The 91.Luftlande Infanterie-Division has a Command Rating of 8 and a Dispatch Rating of 5. The Division starts with 2 Command Points and 0 Dispatch Points.

243.Infanterie-Division Troop Quality: -2

The 243.Infanterie-Division has a Command Rating of 4 and a Dispatch Rating of 3. The Division starts with 0 Command Points and 0 Dispatch Points.

All Straggler totals are set to "0"

The Mug

The following Activation chits are placed in the mug and randomized for the Night, June 5 turn:

Allied *Direct Command, 82 ABN Div Activation, 507th PIR*

Formation Activation, and *508th PIR* Formation Activation

The *505th PIR* Formation Activation chit is not placed in the mug, but is the first chit in play.

Once the *82 ABN Div* Activation chit has been drawn on the first turn, add the 9*1.LL.Inf.Div.* Activation, the *243.Inf.Div.* Activation, and the German *Direkter Befehl* to the mug.

When the *91.LL.Inf.Div.* Activation and the *243.Inf.Div.* Activation chits are drawn, they do not get their automatic Command Points on this first turn – only half a roll (rounded down) is added to the track. Everything is back to normal starting with the 0700 turn on June 6. No Dispatch Point roll is made for these divisions during the Night, June 5 turn and no dispatch points are received.

For the Night, June 5 turn only, all chits in the Mug are drawn; no chit is left in the Mug at the end of the turn

Attachments
German Attachments:

KG Heydte is attached to the 91.Luftlande Infanterie-Division.

Regimental Composition
German Composition
91.Luftlande Infanterie-Division:

KG von Saldern: *I./Gren 1057; II./Gren 1057; III./Gren 1057*

KG Heydte: *I./FJR 6*

243.Infanterie-Division:

KG Simon: *I./Gren 921; III./Gren 921*

American Composition
82nd Airborne Division:

505th PIR: *1st Bn 505th; 2nd Bn 505th; 3rd Bn 505th*

507th PIR: *1st Bn 507th; 2nd Bn 507th; 3rd Bn 507th*

508th PIR: *1st Bn 508th; 2nd Bn 508th; 3rd Bn 508th*

German Set-up:
KG von Saldern, 91.Luftlande Infanterie-Division:

1./I./Gren 1057: 77.060

2./I./Gren 1057: 80.056

3./I./Gren 1057: 73.053

4./I./Gren 1057: 72.061

GrW./I./1057: 74.061

5./II./Gren 1057: 70.026

6./II./Gren 1057: 67.031

7./II./Gren 1057: 74.034

8./II./Gren 1057: 73.030

GrW./II./1057: 72.030

9./III./Gren 1057: 73.042

10./III./Gren 1057: 88.047

11./III./Gren 1057: 83.051

12./III./Gren 1057: 73.048

GrW./III./1057: 74.041

13./Gren 1057: 77.034

Leader Obstlt von Saldern: may be stacked with any KG von Saldern unit (historically – 74.041)

Independent Units, 91.Luftlande Infanterie-Division:

Div.Füs.Kp.191: 69.040

1./Geb.Art. 191: 87.048

2./Geb.Art. 191: 87.027

7./Geb.Art. 191: 69.057

KG Heydte, German Independent Regiments (attached to 91.Luftlande Infanterie-Division):

1./I./FJR 6: 63.057

3./I./FJR 6: 62.061

4./I./FJR 6: 64.059

(k)GrW./I./FJR6: 61.057

Leader Major von der Heydte: is placed with any of his units when the 91.LL.Inf.Div. Activation chit is drawn (historically – 62.061)

KG Simon, 243.Infanterie-Division (units are immobile until released, or in LOS of an American unit, whichever comes first):

1./I./Gren 921: 105.031

2./I./Gren 921: 100.039

3./I./Gren 921: 106.037

4./I./Gren 921: 101.034

GrW./I./921: 104.037

10./III./Gren 921: 103.050

11./III./Gren 921: 98.055

German Independent Regiments:

2./gem.Flak 153: 73.041

5./gem.Flak 153: 74.042

Supporting Assets:

3 *Minen* markers are placed, one in each of the following hexes: 82.045, 86.044, 86.045

4 (1 x AT type (white FP); 2 x Infantry type (pink FP) *Nachhut*; and 1 x KG Heydte Infantry type (pink FP)) *Nachhut* are placed on the 91.Luftlande Infanterie-Division Display.

1 Infantry type (pink FP) *Nachhut* is placed on the 243.Infanterie-Division Display.

Allied Set-up:

1st Bn 505th; 2nd Bn 505th; 3rd Bn 505th; 1st Bn 507th; 2nd Bn 507th; 3rd Bn 507th; 1st Bn 508th; 2nd Bn 508th; 3rd Bn 508th Rally Points may be placed in any village, town, hill or bridge site (not stream crossing) within 4 hexes of a DZ/

LZ hex at the start of play. More than one per hex is allowed (although not generally encouraged).

First Drop – "Mission Boston" (82nd) (arrives via Para Drop – then roll at the start of play on the Drop Table):

Each listing below must be placed on a separate hex in the designated Drop Zone

Note: The following units are in the exact order in which they would have jumped into Normandy.

82nd Airborne Division Leaders:

Leader LTC Ekman may be stacked with any 505th PIR unit on DZ 1, prior to rolling on the Drop Table

Leader COL Millett may be stacked with any 507th PIR unit on DZ 3, prior to rolling on the Drop Table

Leader COL Lindquist may be stacked with any 508th PIR unit on DZ 2, prior to rolling on the Drop Table

505th Parachute Infantry Regiment and Independent Unit, 82nd Airborne Division:

D, E, F, HQ/2/505 (4 Units): stacked in DZ 1

B/307 Eng: in DZ 1

G, H, I, HQ/3/505 (4 Units): stacked in DZ 1

A, B, C, HQ/1/505 (4 Units): stacked in DZ 1

508th Parachute Infantry Regiment, 82nd Airborne Division:

A, B, C, HQ/1/508 (4 Units): stacked in DZ 2

D, E, F, HQ/2/508 (4 Units): stacked in DZ 2

G, H, I, HQ/3/508 (4 Units): stacked in DZ 2

507th Parachute Infantry Regiment, 82nd Airborne Division:

A, B, C, HQ/1/507 (4 Units): stacked in DZ 3

D, E, F, HQ/2/507 (4 Units): stacked in DZ 3

G, H, I, HQ/3/507 (4 Units): stacked in DZ 3

Supporting Assets:

Allies:

21 Rearguard and 2 Roadblock markers are placed on the 82nd Airborne Division Display.

Events

Random events occur when the Event! Chit is pulled. On a roll of 0-3, the event will occur in this area of the battlefield per rule #6.0 in the Exclusive Rules. An additional die roll will determine what event occurs. Other events are noted in the Master Reinforcement & Event Guide.

If the Event rolled is 4 (Allied Naval Support) or 4 (Allied Ship strikes a Mine) treat it as no event.

If an event is not possible due to the effected units not being on the map, such as a 17SS or before the 90th Infantry Division is active, then treat it as a No Event.

Reinforcements

Night, June 5, 1944

German Activations – Only German units that can see

an American unit at the time of their activation chit being drawn are eligible to activate. This does not apply to Fallschirmjäger Regiment-6 which was designated as an anti-airborne unit. All of Major von der Heydte's units on the map will activate during their activation chit on the Night of 5 June.

Allied Reinforcements

Second Drop – "Mission Detroit" (82nd) (place units when the 82 ABN Div Activation Chit is drawn. Units are mounted or not (owning player's choice). Roll on the Drop Table when they first become active):

Each listing below must be placed on a separate hex in the designated Landing Zone.

Independent Units, 82nd Airborne Division:

A 80 AA/AT, (Glider Land) (1 Unit +1 Marker): in LZ 4

C 80 AA/AT, (Glider Land) (1 Unit +1 Marker): in LZ 4

B 80 AA/AT, (Glider Land) (1 Unit +1 Marker): in LZ 5

Add 1 Divisional Jeeps marker to the 82nd Airborne Division Display; Stragglers Box

Set-up, 0700, June 6, 1944

The Germans can place 1 Artillery Park prior to Step G this turn and make the associated contact roll with the unit in this Artillery Park, without cost.

Start this turn with Step G of the Sequence of Play.

Markers

Weather is Overcast

Set the 91.Luftlande Infanterie-Division Troop Quality to: 0

Add 2 Command Points and 0 Dispatch Points to the 91.Luftlande Infanterie-Division.

Set the 243.Infanterie-Division Troop Quality to: 0

Add 0 Command Points and 0 Dispatch Points to the 243. Infanterie-Division.

The Mug

The following Activation chits are placed in the mug and randomized for the 0700, June 6 turn. One of these chits is drawn for the first chit this turn:

Allied Direct Command, German Direkter Befehl, 82 ABN Div Activation, 91.LL.Inf.Div. Activation, 243.Inf.Div. Activation, and the *Event!* Chit

For following turns, the Mug contents are determined as normal.

Exclusive Rules in Use

1.0 Night and Weather

2.0 Terrain

3.0 Paradrops and Glider Landings

5.0 Roadblocks and Rearguards (Sperren and Nachhuten)

6.0 Random Events

9.0 Variable Troop Quality

10.0 Land Mines

11.0 Ferries

12.0 Divisional Trucks/Jeeps

13.0 Formation and Battalion Attachment

14.0 Auto-Command Units

15.0 Abandoned Transport

16.3 Bocage

16.5 German Hunter Killer groups

17.5 Extra American Airborne Leaders

Optional Rules Available for Use

18.1 Command Point conversion limits

18.2 Alternate Artillery Resolution

18.3 Indirect Fire Scatter

18.6 Roaming Units

18.7 Airborne Leader Losses

18.8 Assaults Involving 0-Step units

18.9 Alone and Afraid

Scenario Special Rules

1. Additional German Reinforcement Hexes for this scenario (Use the provided counters for reference):

German Reinforcement A (61.039)

German Reinforcement B (61.055)

German Reinforcement C (61.059)

82nd Airborne Division Objectives (only 1 of the 2 tertiary objectives can be used – Allied player's choice decided at the start of the 1300 turn)**:**

These objectives were the planned objectives of the 82nd Airborne Division as of 24 May 1944. They were very aggressive – Good Luck!

Primary: Clear and secure the general area inclusive of the following locations: St-Jacques-de-Néhou (88.037) – Besneville (both 88.048 and 89.047) – Neuville-en-Beaumont (83.051) – St-Sauveur-le-Vicomte (2 of the following hexes - 73.041, 74.041, 74.042, 75.041) – Blandamour (81.036) – les Forges Vardon (82.036) at the end of the scenario. To clear and secure, it should form a bubble that has no more than 2 German units inside it.

Secondary: Contest or destroy the bridges south of Hautmesnil (73.048/73.049) and St-Sauveur-de-Pierre-Pont (81.053/81.054).

Tertiary: Contest or destroy the 4 bridges over l'Ollonde (River) near St-Lô-d'Ourville and Canville-la-Rocque (90.054/91.053, 91.055/92.055, 93.056/94.056, 94.056/94.057) by the end of the scenario.

Alternate Tertiary: Capture and control Hill 110 (86.045) and Hill 90 (82.045) by the end of the scenario. To control, the minefields must be removed.

243.Infanterie-Division Objectives:

Primary: Take St-Jacques-de-Néhou (88.037) or Besneville (both 88.048 and 89.047) by the end of the scenario.

Secondary: Take one of the following - Blandamour (81.036), Hill 82 (86.039), Hill 110 (86.045), or Neuville-en-Beaumont (83.051) by the end of the scenario.

Tertiary: Maintain a line of communication to the LXXXIV Korps HQ. This will be any road or railroad that can be traced from the south edge of the St-Sauveur-le-Vicomte Map (Campaign Game Map 8) to the city of Bricquebec free of any American firezone.

91.Luftlande Infanterie-Division Objectives:

Primary: Seize and hold the city of St-Sauveur-le-Vicomte (all 4 hexes – 73.041, 74.041, 74.042, and 75.041) by the end of the scenario.

Secondary: Retain control of the bridges south of Hautmesnil (73.048/73.049) and St-Sauveur-de-Pierre-Pont (81.053/81.054) by the end of the scenario.

Tertiary: A German unit occupies any hex of an LZ that is used to land gliders on the Night, June 6 turn.

Master Reinforcement & Event Guide

0900, June 6, 1944
German Reinforcements:
KG Heydte, German Independent Regiments:

2./I./FJR 6, GrW./I./FJR6 (2 Units): arrive at German Reinforcement B (61.055).

5., 6., 7., 8./II./FJR 6, (k)GrW./II./FJR6, GrW./II./FJR6, 13., 14./FJR 6, Inf.Ges./FJR 6 (9 Units): arrive at Fallschirmjäger-Regiment 6 Reinforcement Hex A (62.065).

German Events:

Add *II./FJR 6* attachment marker to the KG Heydte Kampfgruppen Composition.

Add 1 x KG Heydte AT type (white FP) *Nachhut, 1. Pzsrk/FJR 6*, and *2. Pzsrk/FJR 6* to the 91.Luftlande Infanterie-Division Display.

Allied Events:

82nd Airborne Division is now limited to 12 *Rearguard*. Remove any excess above this number if they are located on the Division Display. If more than 12 are in play, they remain until lost or removed from the map.

1100, June 6, 1944
German Reinforcements:
KG Simon, 243.Infanterie-Division: (in-situ)

1./I./Gren 921: 105.031 (released)

2./I./Gren 921: 100.039 (released)

3./I./Gren 921: 106.037 (released)

4./I./Gren 921: 101.034 (released)

GrW./I./921: 104.037 (released)

KG Simon, 243.Infanterie-Division:

Leader Obstlt Simon, 13., 14./Gren 921 (Leader + 2 Units): arrive at the 243.ID Reinforcement Hex A (106.049), or the 243.ID Reinforcement Hex B (106.040), player's choice.

Independent Units, 91.Luftlande Infanterie-Division:

1., 2./Pi. 191 (2 Units): arrive at *German Reinforcement A* (61.039).

KG Heydte, German Independent Regiments:

15./FJR 6: arrives at *German Reinforcement C* (61.059).

8./Geb.Art. 191: arrives at *German Reinforcement C* (61.059).

German Events:

Add 6 *Sperre* markers to the 91.Luftlande Infanterie-Division Display.

Add 4 Command Points and 2 Dispatch Points to the 243.Infanterie-Division.

Add *Pzsrk/921* to the 243.Infanterie-Division Display.

Add 1 Divisional Trucks marker to the 243.Infanterie-Division Display.

1300, June 6, 1944

German Reinforcements:

KG Simon, 243.Infanterie-Division: (in-situ)

10./III./Gren 921: 103.050 (released)

11./III./Gren 921: 98.055 (released)

KG Simon, 243.Infanterie-Division:

9., 12./III./Gren 921, GrW./III./921 (3 Units): arrive at the 243.ID Reinforcement Hex A (106.049).

Independent Units, 91.Luftlande Infanterie-Division:

Div.Kpf.Sch.91: arrives at *German Reinforcement A* (61.039).

9./Geb.Art. 191: arrives at *German Reinforcement A* (61.039).

1500, June 6, 1944

German Reinforcements:

KG Müller, 243.Infanterie-Division:

Leader Obstlt Müller, 9., 10., 11., 12./III./Gren 922, GrW./III./922, 13., 14./Gren 922 (Leader + 7 Units): arrive at the 243.ID Reinforcement Hex D (82.024).

Independent Units, 243.Infanterie-Division:

I*I./Art. 243, II./Art. 243 – Contact Pending* (1 Unit +1 Marker): arrive at the 243.ID Reinforcement Hex A (106.049).

German Events:

Add *KG Müller* and *III./Gren 922* attachment markers to the 243.Infanterie-Division Kampfgruppen Composition.

The 243.Infanterie-Division now has a Command Rating of 7 and a Dispatch Rating of 4.

Add 2 (1 x AT type (white FP); 1 x Infantry type (pink FP)) *Nachhut* and *Pzsrk/922* to the 243.Infanterie-Division Display.

Add 1 *Divisional Trucks* marker to the 243.Infanterie-Division Display.

1700, June 6, 1944

German Reinforcements:

KG Müller, 243.Infanterie-Division:

9., 10., 11., 12./III./Gren 739 (4 Units): arrive at the 243.ID Reinforcement Hex D (82.024), or the 709.ID Reinforcement Hex A (99.023), player's choice.

German Events:

Add *III./Gren 739* attachment marker to the KG Müller Kampfgruppen Composition.

Add 1 AT type (white FP) *Nachhut* to the 243.Infanterie-Division Display.

1900, June 6, 1944

German Reinforcements:

KG Müller, 243.Infanterie-Division:

1., 2., 3., 4./I./Gren 920, GrW./I./920, 13., 14./Gren 920 (7 Units): arrive at the 243.ID Reinforcement Hex D (82.024), or the 709.ID Reinforcement Hex A (99.023), player's choice.

German Events:

Add *I./Gren 920* attachment marker to the KG Müller Kampfgruppen Composition.

Add 1 Infantry type (pink FP) *Nachhut* and *Pzsrk/920* to the 243.Infanterie-Division Display.

Night, June 6, 1944

Allied Reinforcements:

Third Drop – B "Mission Elmira" (82nd) (place units when the *82 ABN Div* Activation Chit is drawn. Units are mounted or not (owning player's choice). Roll on the Drop Table when they first become active):

Each listing below must be placed on a separate hex in the designated Landing Zone.

Airborne Option: Historically, MG Ridgway attempted to change the LZs on the evening of June 6th, due to the presence of Germans on the planned LZ. Only half of the gliders got the message. If the player chooses to use this option, role a die for each unit (0-4 land on LZ 4, 5-9 land on LZ 5) This may effect the 91.Luftlande Infanterie-Division Tertiary Objective.

Independent Units, 82nd Airborne Division:

Recon 82, (Glider Land) (1 Unit +1 Marker): in LZ 4

319 Glider FA, (Glider Land) (1 Unit +1 Marker): in LZ 4

320 Glider FA, (Glider Land) (1 Unit +1 Marker): in LZ 4

Add 2 Divisional Jeeps markers to the 82nd Airborne Division Display; Stragglers Box

"Hold Until Relieved"
Night 6/5/44 – 1500 6/8/44 (short scenario) or 6/10/44 (long scenario)
Intermediate Scenario #1

This is a hypothetical scenario that covers the absolute worst case for the paratroopers of the All-American Division. Hold until relieved, a Soldier's worst fear, but in many cases a standing order for the 82nd Airborne Division. This is the expansion for the "Stick to the Plan" scenario, allowing the German players to get their best shots in and the American players to see just how tough they really are. It focuses solely on the fight that the 82nd Airborne Division would have had if fate hadn't intervened, and military planners hadn't changed the plan for the airborne invasion. This is not an easy fight and will ultimately turn into an attrition battle to see if the paratroopers can survive until reinforcements from Utah Beach can arrive.

Set-up

This scenario uses Campaign Game Maps 8 (St-Sauveur-le-Vicomte Map) and 9 (Bricquebec Map). Play begins with Step H of the Sequence of Play. You will also need the 82nd Airborne Division Display, the 91.Luftlande Infanterie-Division Display, the 243.Infanterie-Division Display, and the 77.Infanterie-Division Display.

The *505th PIR Formation* Activation chit is not placed in the Mug and is the first Chit in play.

Note on the Night turn of June 5, 1944 - all chits are played from the Mug.

Set-up, Night, June 5, 1944

Markers

All Victory Tasks are "Pending"

Date is June 5, 1944

Time is Night

Weather is Overcast

82nd Airborne Division Troop Quality: 0

The 82nd Airborne Division has a Command Rating of 7 and a Dispatch Rating of 4. The Division starts with 15 Command Points and 4 Dispatch Points.

91.Luftlande Infanterie-Division Troop Quality: -2

The 91.Luftlande Infanterie-Division has a Command Rating of 8 and a Dispatch Rating of 5. The Division starts with 2 Command Points and 0 Dispatch Points.

243.Infanterie-Division Troop Quality: -2

The 243.Infanterie-Division has a Command Rating of 4 and a Dispatch Rating of 3. The Division starts with 0 Command Points and 0 Dispatch Points.

All Straggler totals are set to "0"

The Mug

The following Activation chits are placed in the mug and randomized for the Night, June 5 turn:

Allied *Direct Command, 82 ABN Div Activation, 507th PIR* Formation Activation, and *508th PIR* Formation Activation

The *505th PIR* Formation Activation chit is not placed in the mug and is the first Chit in play. Once the *82 ABN Div* Activation chit has been drawn on the first turn, add the *91.LL.Inf. Div.* Activation, the *243.Inf.Div.* Activation, and the German *Direkter Befehl* to the mug.

When the *91.LL.Inf.Div.* Activation and the *243.Inf.Div.* Activation chits are drawn, they do not get their automatic Command Points on this first turn – only half a roll (rounded down) is added to the track. Everything is back to normal starting with the 0700 turn on June 6. No Dispatch Point roll is made for these divisions during the Night, June 5 turn and no dispatch points are received.

For the Night, June 5 turn only, all chits in the Mug are drawn; no chit is left in the Mug at the end of the turn.

Attachments

German Attachments:

KG Heydte is attached to the 91.Luftlande Infanterie-Division

Regimental Composition

German Composition

91.Luftlande Infanterie-Division:

KG von Saldern: *I./Gren 1057; II./Gren 1057; III./Gren 1057*

KG Heydte: *I./FJR 6*

243.Infanterie-Division:

KG Simon: *I./Gren 921; III./Gren 921*

American Composition

82nd Airborne Division:

505th PIR: *1st Bn 505th; 2nd Bn 505th; 3rd Bn 505th*

507th PIR: *1st Bn 507th; 2nd Bn 507th; 3rd Bn 507th*

508th PIR: *1st Bn 508th; 2nd Bn 508th; 3rd Bn 508th*

German Set-up:

KG von Saldern, 91.Luftlande Infanterie-Division:

1./I./Gren 1057: 77.060

2./I./Gren 1057: 80.056

3./I./Gren 1057: 73.053

4./I./Gren 1057: 72.061

GrW./I./1057: 74.061

5./II./Gren 1057: 70.026

6./II./Gren 1057: 67.031

7./II./Gren 1057: 74.034

8./II./Gren 1057: 73.030

GrW./II./1057: 72.030

9./III./Gren 1057: 73.042

10./III./Gren 1057: 88.047

11./III./Gren 1057: 83.051

12./III./Gren 1057: 73.048

GrW./III./1057: 74.041

13./Gren 1057: 77.034

Leader Obstlt von Saldern: may be stacked with any KG von Saldern unit (historically – 74.041)

Independent Units, 91.Luftlande Infanterie-Division:

Div.Füs.Kp.191: 69.040

1./Geb.Art. 191: 87.048

2./Geb.Art. 191: 87.027

7./Geb.Art. 191: 69.057

KG Heydte, German Independent Regiments (attached to 91.Luftlande Infanterie-Division):

1./I./FJR 6: 63.057

3./I./FJR 6: 62.061

4./I./FJR 6: 64.059

(k)GrW./I./FJR6: 61.057

Leader Major von der Heydte: is placed with any of his units when the 91.LL.Inf.Div. Activation chit is drawn (historically – 62.061)

KG Simon, 243.Infanterie-Division (units are immobile until released, or in LOS of an American unit, whichever comes first):

1./I./Gren 921: 105.031

2./I./Gren 921: 100.039

3./I./Gren 921: 106.037

4./I./Gren 921: 101.034

GrW./I./921: 104.037

10./III./Gren 921: 103.050

11./III./Gren 921: 98.055

German Independent Regiments:

2./gem.Flak 153: 73.041

5./gem.Flak 153: 74.042

Supporting Assets:

3 *Minen* markers are placed, one in each of the following hexes: 82.045, 86.044, 86.045

3 (1 x AT type (white FP); 2 x Infantry type (pink FP)) *Nachhut* are placed on the 91.Luftlande Infanterie-Division Display.

1 Infantry type (pink FP) *Nachhut* is placed on the 243. Infanterie-Division Display.

Allied Set-up:

1st Bn 505th; 2nd Bn 505th; 3rd Bn 505th; 1st Bn 507th; 2nd Bn 507th; 3rd Bn 507th; 1st Bn 508th; 2nd Bn 508th; 3rd Bn 508th Rally Points may be placed in any village, town, hill or bridge site (not stream crossing) within 4 hexes of a DZ/LZ hex at the start of play. More than one per hex is allowed (although not generally encouraged).

First Drop – "Mission Boston" (82nd) (arrives via Para Drop – then roll at the start of play on the Drop Table):

Each listing below must be placed on a separate hex in the designated Drop Zone.

Note: The following units are in the exact order in which they would have jumped into Normandy.

82nd Airborne Division Leaders:

Leader LTC Ekman may be stacked with any 505th PIR unit on DZ 1, prior to rolling on the Drop Table

Leader COL Millett may be stacked with any 507th PIR unit on DZ 3, prior to rolling on the Drop Table

Leader COL Lindquist may be stacked with any 508th PIR unit on DZ 2, prior to rolling on the Drop Table

505th Parachute Infantry Regiment and Independent Unit, 82nd Airborne Division:

D, E, F, HQ/2/505 (4 Units): stacked in DZ 1

B/307 Eng: in DZ 1

G, H, I, HQ/3/505 (4 Units): stacked in DZ 1

A, B, C, HQ/1/505 (4 Units): stacked in DZ 1

508th Parachute Infantry Regiment, 82nd Airborne Division:

A, B, C, HQ/1/508 (4 Units): stacked in DZ 2

D, E, F, HQ/2/508 (4 Units): stacked in DZ 2

G, H, I, HQ/3/508 (4 Units): stacked in DZ 2

507th Parachute Infantry Regiment, 82nd Airborne Division:

A, B, C, HQ/1/507 (4 Units): stacked in DZ 3

D, E, F, HQ/2/507 (4 Units): stacked in DZ 3

G, H, I, HQ/3/507 (4 Units): stacked in DZ 3

Supporting Assets:

Allies:

21 Rearguard and 2 Roadblock markers are placed on the 82nd Airborne Division Display.

Events

Random events occur when the *Event!* Chit is pulled. On a roll of 0-3, the event will occur in this area of the battlefield per rule #6.0 in the Exclusive Rules. An additional die roll will determine what event occurs. Other events are noted in the Master Reinforcement & Event Guide.

If the Event rolled is 4 (Allied Naval Support) or 4 (Allied Ship strikes a Mine) treat it as no event.

If an event is not possible due to the effected units not being on the map, such as a 17SS or before the 90th Infantry Division is active, then treat it as a No Event.

Reinforcements

Night, June 5, 1944

German Activations – Only German units that can see an American unit at the time of their activation chit being drawn are eligible to activate. This does not apply to Fallschirmjäger Regiment-6 which was

designated as an anti-airborne unit. All of Major von der Heydte's units on the map will activate during their activation chit on the Night of 5 June.

Allied Reinforcements

Second Drop – "Mission Detroit" (82nd) (place units when the 82 ABN Div Activation Chit is drawn. Units are mounted or not (owning player's choice). Roll on the Drop Table when they first become active):

Each listing below must be placed on a separate hex in the designated Landing Zone.

Independent Units, 82nd Airborne Division:

A 80 AA/AT, (Glider Land) (1 Unit +1 Marker): in LZ 4

C 80 AA/AT, (Glider Land) (1 Unit +1 Marker): in LZ 4

B 80 AA/AT, (Glider Land) (1 Unit +1 Marker): in LZ 5

Add 1 Divisional Jeeps marker to the 82nd Airborne Division Display; Stragglers Box

Set-up, 0700, June 6, 1944

The Germans can place 1 Artillery Park prior to Step G this turn and make the associated contact roll with the unit in this Artillery Park, without cost.

Start this turn with Step G of the Sequence of Play.

Markers

Weather is Overcast

Set the 91.Luftlande Infanterie-Division Troop Quality to: 0

Add 2 Command Points and 0 Dispatch Points to the 91.Luftlande Infanterie-Division.

Set the 243.Infanterie-Division Troop Quality to: 0

Add 0 Command Points and 0 Dispatch Points to the 243. Infanterie-Division.

The Mug

The following Activation chits are placed in the mug and randomized for the 0700, June 6 turn. One of these chits is drawn for the first chit this turn:

Allied *Direct Command*, German *Direkter Befehl, 82 ABN Div* Activation, *91.LL.Inf.Div.* Activation, *243.Inf.Div.* Activation, and the *Event!* Chit

For following turns, the Mug contents are determined as normal.

Exclusive Rules in Use

1.0 Night and Weather

2.0 Terrain

3.0 Paradrops and Glider Landings

5.0 Roadblocks and Rearguards (Sperren and Nachhuten)

6.0 Random Events

7.0 Piggyback Mode

9.0 Variable Troop Quality

10.0 Land Mines

11.0 Ferries

12.0 Divisional Trucks/Jeeps

13.0 Formation and Battalion Attachment

14.0 Auto-Command Units

15.0 Abandoned Transport

16.3 Bocage

16.4 German Tank Recovery

16.5 German Hunter Killer groups

17.1 Allied Air Power

17.3 Allied Supply Limits (Specifically Rule 17.6: 82nd Airborne Division extended supply for hypothetical scenarios)

Optional Rules Available for Use

18.1 Command Point conversion limits

18.2 Alternate Artillery Resolution

18.3 Indirect Fire Scatter

18.6 Roaming Units

18.7 Airborne Leader Losses

18.8 Assaults Involving 0-Step units

18.9 Alone and Afraid

Scenario Special Rules

1. Additional German Reinforcement Hexes for this scenario (Use the provided counters for reference):

German Reinforcement A (61.039)

German Reinforcement B (61.050)

German Reinforcement C (61.055)

German Reinforcement D (61.059)

2. The German player must choose to play either the short scenario or long scenario prior to the start of the game. If the long scenario is chosen, it will extend the game by roughly two days. This choice will determine, on a grander scale, whether the Germans focused on the beachhead at Utah Beach or the airhead that could potentially sever all German lines of communication to Cherbourg. Reinforcements from most of the Fallschirmjäger Regiment-6, independent units, as well as the Panzer-Ersatz-und Ausbildungs-Abteilung 100 will not be used in the long version as they are diverted toward Utah Beach. These units/events are underlined on the Master Reinforcement & Event Guide. **If the German player chooses to play the long scenario, then DO NOT use the** underlined **units or events**. Based on the version of the scenario that the German player chooses, the scenario end (either 1500, June 8 or when the German objective is met) and the victory points will vary (see the VP totals below for more details).

3. The weather on June 7 can only be overcast at the worst. If a Storm is rolled, treat it as overcast on June 7.

4. When rolling for Weather on the 0700 turn, air support is generated. There is no weather roll and thus no air support

on 6 June. For this scenario the following air support is in effect:

Clear – 5 Fighter Bombers

Overcast – 3 Fighter Bombers

Storm – No Fighter Bombers

The Allied Player may place up to 2 (1 if the weather is Overcast) of these Fighter Bombers on interdiction on the Utah Naval & Air Display.

82nd Airborne Division Objectives:

Primary: Survive to be relieved. This will require 27 steps of leg infantry (paratrooper and/or glider) to be holding a perimeter somewhere west of la Douve (River).

Secondary: Clear and secure the general area inclusive of the following locations: St-Jacques-de-Néhou (88.037) – Besneville (both 88.048 and 89.047) – Neuville-en-Beaumont (83.051) – St-Sauveur-le-Vicomte (2 of the following hexes - 73.041, 74.041, 74.042, 75.041) – Blandamour (81.036) – les Forges Vardon (82.036) at the end of the Night, 6 June turn. To clear and secure, it should form a bubble that has no more than 2 German units inside it.

Tertiary: Seize and hold the city of St-Sauveur-le-Vicomte (all 4 hexes – 73.041, 74.041, 74.042, and 75.041) at the end of the scenario.

German Objectives:

Eliminate the 82nd Airborne Division by reducing the Americans to fewer than 18 steps of leg infantry (paratrooper and/or glider). The German side receives 12 VPs for achieving this objective. Reduce this number by 1 for each turn it takes after the 0700, June 10 turn to achieve this objective.

Master Reinforcement & Event Guide

Red reinforcements and events are only used in the short scenario ending on the 1500 turn, June 8.

0900, June 6, 1944

German Reinforcements/Withdrawals:

Major Heydte is withdrawn from play, if the long scenario has been chosen. He would have joined the majority of his Regiment fighting to reduce the beachhead. Remove the *KG Heydte* attachment marker from the 91.Luftlande Infanterie-Division Display, but leave the I./FJR 6 as an attachment to the division. Reduce the 91.Luftlande Infanterie-Division Command Rating to 5 and the Dispatch Rating to 3.

KG Heydte, German Independent Regiments:

2./I./FJR 6, GrW./I./FJR6 (2 Units): arrive at German Reinforcement C (61.055).

5., 6., 7., 8./II./FJR 6, (k)GrW./II./FJR6, GrW./II./FJR6, 13., 14./FJR 6, Inf.Ges./FJR 6 (9 Units): arrive at Fallschirmjäger-Regiment 6 Reinforcement Hex A (62.065).

German Events:

Add *II./FJR 6* attachment marker to the KG Heydte Kampfgruppen Composition.

Add 1 x KG Heydte AT type (white FP) *Nachhut, 1. Pzsrk/FJR 6,* and *2. Pzsrk/FJR 6* to the 91.Luftlande Infanterie-Division Display.

Allied Events:

82nd Airborne Division is now limited to 12 *Rearguard*. Remove any excess above this number if they are located on the Division Display. If more than 12 are in play, they remain until lost or removed from the map.

1100, June 6, 1944

German Reinforcements:

KG Simon, 243.Infanterie-Division: (in-situ)

1./I./Gren 921: 105.031 (released)

2./I./Gren 921: 100.039 (released)

3./I./Gren 921: 106.037 (released)

4./I./Gren 921: 101.034 (released)

GrW./I./921: 104.037 (released)

KG Simon, 243.Infanterie-Division:

Leader *Obstlt Simon, 13., 14./Gren 921* (Leader + 2 Units): arrive at the 243.ID Reinforcement Hex A (106.049), or the 243.ID Reinforcement Hex B (106.040), player's choice.

Independent Units, 91.Luftlande Infanterie-Division:

1./Pi. 191: arrives at German Reinforcement A (62.040).

2./Pi. 191: arrives at German Reinforcement A (62.040).

KG Heydte, German Independent Regiments:

15./FJR 6: arrives at German Reinforcement D (62.059).

8./Geb.Art. 191: arrives at German Reinforcement D (62.059).

German Events:

Add 3 *Sperre* markers to the 91.Luftlande Infanterie-Division Display.

Add 4 Command Points and 2 Dispatch Points to the 243.Infanterie-Division.

Add *Pzsrk/921* to the 243.Infanterie-Division Display.

Add 1 *Divisional Trucks* marker to the 243.Infanterie-Division Display.

Add 3 *Sperre* markers to the 91.Luftlande Infanterie-Division Display (additional).

1300, June 6, 1944

German Reinforcements:

KG Simon, 243.Infanterie-Division: (in-situ)

10./III./Gren 921: 103.050 (released)

11./III./Gren 921: 98.055 (released)

KG Simon, 243.Infanterie-Division:

9., 12./III./Gren 921, GrW./III./921 (3 Units): arrive at the 243.ID Reinforcement Hex A (106.049).

Independent Units, 91.Luftlande Infanterie-Division:

Div.Kpf.Sch.91: arrives at German Reinforcement A (62.040).

9./Geb.Art. 191: arrives at German Reinforcement A (62.040).

1500, June 6, 1944

German Reinforcements:

KG Müller, 243.Infanterie-Division:

Leader *Obstlt Müller, 9., 10., 11., 12./III./Gren 922, GrW./III./922, 13., 14./Gren 922* (Leader + 7 Units): arrive at the 243.ID Reinforcement Hex D (82.024).

Independent Units, 243.Infanterie-Division:

II./Art. 243, II./Art. 243 – Contact Pending (1 Unit +1 Marker): arrives at the 243.ID Reinforcement Hex A (106.049).

Independent Units, 91.Luftlande Infanterie-Division:

1., 3./Pz.E.u.A. 100: arrives at German Reinforcement B (61.050).

German Events:

Add *KG Müller* and *III./Gren 922* attachment markers to the 243.Infanterie-Division Kampfgruppen Composition.

The 243.Infanterie-Division now has a Command Rating of 7 and a Dispatch Rating of 4.

Add 2 (1 x AT type (white FP); 1 x Infantry type (pink FP)) *Nachhut* and *Pzsrk/922* to the 243.Infanterie-Division Display.

Add 1 *Divisional Trucks* marker to the 243.Infanterie-Division Display.

Add *Pz.E.u.A. 100* attachment marker to the 91.Luftlande Infanterie-Division Kampfgruppen Composition as an Independent Battalion.

1700, June 6, 1944

German Reinforcements:

KG Müller, 243.Infanterie-Division:

9., 10., 11., 12./III./Gren 739 (4 Units): arrive at the 243.ID Reinforcement Hex D (82.024), or the 709.ID Reinforcement Hex A (99.023), player's choice.

Independent Units, 91.Luftlande Infanterie-Division:

2./Pz.E.u.A. 100: arrives at German Reinforcement B (61.050). This unit can delay until 1900, June 6, in order to arrive at German Reinforcement A (61.039).

German Events:

Add *III./Gren 739* attachment marker to the KG Müller Kampfgruppen Composition.

Add 1 AT type (white FP) *Nachhut* to the 243.Infanterie-Division Display.

1900, June 6, 1944

German Reinforcements:

KG Müller, 243.Infanterie-Division:

1., 2., 3., 4./I./Gren 920, GrW./I./920, 13., 14./Gren 920 (7 Units): arrive at the 243.ID Reinforcement Hex D (82.024), or the 709.ID Reinforcement Hex A (99.023), player's choice.

Independent Units, 91.Luftlande Infanterie-Division:

*2./Pz.E.u.A. 100: arrives at German Reinforcement A (61.039), if not already arrived.

German Events:

Add *I./Gren 920* attachment marker to the KG Müller Kampfgruppen Composition.

Add 1 Infantry type (pink FP) *Nachhut* and *Pzsrk/920* to the 243.Infanterie-Division Display.

Night, June 6, 1944

Allied Reinforcements:

Third Drop – B "Mission Elmira" (82nd) (place units when the *82 ABN Div* Activation Chit is drawn. Units are mounted or not (owning player's choice). Roll on the Drop Table when they first become active):

Each listing below must be placed on a separate hex in the designated Landing Zone.

Airborne Option: Historically, MG Ridgway attempted to change the LZs on the evening of June 6th, due to the presence of Germans on the planned LZ. Only half of the gliders got the message. If the player chooses to use this option, role a die for each unit (0-4 land on LZ 4, 5-9 land on LZ 5) If not the units land on LZ 4 as originally scheduled, no die roll required.

Independent Units, 82nd Airborne Division:

Recon 82, (Glider Land) (1 Unit +1 Marker): in LZ 4

319 Glider FA, 319 Glider FA – Contact Pending (Glider Land) (1 Unit +2 Markers): in LZ 4

320 Glider FA, 320 Glider FA – Contact Pending (Glider Land) (1 Unit +2 Markers): in LZ 4

Add 2 *Divisional Jeeps* markers to the 82nd Airborne Division Display; Stragglers Box

Allied Events:

82nd Airborne Division is now limited to 6 *Rearguard*. Remove any excess above this number if they are located on the Division Display. If more than 6 are in play, they remain until lost or removed from the map.

0700, June 7, 1944

Fourth Drop – A "Mission Galveston" (82nd) (place units when the *82 ABN Div* Activation Chit is drawn. Units are mounted or not (owning player's choice). Roll on the Drop Table when they first become active):

325th GIR Rally Point may be placed in any village, town, hill or bridge site (not stream crossing) within 4 hexes of LZ 5 as soon as the *82 ABN Div* Activation Chit is drawn.

Each listing below must be placed on a separate hex in the designated Landing Zone.

82nd Airborne Division Leaders:

Leader *COL Lewis* may be stacked with any 325th GIR unit landing on LZ 5, prior to rolling on the Drop Table

325th Glider Infantry Regiment, 82nd Airborne Division:

A, B, C, HQ/1/325, (Glider Land) (4 Units +4 Markers): in LZ 5

E, F/2/325, (Glider Land) (2 Units +2 Markers): in LZ 5

Independent Units, 82nd Airborne Division:

A/307 Eng, (Glider Land) (1 Unit +1 Marker): in LZ 5

Allied Events:

Add *325th GIR; 1st Bn 325th*; and *2nd Bn 325th* attachment markers to the 82nd Airborne Regimental Composition.

The 82nd Airborne Division now has a Command Rating of 10 and a Dispatch Rating of 5.

Add 2 *Rearguard* to the 82nd Airborne Division Display. The overall Division total is now set at 8. If there are 8 or more on the map, these additional *Rearguard* are discarded.

Add 1 *Roadblock* marker to the 82nd Airborne Division Display.

2100, June 7, 1944

Fourth Drop – B "Mission Hackensack" (82nd)
(place units when the *82 ABN Div* Activation Chit is drawn. Units are mounted or not (owning player's choice). Roll on the Drop Table when they first become active):

Each listing below must be placed on a separate hex in the designated Landing Zone.

325th Glider Infantry Regiment, 82nd Airborne Division:

HQ 325 GIR, (Glider Land) (1 Unit +1 Marker): in LZ 5

G, HQ/2/325, (Glider Land) (2 Units +2 Markers): in LZ 5

E, F, G, HQ/2/401, (Glider Land) (4 Units +4 Markers): in LZ 5

Add 1 *Divisional Jeeps* marker to the 82nd Airborne Division Display; Stragglers Box

Allied Events:

Add *2nd Bn 401st* attachment marker to the 325th GIR Regimental Composition.

Night, June 7, 1944

Allied Events:

Conduct 82nd Airborne Division Supply Drop, per rule 17.6

0900, June 8, 1944

German Reinforcements:

Independent Units, 243.Infanterie-Division:

I./Art. 243, I./Art. 243 – Contact Pending (1 Unit +1

Marker): arrives at the 243.ID Reinforcement Hex D (82.024).

1100, June 8, 1944

German Reinforcements:

Independent Units, 709.Infanterie-Division (This unit acts as an Independent Unit of 243.Infanterie-Division):

10./III./Art.243, 10./III./Art.243 – Contact Pending (1 Unit +1 Marker): arrive at the 709.ID Reinforcement Hex A (99.023), or the 243.ID Reinforcement Hex D (82.024), players choice.

1500, June 8 1944

This is the end of the short scenario. Play all chits in the cup for this turn, then tally the VPs and determine a victor. If playing the long scenario, continue with the bloodletting.

2100, June 8, 1944

German Reinforcements:

KG Beigang, 91.Luftlande-Division: (attached to KG von Saldern)

9., 10., 11., 12./III./Gren 1050, GrW./III./1050 (5 bicycle Units): arrive at the 77.ID Reinforcement Hex A (71.064).

German Events:

Add *III./Gren 1050* attachment marker to KG von Saldern of the 91.Luftlande Infanterie-Division Kampfgruppen Composition.

Night, June 8, 1944

Allied Events:

Conduct 82nd Airborne Division Supply Drop, per rule 17.6

1100, June 9, 1944

German Reinforcements:

Independent Units, 243.Infanterie-Division:

1./Pz.Jg. 243: arrives at the 243.ID Reinforcement Hex D (82.024).

1300, June 9, 1944

German Reinforcements:

Independent Units, 243.Infanterie-Division:

2./Pz.Jg. 243: arrives at the 243.ID Reinforcement Hex D (82.024).

Allied Reinforcements:

Independent Units, 82nd Airborne Division:

Artillery Park 3: Placed in hex 63.026. The unit in this artillery park can only be attacked by German counter-battery fire, if in range.

Independent Units, VII Corps:

B /980 FA: Placed in 82nd Airborne Artillery Park 3.

Allied Events:

Roll for contact with *B /980 FA* during step E of the Sequence of Play. No Dispatch Point is needed to create the 82nd Airborne Artillery Park 3.

1500, June 9, 1944

German Reinforcements:

Independent Units, 243.Infanterie-Division:

Div.Kpf.Sch.243: arrives at the 243.ID Reinforcement Hex D (82.024).

Independent Units, German Independent Regiments:

1., 2-3./3./PzJg243 (2 Units): arrive at the 243.ID Reinforcement Hex D (82.024).

2100, June 9, 1944

German Reinforcements:

KG Brandt, 77.Infanterie-Division:

Leader *Oberst Brandt, 5., 6., 7., 8./II./Gren 1050, GrW./II./1050, 14./Gren 1050* (Leader + 6 Units): arrives at the 77.ID Reinforcement Hex A (71.064).

German Events:

Set the 77.Infanterie-Division Troop Quality to: 0

The 77.Infanterie-Division starts with a Command Rating of 4 and a Dispatch Rating of 2. Add 3 Command Points and 1 Dispatch Points to the Division.

Add *77.Inf.Div.* Activation chit to the mug.

Add *KG Brandt* and *II./Gren 1050* attachment markers to the 77.Infanterie-Division Kampfgruppen Composition.

Add 1 Infantry type (pink FP) *Nachhut* and *Pzsrk/1050* to the 77.Infanterie-Division Display.

Night, June 9, 1944

German Reinforcements:

Independent Units, 91.Luftlande Infanterie-Division (This unit acts as an Independent Unit of 77.Infanterie-Division):

III./Art. 177: arrives at the 77.ID Reinforcement Hex A (71.064).

KG Brandt, 77.Infanterie-Division:

9., 10., 11., 12./III./Gren 1049, GrW./III./1049 (5 Units): arrive at the 77.ID Reinforcement Hex A (71.064).

Independent Units, 77.Infanterie-Division:

I./Art. 177, I./Art. 177 – Contact Pending (1 Unit +1 Marker): arrives at the 77.ID Reinforcement Hex A (71.064).

German Events:

Add *III./Gren 1049* attachment marker to the KG Brandt Kampfgruppen Composition.

Add 2 (1 x AT type (white FP) and 1 x Infantry type (pink FP)) *Nachhut* to the 77.Infanterie-Division Display.

Allied Events:

Conduct 82nd Airborne Division Supply Drop, per rule 17.6

0700, June 10, 1944

German Reinforcements:

KG Bacherer, 77.Infanterie-Division:

Leader *Oberst Bacherer, 1., 2., 3., 4./I./Gren 1049, GrW./I./1049* (Leader + 5 Units): arrive at the 77.ID Reinforcement Hex A (71.064).

German Events:

Add *KG Bacherer* and *I./Gren 1049* attachment markers to the 77.Infanterie-Division Kampfgruppen Composition.

The 77.Infanterie-Division increases its Command Rating to 6 and Dispatch Rating to 3 according to the Division Display for its current number of KGs.

Add 1 Infantry type (pink FP) *Nachhut* to the 77.Infanterie-Division Display.

0900, June 10, 1944

German Reinforcements:

Independent Units, 91.Luftlande Infanterie-Division (This unit acts as an Independent Unit of 77.Infanterie-Division):

1./Pz.Jg. 177: arrives at the 77.ID Reinforcement Hex A (71.064).

KG Bacherer, 77.Infanterie-Division:

13., 14./Gren 1049 (2 Units): arrive at the 77.ID Reinforcement Hex A (71.064).

Independent Units, 77.Infanterie-Division:

II./Art. 177, II./Art. 177 – Contact Pending (1 Unit +1 Marker): arrives at the 77.ID Reinforcement Hex A (71.064).

German Events:

Add the *Pzsrk/1049* to the 77.Infanterie-Division Display.

1100, June 10, 1944

German Reinforcements:

KG Bacherer, 77.Infanterie-Division:

5., 6., 7., 8./II./Gren 1049, GrW./II./1049 (5 Units): arrive at the 77.ID Reinforcement Hex A (71.064).

German Events:

Add *II./Gren 1049* attachment marker to the KG Bacherer Kampfgruppen Composition.

Add 2 (1 x AT type (white FP) and 1 x Infantry type (pink FP)) *Nachhut* to the 77.Infanterie-Division Display.

1300, June 10, 1944

German Reinforcements:

Independent Units, 77.Infanterie-Division:

1., 2./Pi. 177 (2 Units): arrive at the 77.ID Reinforcement Hex A (71.064).

German Events:

Add 4 *Sperre* markers to the 77.Infanterie-Division Display.

"The Lions of Carentan"
0700 6/11/44 - Night 6/12/44
Intermediate Scenario #2

The 101st Airborne Division was assigned the task of seizing the city of Carentan to protect the southern flank of Utah Beach and set the stage for the link-up with forces from Omaha Beach. Unfortunately for the American paratroopers, Major von der Heydte and his unit, Fallschirmjäger-Regiment 6, had other plans. Following an initial assault into the American's flank between 6 and 8 June, the German fallschirmjägers fell back to Carentan, enlisting any German units they could find and dug in deep. The terrain north of the city, having been flooded by the Germans prior to the invasion, made the perfect location to defend against a numerically superior attacking force. Ironically, this area was flooded as part of the anti-airborne defenses in Normandy. Little did Major von der Heydte, nor Generalfeldmarschall Erwin Rommel know at the time how effective it would be against a ground assault from those same airborne forces. These German fallschirmjägers would earn the title "The Lions of Carentan" for their tenacious defense of the city against 4 to 1 odds. After several days of combat and a stubborn defense, their low supply would force them to pull out of the city on the night of 11 June.

The lead element of the 101st Airborne would be COL Cole's 3rd Battalion, 502nd Parachute Infantry Regiment. This regiment would take significant losses on 11 June, against the fallschirmjägers, with fighting ultimately degrading to hand-to-hand combat and a bayonet charge led by COL Cole. For his actions that day, he would receive the Medal of Honor. Although not single-handedly successful, his actions and those of his regiment would open the door for the rest of the division to successfully dislodge the fallschirmjägers.

Set-up

This scenario uses the Carentan Scenario Map. Play begins with Step E of the Sequence of Play. You will also need the 101st Airborne Division Display, and the 91.Luftlande Infanterie.Division Display.

The *502nd PIR* Formation Activation chit is not placed in the Mug and is the first Chit in play.

Set-up, 0700, June 11, 1944

Markers

All Victory Tasks are "Pending"

Day is June 11, 1944

Time is 0700

Weather is Clear

Railroad Bridge between 23.053/24.053 has been destroyed

Bridge between 28.050/29.049 has been destroyed

Bridge between 33.048/33.049 has been destroyed

101st Airborne Division Troop Quality: 0

The 101st Airborne Division starts with a Command Rating of 5 and a Dispatch Rating of 3. The Division starts with 3 Command Points and 1 Dispatch Point.

91.Luftlande Infanterie-Division Troop Quality: -1

The 91.Luftlande Infanterie-Division has a Command Rating of 5 and a Dispatch Rating of 3. The Division starts with 1 Command Points and 0 Dispatch Points.

The Mug

The following Activation chits are placed in the mug and randomized for the 0700, June 11 turn:

Allied *Direct Command*, German *Direkter Befehl*, *101 ABN Div.* Activation, *91.LL.Inf.Div.* Activation, and the *Event!* Chit

The *502nd PIR* chit is not placed in the mug, but is the first chit in play.

Attachments
German Attachments:

KG Heydte is attached to the 91.Luftlande Infanterie-Division

Regimental Composition
German Composition
91.Luftlande Infanterie-Division:

KG Heydte: *I./FJR* 6; *II./FJR 6*; *III./FJR 6*; *III./Gren 1058*; *Ost 635*

91.Luftlande Infanterie-Division additional formations: *II./Gren 914*; *Ost 439* (both attached from the 352. Infanterie-Division)

American Composition
101st Airborne Division:

502nd PIR: *1st Bn 502nd*; *3rd Bn 502nd*

327th GIR: *1st Bn 327th*; *2nd Bn 327th*; *1st Bn 401st*

German Set-up:
KG Heydte, German Independent Regiments:

1./I./FJR 6 (1-step): 29.051

5./II./FJR 6: 27.052

6./II./FJR 6: 26.052

7./II./FJR 6: 28.052

9./III./FJR 6: 25.052

10./III./FJR 6: 24.052

11./III./FJR 6: 24.053

12./III./FJR 6: 26.053

15./FJR 6 (1-step): 33.059

(k)GrW./III./FJR6: 26.053

GrW./III./FJR6: 26.053

Leader *Major von der Heydte*: may be stacked with any KG Heydte unit

KG Beigang, 91.Luftlande Infanterie-Division (at-tached to KG Heydte):

9./III./Gren 1058 (1-step) (*IP*) (1 Unit +1 Marker): 35.052

10./III./Gren 1058 (1-step) (*Bocage, IP*) (1 Unit +2 Markers): 32.053

11./III./Gren 1058 (1-step) (*IP*) (1 Unit +1 Marker): 29.052

12./III./Gren 1058 (*IP*) (1 Unit +1 Marker): 31.053

GrW./III./1058: 32.054

German Independent Regiments (attached to KG Hey-dte):

1./Ost 635: 25.054

2./Ost 635 (1-step): 25.053

3./Ost 635: 25.055

4./Ost 635 (1-step): 25.056

KG Heydte AT type (white FP) *Nachhut*: 26.053

KG Heyna, 352.Infanterie-Division (treat as indepen-dent units of the 91.Luftlande Infanterie-Division. Units are immobile until released, or in LOS of an American unit, whichever comes first):

5./II./Gren 914 (Immobile): 25.062

7./II./Gren 914 (1-step) (Immobile): 27.065

8./II./Gren 914 (1-step) (Immobile): 26.060

GrW./II./914 (1-step) (Immobile): 27.061

1./Ost 439 (1-step) (Immobile): 33.054

3./Ost 439 (1-step) (Immobile): 35.053

4./Ost 439 (Immobile): 34.054

GrW./Ost 439 (Immobile): 34.055

German Independent Regiments:

2-3./3./PzJg243 (1-step) (Immobile): 37.055

Supporting Assets:

4 (3 x 91.Luftlande Infanterie-Division Infantry type (pink FP); and 1 x KG Heydte Infantry type (pink FP)) *Nachhut* and 2 *Sperre* markers are placed on the 91.Luftlande Infanterie-Division Display.

Allied Set-up:

502nd Parachute Infantry Regiment, 101st Airborne Division:

A/1/502: 28.050

B/1/502: 28.050

C/1/502: 28.050

HQ/1/502: 29.049

G/3/502 (1-step): 28.051

H/3/502 (1-step): 28.051

I/3/502 (1-step + 2 cohesion hits): 28.051

HQ/3/502: 28.051

LTC Michaelis (502nd PIR replacement leader)*:* 28.050

327th Glider Infantry Regiment, 101st Airborne Divi-sion:

A/1/327 (*IP*) (1 Unit +1 Marker) (Immobile): 22.053

B/1/327 (*IP*) (1 Unit +1 Marker) (Immobile): 21.052

C/1/327 (*IP*) (1 Unit +1 Marker) (Immobile): 20.053

HQ/1/327 (Immobile): 21.052

E/2/327 (*IP*) (1 Unit +1 Marker) (Immobile): 22.051

F/2/327 (*IP*) (1 Unit +1 Marker) (Immobile): 22.051

HQ/2/327 (Immobile): 21.050

C/1/401 (Immobile): 22.050

COL Harper (101 ABN Div (Repl) Commanding the 327th GIR. Per Rule #17.5): 21.052

Independent Units, 101st Airborne Division:

C/326 Eng (*Ferry*) (1 Unit +1 Marker): 29.049 (Ferry crosses la Douve (River) to 28.050)

907 Glider FA, *907 Glider FA – Contact Pending* (1 Unit +1 Marker): 33.042

Independent Units, VII Corps:

65th Arm FA, *65th Arm FA – Contact Pending* (1 Unit +1 Marker): 31.044

Supporting Assets:
Allies:

4 *Rearguard* and 1 *Roadblock* marker are placed on the 101st Airborne Division Display.

2 Allied *Air Support* are available on the 101st Airborne Division Display.

Events

Random events occur when the *Event!* Chit is pulled. A roll of 0-2, determines if the event will occur in this area of the battlefield per rule #6.0 in the Exclusive Rules. An additional die roll will determine what event occurs. Other events are noted in the Master Reinforcement & Event Guide.

Results of 6 (Allied Troops are Lost) and 7 (German Troops are Lost) are treated as no event during any June 11 turn.

If the Event rolled is 4 (Allied Naval Support), the 2 ships are *Nevada* and *Erebus*.

If Special Event 3 (90th Infantry Division Command Issues), 4 (Allied Ship strikes a German naval mine), or 8 (French Resistance) is rolled, and it occurs on June 11, treat it as a mandatory ceasefire the first time. Any additional occur-rences are treated as no event. Otherwise, treat it as no event. For the mandatory cease fire, the turn is immediately ended (all chits are removed from the cup and a random chit is drawn to start the next turn). Every unit that has either a suppression or cohesion hit can remove 1 of them. *If it is the Night, June 11 turn and the KG Heydte Formation Activation chit is still in the cup, it is played – which will allow for Sce-nario Special rule #2 to occur.*

Exclusive Rules in Use

1.0 Night and Weather

2.0 Terrain

5.0 Roadblocks and Rearguards (Sperren and Nachhuten)

6.0 Random Events

9.0 Variable Troop Quality

10.0 Land Mines

11.0 Ferries

13.0 Formation and Battalion Attachment

16.3 Bocage

17.1 Allied Air Power

17.5 Extra American Airborne Leaders

Optional Rules Available for Use

18.1 Command Point conversion limits

18.2 Alternate Artillery Resolution

18.3 Indirect Fire Scatter

18.8 Assaults involving 0-Step units

Scenario Special Rules

1. LTC Cole's Bayonet Charge at dawn on June 11th: Any unit in 3rd Battalion, 502nd PIR that assaults during the 0700, June 11 turn can do so without having to roll for Bravery – they automatically pass the check. Each unit in this battalion can use this rule only once during the turn. LTC Cole's unit historically assaulted out of Purple Heart Lane first thing on the morning of June 11th and seized a farmhouse (29.051) to the northwest of Carentan.

2. von der Heydte's Withdrawal orders: Can only be issued during a night turn and during the KG Heydte formation activation. This order can only be issued once, not once per night turn. Major von der Heydte can issue a withdrawal order to only 6th Fallschirmjäger infantry/engineer units (does not include mortars/Infantry Guns, etc…). These units are granted a movement action that is not subject to Opportunity Fire as long as they are moving away from an enemy unit (not entering or moving closer to an enemy unit while in his FZ). This includes getting into column while in a FZ and exiting an ENT for free. Units moving this way are eligible to use a first action to attempt to build an infantry type Nachhut in their hex. This also has no opportunity fire chance. If von der Heydte does not withdraw there is a -1 troop quality modifier starting on 12 June (see Event list). In order to avoid this reduction in TQ, von der Heydte must withdraw (follow the special rule) at least 3 of the FJR 6 Inf/Eng units and all of the FJR 6 Inf/Eng units in the six hexes of Carentan (if they meet the above requirements – ie. can move away from American units).

3. Any unit that is considered immobile is also not allowed to conduct an engineer action. It is however allowed a fire action as long as it has an appropriate spotter.

4. Reinforcement Hexes for this scenario. Some units arrive directly on the map. Others will use these additional American Reinforcement hexes (Use the provided counters for reference):

American Reinforcement 1 (33.040)

American Reinforcement 2 (28.041)

5. American Airpower: If the weather is clear on 12 June, the 101st Airborne Division gets 4 Fighter Bombers, if the weather is overcast, it gets 2 Fighter Bombers. Allied Interdiction of German Reinforcements is not allowed in this scenario.

6. German Nachhuten: KG Heydte starts with an AT Nachhut on the map. This unit represents the remnants of an AT kompanie that von der Heydte used in Carentan. If destroyed, this unit does not return to the Division Display; it is removed from play instead.

101st Airborne Division Objectives:

Primary: Seize 5 of 6 hexes of Carentan by the end of the scenario. The city of Carentan is defined as 24.052, 24.053, 25.052, 25.053, 26.052, 26.053.

Secondary: Penetrate the line (occupy any hex along this line or a hex immediately S, SW, or NW) formed by the following hexes: 33.054 – 32.055 – 32.056 – 32.057 – 31.057 – 30.058 – 29.058 – 28.059 at the end of the scenario.

Tertiary: Lose fewer than 14 steps of 101st Airborne infantry units (parachute/glider) by the end of the scenario.

91.Luftlande Infanterie-Division Objectives:

Primary: Lose fewer than 8 steps of Fallschirmjäger-Regiment 6 infantry units by the end of the scenario.

Secondary: Prevent the Allies from penetrating the line (occupying any hex along this line or a hex immediately S, SW, or NW) formed by the following hexes: 31.053 – 30.054 – 29.054 – 29.055 – 29.056 – 28.057 – 27.057 at the end of the scenario.

Tertiary: Hold 3 or more hexes of Carentan at the end of the scenario. The city of Carentan is defined as 24.052, 24.053, 25.052, 25.053, 26.052, 26.053.

Master Reinforcement, Withdrawal, & Event Guide

0900, June 11, 1944

Allied Reinforcements:

327th Glider Infantry Regiment, 101st Airborne Division:

G/2/327: 23.049

A/1/401 (*Column*) (1 Unit +1 Marker): 23.049

1500, June 11, 1944

Allied Reinforcements:

Independent Units, VII Corps:

87th Arm FA, *87th Arm FA – Contact Pending* (1 Unit +1 Marker): arrives at *American Reinforcement 1* (33.040).

2100, June 11, 1944

Allied Reinforcements:

502nd Parachute Infantry Regiment, 101st Airborne

Division:

HQ, D, E, F/2/502 (4 Units): 31.046

Independent Units, VII Corps:

501 Ponton (*Column*/mounted) (1 Unit +1 Marker): arrives at *American Reinforcement 1* (33.040).

Allied Events:

Add *2nd Bn 502nd* attachment marker to the 502nd PIR Regimental Composition.

Night, June 11, 1944

Allied Reinforcements:

501st Parachute Infantry Regiment, 101st Airborne Division:

Leader *COL Johnson, HQ, B/1/501* (Leader + 2 Units): 19.052

A/1/501 (1-step): 19.052

C/1/501 (1-step): 19.052

HQ, D, E/2/501 (3 Units): 18.054

F/2/501 (1-step): 18.054

G/3/501 (1-step): 19.053

HQ, H, I/3/501 (3 Units): 19.053

506th Parachute Infantry Regiment, 101st Airborne Division:

Leader *COL Sink, D/2/506* (1-step) (*Column*) (Leader + 1 Unit +1 Marker): 31.046

E/2/506 (1-step) (*Column*) (1 Unit +1 Marker): 31.045

F/2/506 (*Column*) (1 Unit +1 Marker): 32.046

HQ/2/506 (*Column*) (1 Unit +1 Marker): 32.045

101st Airborne Division, Independent Units:

A/326 Eng: 20.052

Allied Events:

The 101st Airborne Division now has a Command Rating of 10 and a Dispatch Rating of 5.

Add *501st PIR*; *1st Bn 501st*; *2nd Bn 501st*; and *3rd Bn 501st* attachment markers to the 101st Airborne Regimental Composition.

Add the *506th PIR* and *2nd Bn 506th* attachment markers to the 506th PIR Regimental Composition.

Add 3 *Rearguard* to the 101st Airborne Division Display.

Add 1 *Roadblock* marker to the 101st Airborne Division Display.

0700, June 12, 1944

German Reinforcements:

KG Heyna, 352.Infanterie-Division (in-situ):

5./II./Gren 914 (released): 25.062

7./II./Gren 914 (1-step) (released): 27.065

8./II./Gren 914 (1-step) (released): 26.060

GrW./II./914 (1-step) (released): 27.061

1./Ost 439 (1-step) (released): 33.054

3./Ost 439 (1-step) (released): 35.053

4./Ost 439 (released): 34.054

GrW./Ost 439 (released): 34.055

German Events:

Reduce the 91.Luftlande Infanterie-Division troop quality by 1 due to ammunition shortages, if von der Heydte did not withdraw. See Scenario Special Rule #2.

506th Parachute Infantry Regiment, 101st Airborne Division:

HQ/1/506 (1-step): 31.046

A/1/506 (1-step): 31.046

B/1/506 (1-step): 31.046

C/1/506 (1-step): 31.046

HQ, G/3/506 (2 Units): 30.046

H/3/506 (1-step): 30.046

I/3/506 (1-step): 30.046

Allied Withdrawals:

327th Glider Infantry Regiment, 101st Airborne Division:

HQ, A, C/1/327 (3 Units) – moved to the southeast away from Carentan – remove from play.

Allied Events:

Add *1st Bn 506th* and *3rd Bn 506th* attachment markers to the 506th PIR Regimental Composition.

Add 2 *Roadblock* markers to the 101st Airborne Division Display.

1100, June 12, 1944

Allied Reinforcements:

Independent Units, VII Corps:

188th FA Bn, *188th FA Bn – Contact Pending* (1 Unit +1 Marker): arrives at *American Reinforcement 2* (28.041).

1300, June 12, 1944

Allied Withdrawals:

327th Glider Infantry Regiment, 101st Airborne Division:

HQ, E, F/2/327, C/1/401 (4 Units) – moved to the southeast away from Carentan – remove from play.

Allied Events:

Remove 1 *Rearguard* from the 101st Airborne Division Display.

"Utah and Omaha: United at Last"
0700 6/11/44 - Night 6/13/44
Intermediate Scenario #3

Paramount to success of the invasion would be connecting the beaches. This would allow the forces to mutually support each other and allow for better supply to arrive where it was needed the most. Therefore, an early goal for the Americans was to take the area between Isigny and Carentan. The "Lions of Carentan" scenario covered just the attack to seize Carentan, but in reality that was only half the battle. Keeping the city would be another story. While Major von der Heydte was trying to retain Carentan, the 17.SS Panzergrenadier-Division was moving to reinforce and hold this critical piece of terrain. As is often the case in warfare, success or failure could be measured in minutes and hours. Due to a lack of communication, Major von der Heydte chose to withdraw his forces from Carentan on the night of 11 June, when the lead elements of the 17.SS were only 5 kms away. On 12 June, the 101st Airborne Division would capture Carentan and consolidate their defensive positions south of the city. During the same timeframe, the SS-Panzergrenadier-Regiment 37 with additional divisional assets, would organize for an attack to retake the city. On the morning of 13 June, the Germans would launch an assault into the right side of the American defense. They would reach the outskirts of the city before tanks from the American 2nd Armored Division, from Omaha Beach, would arrive to bolster the defense and ultimately break the back of the German assault.

This scenario provides for both halves of this momentous battle at the base of the Cotentin Peninsula. A battle whose outcome would determine whether the invasion would continue forward, or if the Allies would lose valuable time by taking a tactical pause before trying to regain the momentum.

Set-up

This scenario uses the Carentan Scenario Map. Play begins with Step E of the Sequence of Play. You will also need the 101st Airborne Division Display, the 91.Luftlande Infanterie. Division Display, the V Corps Independents Display, and the 17.SS-Panzergrenadier-Division Display.

The *502nd PIR* Formation Activation chit is not placed in the Mug and is the first Chit in play.

Set-up, 0700, June 11, 1944

Markers

All Victory Tasks are "Pending"

Day is June 11, 1944

Time is 0700

Weather is Clear

Railroad Bridge between 23.053/24.053 has been destroyed

Bridge between 28.050/29.049 has been destroyed

Bridge between 33.048/33.049 has been destroyed

101st Airborne Division Troop Quality: 0

The 101st Airborne Division starts with a Command Rating of

5 and a Dispatch Rating of 3. The Division starts with 3 Command Points and 1 Dispatch Point.

91.Luftlande Infanterie-Division Troop Quality: -1

The 91.Luftlande Infanterie-Division has a Command Rating of 5 and a Dispatch Rating of 3. The Division starts with 1 Command Points and 0 Dispatch Points.

17.SS-Panzergrenadier-Division Troop Quality: -2

The Mug

The following Activation chits are placed in the mug and randomized for the 0700, June 11 turn:

Allied *Direct Command*, German *Direkter Befehl*, *101 ABN Div.* Activation, *91.LL.Inf.Div.* Activation, and the *Event!* Chit

The *502nd PIR* chit is not placed in the mug, but is the first chit in play.

Attachments
German Attachments:

KG Heydte is attached to the 91.Luftlande Infanterie-Division

Regimental Composition
German Composition
91.Luftlande Infanterie-Division:

KG Heydte: *I./FJR* 6; *II./FJR 6*; *III./FJR 6*; *III./Gren 1058*; *Ost 635*

91.Luftlande Infanterie-Division additional formations: *II./Gren 914*; *Ost 439* (both attached from the 352. Infanterie-Division)

American Composition
101st Airborne Division:

502nd PIR: *1st Bn 502nd*; *3rd Bn 502nd*

327th GIR: *1st Bn 327th*; *2nd Bn 327th*; *1st Bn 401st*

German Set-up:
KG Heydte, German Independent Regiments:

1./I./FJR 6 (1-step): 29.051

5./II./FJR 6: 27.052

6./II./FJR 6: 26.052

7./II./FJR 6: 28.052

9./III./FJR 6: 25.052

10./III./FJR 6: 24.052

11./III./FJR 6: 24.053

12./III./FJR 6: 26.053

15./FJR 6 (1-step): 33.059

(k)GrW./III./FJR6: 26.053

GrW./III./FJR6: 26.053

Leader *Major von der Heydte*: may be stacked with any KG Heydte unit

KG Beigang, 91.Luftlande Infanterie-Division (attached to KG Heydte):

9./III./Gren 1058 (1-step) (*IP*) (1 Unit +1 Marker): 35.052

10./III./Gren 1058 (1-step) (*Bocage, IP*) (1 Unit +2 Markers): 32.053

11./III./Gren 1058 (1-step) (*IP*) (1 Unit +1 Marker): 29.052

12./III./Gren 1058 (*IP*) (1 Unit +1 Marker): 31.053

GrW./III./1058: 32.054

German Independent Regiments (attached to KG Heydte):

1./Ost 635: 25.054

2./Ost 635 (1-step): 25.053

3./Ost 635: 25.055

4./Ost 635 (1-step): 25.056

KG Heydte AT type (white FP) *Nachhut*: 26.053

KG Heyna, 352.Infanterie-Division (treat as independent units of the 91.Luftlande Infanterie-Division. Units are immobile until released, or in LOS of an American unit, whichever comes first):

5./II./Gren 914 (Immobile): 25.062

7./II./Gren 914 (1-step) (Immobile): 27.065

8./II./Gren 914 (1-step) (Immobile): 26.060

GrW./II./914 (1-step) (Immobile): 27.061

1./Ost 439 (1-step) (Immobile): 33.054

3./Ost 439 (1-step) (Immobile): 35.053

4./Ost 439 (Immobile): 34.054

GrW./Ost 439 (Immobile): 34.055

German Independent Regiments:

2-3./3./PzJg243 (1-step) (Immobile): 37.055 – Unit is fixed until an American unit moves within 2 hexes of it

KG Fick, 17.SS Panzergrenadier-Division:

16./SS-PG 37 (Immobile): 33.059

Supporting Assets:

4 (3 x 91.Luftlande Infanterie-Division Infantry type (pink FP); and 1 x KG Heydte Infantry type (pink FP)) *Nachhut* and 2 *Sperre* markers are placed on the 91.Luftlande Infanterie-Division Display.

Allied Set-up:

502nd Parachute Infantry Regiment, 101st Airborne Division:

A/1/502: 28.050

B/1/502: 28.050

C/1/502: 28.050

HQ/1/502: 29.049

G/3/502 (1-step): 28.051

H/3/502 (1-step): 28.051

I/3/502 (1-step + 2 cohesion hits): 28.051

HQ/3/502: 28.051

LTC Michaelis (502nd PIR replacement leader)*:* 28.050

327th Glider Infantry Regiment, 101st Airborne Division:

A/1/327 (*IP*) (1 Unit +1 Marker) (Immobile): 22.053

B/1/327 (*IP*) (1 Unit +1 Marker) (Immobile): 21.052

C/1/327 (*IP*) (1 Unit +1 Marker) (Immobile): 20.053

HQ/1/327 (Immobile): 21.052

E/2/327 (*IP*) (1 Unit +1 Marker) (Immobile): 22.051

F/2/327 (*IP*) (1 Unit +1 Marker) (Immobile): 22.051

HQ/2/327 (Immobile): 21.050

C/1/401 (Immobile): 22.050

COL Harper (101 ABN Div (Repl) Commanding the 327th GIR. Per Rule 17.5): 21.052

Independent Units, 101st Airborne Division:

C/326 Eng (*Ferry*) (1 Unit +1 Marker): 29.049 (Ferry crosses la Douve (River) to 28.050)

907 Glider FA, *907 Glider FA – Contact Pending* (1 Unit +1 Marker): 33.042

Independent Units, VII Corps:

65th Arm FA, *65th Arm FA – Contact Pending* (1 Unit +1 Marker): 31.044

Supporting Assets:
Allies:

4 *Rearguard* and 1 *Roadblock* marker are placed on the 101st Airborne Division Display.

2 Allied *Air Support* are available on the 101st Airborne Division Display.

Events

Random events occur when the *Event!* Chit is pulled. A roll of 0-2, determines if the event will occur in this area of the battlefield per rule #6.0 in the Exclusive Rules. An additional die roll will determine what event occurs. Other events are noted in the Master Reinforcement, Withdrawal, & Event Guide.

Results of 6 (Allied Troops are Lost) and 7 (German Troops are Lost) are treated as no event during any June 11 turn.

If the Event rolled is 4 (Allied Naval Support), the 2 ships are *Nevada* and *Erebus*.

If Special Event 3 (90th Infantry Division Command Issues), 4 (Allied Ship strikes a German naval mine), or 8 (French Resistance) is rolled, and it occurs on June 11, treat it as a mandatory ceasefire the first time. Any additional occurrences are treated as no event. For the mandatory cease fire, the turn is immediately ended (all chits are removed from the cup and a random chit is drawn to start the next turn). Every unit that has either a suppression or cohesion hit can remove 1 of them. *If it is the Night, June 11 turn and the KG*

Heydte Formation Activation chit is still in the cup, it is played – which will allow for Scenario Special rule #2 to occur.

Exclusive Rules in Use

1.0 Night and Weather

2.0 Terrain

5.0 Roadblocks and Rearguards (Sperren and Nachhuten)

6.0 Random Events

9.0 Variable Troop Quality

10.0 Land Mines

11.0 Ferries

13.0 Formation and Battalion Attachment

16.3 Bocage

16.4 German Tank Recovery

17.1 Allied Air Power

17.5 Extra American Airborne Leaders

Optional Rules Available for Use

18.1 Command Point conversion limits

18.2 Alternate Artillery Resolution

18.3 Indirect Fire Scatter

18.6 Roaming units

18.8 Assaults involving 0-Step units

18.9 Alone and Afraid

Scenario Special Rules

1. LTC Cole's Bayonet Charge at dawn on the 11th: Any unit in 3rd Battalion, 502nd PIR that assaults during the 0700, June 11 turn can do so without having to roll for Bravery – they automatically pass the check. Each unit in this battalion can use this rule only once during the turn. LTC Cole's unit historically assaulted out of Purple Heart Lane first thing on the morning of June 11th and seized a farmhouse (29.051) to the northwest of Carentan.

2. von der Heydte's Withdrawal orders: Can only be issued during a night turn and during the KG Heydte formation activation. This order can only be issued once, not once per night turn. Major von der Heydte can issue a withdrawal order to only 6th Fallschirmjäger infantry/engineer units (does not include mortars/Infantry Guns, etc…). These units are granted a movement action that is not subject to Opportunity Fire as long as they are moving away from an enemy unit (not entering or moving closer to an enemy unit while in his FZ). This includes getting into column while in a FZ and exiting an ENT for free. Units moving this way are eligible to use a first action to attempt to build an infantry type Nachhut in their hex. This also has no opportunity fire chance. If von der Heydte does not withdraw there is a -1 troop quality modifier starting on 12 June (see Event list). In order to avoid this reduction in TQ, von der Heydte must withdraw (follow the special rule) at least 3 of the FJR 6 Inf/Eng units and all of the FJR 6 Inf/Eng units in the six hexes of Carentan (if they

meet the above requirements – ie. can move away from American units).

3. Any unit that is considered immobile is also not allowed to conduct an engineer action. It is however allowed a fire action as long as it has an appropriate spotter.

4. Reinforcement Hexes for this scenario. Some units arrive directly on the map. Others will arrive at printed reinforcement hexes on the map, and some use these additional American Reinforcement hexes (Use the provided counters for reference):

   American Reinforcement 1 (33.040)

   American Reinforcement 2 (28.041)

5. American Airpower: When rolling for Weather on the 0700 turn, air support is generated. For this scenario the following air support is in effect:

   Clear – 4 Fighter Bombers

   Overcast – 2 Fighter Bombers

   Storm – No Fighter Bombers

The Allied Player may place up to 2 (1 if the weather is Overcast) of these Fighter Bombers on interdiction on the Naval Display.

6. German Nachhuten: KG Heydte starts with an AT Nachhut on the map. This unit represents the remnants of an AT kompanie that von der Heydte used in Carentan. If destroyed, this unit does not return to the Division Display; it is removed from play instead.

7. The 17.SS-Panzergrenadier-Division commandeered many French civilian vehicles to get to the front. *Historically, the commandeered vehicles were abandoned south of the map edge.* If the German player wishes to use these vehicles per Exclusive Rule 16.6, then the American player receives 1 additional VP.

8. The *16./SS-PG 37* Aufklärungs-Kompanie was the lead reconnaissance element for KG Fick. As such, it starts on the map. Historically, it was doing its reconnaissance mission in small units along multiple routes toward Carentan. For play purposes, it is immobile unless an American unit moves within 2 hexes of it, or it is released per the Master Reinforcement & Event Guide. If it is released due to the proximity of an American unit, treat it as an Auto-Command unit until the 1700 turn, 12 June.

American Objectives:

   Primary: Seize and hold all 6 hexes of Carentan by the end of the scenario. Carentan is defined as 24.052, 24.053, 25.052, 25.053, 26.052, 26.053.

   Secondary: Seize the village of Auvers (37.055) by the end of the scenario.

   Tertiary: Seize one of the following locations by the end of the scenario: the village of Carrefour des Six Chemins (32.058), or the crossroads (30.060).

   Additional: Per Scenario Special Rule #7, the American receive 1 VP if the 17.SS-Panzergrenadier-Division opts to use their commandeered French vehicles.

German Objectives:

Primary: Occupy any hex of Carentan (24.052, 24.053, 25.052, 25.053, 26.052, 26.053) by the end of the scenario.

Secondary: Retain all the following locations: the village of Cantepie (34.055 and 35.055), the village of Carrefour des Six Chemins (32.058), and the crossroads (30.060).

Tertiary: Attach KG Heydte and both Battalions from KG Heyna to the 17.SS-Panzergrenadier- Division before the 0700, 13 June turn. (this can be accomplished on for a total cost of 4 DPs, per Exclusive Rule #13.1) They can be transferred after 0700 as well, but the Tertiary objective is forfeited.

Master Reinforcement, Withdrawal, & Event Guide

0900, June 11, 1944

Allied Reinforcements:

327th Glider Infantry Regiment, 101st Airborne Division:

G/2/327: 23.049

A/1/401 (*Column*) (1 Unit +1 Marker): 23.049

1500, June 11, 1944

Allied Reinforcements:

Independent Units, VII Corps:

87th Arm FA, *87th Arm FA – Contact Pending* (1 Unit +1 Marker): arrives at *American Reinforcement 1* (33.040).

2100, June 11, 1944

Allied Reinforcements:

502nd Parachute Infantry Regiment, 101st Airborne Division:

HQ, D, E, F/2/502 (4 Units): 31.046

Independent Units, VII Corps:

501 Ponton (*Column*/mounted) (1 Unit +1 Marker): arrives at *American Reinforcement 1* (33.040).

Allied Events:

Add *2nd Bn 502nd* attachment marker to the 502nd PIR Regimental Composition.

Night, June 11, 1944

Allied Reinforcements:

501st Parachute Infantry Regiment, 101st Airborne Division:

Leader *COL Johnson, HQ, B/1/501* (Leader + 2 Units): 19.052

A/1/501 (1-step): 19.052

C/1/501 (1-step): 19.052

HQ, D, E/2/501 (3 Units): 18.054

F/2/501 (1-step): 18.054

G/3/501 (1-step): 19.053

HQ, H, I/3/501 (3 Units): 19.053

506th Parachute Infantry Regiment, 101st Airborne Division:

Leader *COL Sink, D/2/506* (1-step) (*Column*) (Leader + 1 Unit +1 Marker): 31.046

E/2/506 (1-step) (*Column*) (1 Unit +1 Marker): 31.045

F/2/506 (*Column*) (1 Unit +1 Marker): 32.046

HQ/2/506 (*Column*) (1 Unit +1 Marker): 32.045

101st Airborne Division, Independent Units:

A/326 Eng: 20.052

Allied Events:

The 101st Airborne Division now has a Command Rating of 10 and a Dispatch Rating of 5.

Add *501st PIR*; *1st Bn 501st*; *2nd Bn 501st*; and *3rd Bn 501st* attachment markers to the 101st Airborne Regimental Composition.

Add the *506th PIR* and *2nd Bn 506th* attachment markers to the 506th PIR Regimental Composition.

Add 3 *Rearguard* to the 101st Airborne Division Display.

Add 1 *Roadblock* marker to the 101st Airborne Division Display.

0700, June 12, 1944

German Reinforcements:

KG Heyna, 352.Infanterie-Division (in-situ):

5./II./Gren 914 (released): 25.062

7./II./Gren 914 (1-step) (released): 27.065

8./II./Gren 914 (1-step) (released): 26.060

GrW./II./914 (1-step) (released): 27.061

1./Ost 439 (1-step) (released): 33.054

3./Ost 439 (1-step) (released): 35.053

4./Ost 439 (released): 34.054

GrW./Ost 439 (released): 34.055

German Events:

Reduce the 91.Luftlande Infanterie-Division troop quality by 1 due to ammunition shortages, if von der Heydte did not withdraw. See Scenario Special Rule #2.

506th Parachute Infantry Regiment, 101st Airborne Division:

HQ/1/506 (1-step): 31.046

A/1/506 (1-step): 31.046

B/1/506 (1-step): 31.046

C/1/506 (1-step): 31.046

HQ, G/3/506 (2 Units): 30.046

H/3/506 (1-step): 30.046

I/3/506 (1-step): 30.046

Allied Withdrawals:

327th Glider Infantry Regiment, 101st Airborne Division:

HQ, A, C/1/327 (3 Units) – moved to the southeast away from Carentan – remove from play.

Allied Events:

Add *1st Bn 506th* and *3rd Bn 506th* attachment markers to the 506th PIR Regimental Composition.

Add 2 *Roadblock* markers to the 101st Airborne Division Display.

1100, June 12, 1944

Allied Reinforcements:

Independent Units, VII Corps:

188th FA Bn, *188th FA Bn – Contact Pending* (1 Unit +1 Marker): arrives at *American Reinforcement 2* (28.041).

1300, June 12, 1944

Allied Withdrawals:

327th Glider Infantry Regiment, 101st Airborne Division:

HQ, E, F/2/327, C/1/401 (4 Units) – moved to the southeast away from Carentan – remove from play .

Allied Events:

Remove 1 *Rearguard* from the 101st Airborne Division Display.

1700, June 12, 1944

German Reinforcements:

KG Fick, 17.SS-Panzergrenadier-Division:

15./SS-PG 37: arrives at the 17.SS-Panzergrenadier-Division Reinforcement Hex A (26.067).

16./SS-PG 37 (released): 33.059

Allied Events:

Reduce the 101st Airborne Division to a Command Rating of 7 and a Dispatch Rating of 4.

German Events:

Add the *17.SS-PzGr.Div.* Activation Chit to the Mug. No Command or Dispatch points are rolled for on this turn.

Increase the 17.SS-Panzergrenadier-Division Troop Quality to: -1

1900, June 12, 1944

German Reinforcements:

KG Fick, 17.SS-Panzergrenadier-Division:

Leader *Ostubaf Fick, 6./II./SS-PG 37* (Leader + 1 Unit): arrive at the 17.SS-Panzergrenadier-Division Reinforcement Hex A (26.067).

German Events:

Add *KG Fick* and *II./SS-PG 37* attachment markers to the 17.SS-Panzergrenadier-Division Kampfgruppen Composition.

The 17.SS-Panzergrenadier-Division is given a Command Rating of 6 and a Dispatch Rating of 3. Add 3 Command Points and 1 Dispatch Point to the Division.

KG Heydte and the Battalions of *KG Heyna* are now eligible to be attached at normal costs to the 17.SS-Panzergrenadier-Division.

Whenever *KG Heydte* transfers to the 17.SS-Panzergrenadier-Division, increase the division's Command Rating and Dispatch Rating according to the Division Display for its current number of KGs. Also, transfer the KG Heydte Infantry type (pink FP) *Nachhut* to the 17.SS-Panzergrenadier-Division and remove the 91.Luftlande Infanterie-Division from play.

2100, June 12, 1944

German Reinforcements:

KG Fick, 17.SS-Panzergrenadier-Division:

5., 7., 8./II./SS-PG 37, GrW/II./SS 37 (4 Units): arrive at the 17.SS-Panzergrenadier-Division Reinforcement Hex A (26.067).

Independent Units, 17.SS Panzergrenadier-Division:

I./SS-Art. 17, *I./SS-Art. 17 – Contact Pending* (1 Unit +1 Marker): arrives at the 17.SS-Panzergrenadier-Division Reinforcement Hex A (26.067).

German Events:

Add 1 *Nachhut* to the 17.SS-Panzergrenadier-Division Display.

Night, June 12, 1944

German Reinforcements:

KG Fick, 17.SS-Panzergrenadier-Division:

1., 2., 3., 4./I./SS-PG 37, GrW/I./SS 37, 13., 14./SS-PG 37 (7 Units): arrive at the 17.SS-Panzergrenadier-Division Reinforcement Hex A (26.067).

Independent Units, 17.SS-Panzergrenadier-Division:

1., 2./SS-Pz. 17 (2 Units): arrive at the 17.SS-Panzergrenadier-Division Reinforcement Hex A (26.067).

German Events:

Add *I./SS-PG 37* attachment marker to the KG Fick Kampfgruppen Composition.

Add 1 *Nachhut* to the 17.SS-Panzergrenadier-Division Display.

0700, June 13, 1944

German Events:

Set the 17.SS-Panzergrenadier-Division Troop Quality to: 0

0900, June 13, 1944

German Reinforcements:

Independent Units, 17.SS Panzergrenadier-Division:

Stab/SS-Pz. 17: arrives at the 17.SS-Panzergrenadier-Division Reinforcement Hex A (26.067).

1300, June 13, 1944

Allied Reinforcements:

CCA, V Corps:

D/2/66 AR (*Column*) (1 Unit +1 Marker): 20.052

E/2/66 AR (*Column*) (1 Unit +1 Marker): 20.054

G/3/41 AIR (*Column*/mounted) (1 Unit +1 Marker): 19.051

COL Collier (CCA 2nd AR replacement leader)*, H/3/41 AIR* (*Column*/mounted) (Leader + 1 Unit +1 Marker): 18.051

I/3/41 AIR (*Column*/mounted) (1 Unit +1 Marker): 18.054

V Corps, Independent Units:

14 Arm FA, *14 Arm FA – Contact Pending* (1 Unit +1 Marker): 19.049

Allied Events:

Set the V Corps Assets Troop Quality to: 0

The V Corps Assets start with a Command Rating of 2 and a Dispatch Rating of 2. Add 3 Command Points and 1 Dispatch Point to the "Division".

Add *V Corps Assets* Activation chit to the mug.

Add *CCA 2nd AD*; *2nd Bn 66th AR*; and *3rd Bn 41st AIR* attachment markers to the V Corps Assets Regimental Composition.

Add 1 *Rearguard* to the V Corps Assets Display.

"The Tough Hombres See the Elephant"
0700 6/10/44 - Night 6/13/44
Intermediate Scenario #4

This scenario depicts the baptism of fire for the 90th Infantry Division, and there is an argument to be made that the division didn't just "see the elephant," but was trampled by it. However, that is not the full story. It is true that this poorly led, very green, American Infantry Division did not get off to a good start in Normandy. The 90th Infantry Division would see 3 of its 4 senior leaders (the division commander and 2 regimental commanders) relieved following its first four days in combat. Originally, the division landed as the second wave on Utah Beach with the plan to support 4th Infantry Division's push to take the port of Cherbourg. However, only a few days into the invasion, Lieutenant General Omar Bradley decided to change directions and surround Cherbourg before seizing it. This would entail cutting the peninsula, and that is where the 90th Infantry Division would come in. With limited intelligence on German positions and only 24 hours to prepare for the attack to the west, the division was thrown into the fight and asked to achieve a difficult task.

The Germans, although suffering from losses during the previous 4 days of combat, were aware of their surroundings in the center of the Cotentin and had more combat experience. These seemingly small details would make a big difference when faced with the assault of the initial two American Infantry Regiments. The Germans relied on their knowledge of the terrain and good positioning to keep the Americans at bay until additional reinforcements could arrive.

This scenario gives the Americans an advantage in combat power, but a disadvantage in Troop Quality. It will allow players to test the old adage that "one great Soldier is better than 10 good ones."

Set-up

This scenario uses the Ste-Mère-Église Scenario Map E. Play begins with Step H of the Sequence of Play. You will also need the 90th Infantry Division Display, and the 91.Luftlande Infanterie-Division Display.

The *90th Inf Div* Activation chit is not placed in the Mug and is the first Chit in play.

The 90th Infantry Division has a special set-up action prior to the game. See Scenario Special Rules #1 and #2 for Additional Guidance.

Set-up, 0700, June 10, 1944

Markers

All Victory Tasks are "Pending"

Day is June 10, 1944

Time is 0700

Weather is Overcast

82nd Airborne Division Troop Quality: 0

The 82nd Airborne Division does not receive command or dispatch points for this scenario. See Scenario Special Rule #3 for additional guidance.

90th Infantry Division Troop Quality: 0

The 90th Infantry Division has a Command Rating of 2 and a Dispatch Rating of 2. The Division starts with 6 Command Points and 2 Dispatch Point.

91.Luftlande Infanterie-Division Troop Quality: 0

The 91.Luftlande Infanterie-Division has a Command Rating of 5 and a Dispatch Rating of 3. The Division starts with 2 Command Points and 1 Dispatch Points.

The Mug

The following Activation chits are placed in the mug for the 0700, June 10 turn:

> Allied *Direct Command*, German *Direkter Befehl*, *357th Inf Rgt, 358th Inf Rgt, 91.LL.Inf.Div.* Activation, and the *Event!* Chit

The *90th Inf Div* Activation chit is not placed in the Mug and is the first Chit in play.

Attachments

Regimental Composition

German Composition

91.Luftlande Infanterie-Division:

KG von Saldern: *I./Gren 1057*; *II./Gren 1057*; *III./Gren 1057*

American Composition

82nd Airborne Division:

325th GIR: *1st Bn 325th*; *2nd Bn 401st*

507th PIR: *2nd Bn 507th*

508th PIR: *1st Bn 508th*; *2nd Bn 508th*; *3rd Bn 508th*

90th Infantry Division:

357th IR: *1st Bn 357th Inf*; *2nd Bn 357th Inf*; *3rd Bn 357th Inf*

358th IR: *1st Bn 358th Inf*; *3rd Bn 358th Inf*

American Set-up (first):

325th Glider Infantry Regiment, 82nd Airborne Division:

A/1/325 (1-step): 51.033

B/1/325 (1-step): 50.033

C/1/325 (1-step): 51.033

HQ/1/325: 49.033

E/2/401: 51.035

F/2/401: 51.034

G/2/401 (1-step): 51.035

Leader *COL Lewis*, *HQ/2/401* (Leader + 1 Unit): 49.034

507th Parachute Infantry Regiment, 82nd Airborne Division:

D/2/507 (*IP*) (1 Unit +1 Marker): 50.032

Leader *COL Millett*, *E/2/507* (1-step, *IP*) (Leader + 1 Unit +1 Marker): 49.031

F/2/507 (1-step, *IP*) (1 Unit +1 Marker): 50.032

HQ/2/507: 48.032

508th Parachute Infantry Regiment, 82nd Airborne Division:

A/1/508: 49.037

B/1/508: 50.037

C/1/508 (1-step): 50.037

Leader *COL Lindquist*, *HQ/1/508* (Leader + 1 Unit): 49.036

D/2/508 (1-step, *IP*) (1 Unit +1 Marker): 47.038

E/2/508 (*IP*) (1 Unit +1 Marker): 47.038

F/2/508 (*IP*) (1 Unit +1 Marker): 48.038

HQ/2/508: 47.037

G/3/508 (*IP*) (1 Unit +1 Marker): 44.039

H/3/508 (1-step, *IP*) (1 Unit +1 Marker): 45.038

I/3/508 (1-step, *IP*) (1 Unit +1 Marker): 45.039

HQ/3/508: 44.038

Independent Units, 82nd Airborne Division:

Rearguard: 51.029

357th Infantry Regiment, 90th Infantry Division:

Leader *COL Ginder*, *I, L, M/3/357* (Leader + 3 Units): 48.035

K/3/357 (*Column*) (1 Unit +1 Marker): 48.035

A, B, D/1/357 (3 Units): 46.035

C/1/357 (*Column*) (1 Unit +1 Marker): 46.035

E, G, H/2/357 (3 Units): 47.034

F/2/357 (*Column*) (1 Unit +1 Marker): 47.034

Cannon/357 (*Column*/mounted) (1 Unit +1 Marker): 45.033

AT/357 (*Column*/mounted) (1 Unit +1 Marker): 44.033

358th Infantry Regiment, 90th Infantry Division:

A/1/358 (*Column*) (1 Unit +1 Marker): 43.036

Leader *COL Thompson*, *B/1/358* (*Column*) (Leader + 1 Unit +1 Marker): 45.038

C/1/358 (*Column*) (1 Unit +1 Marker): 44.037

D/1/358 (*Column*) (1 Unit +1 Marker): 43.035

I, K, L/3/353 (3 Units): 44.039

M/3/358: 43.039

Cannon/358 (*Column*/mounted) (1 Unit +1 Marker): 42.035

AT/358 (*Column*/mounted) (1 Unit +1 Marker): 42.034

Independent Units, 90th Infantry Division:

Sct/90 Recon (*Column*/mounted) (1 Unit +1 Marker): 45.035

A/315 Eng: 46.034

B/315 Eng: 44.038

Artillery Park 1: 39.031

Artillery Park 2: 40.036

Artillery Park 3: 38.037

Artillery Park 4: 36.034

343rd FA Bn, 343rd FA Bn – Contact Pending (1 Unit +1 Marker): inside Artillery Park 1 on 90th Infantry Division Display

344th FA Bn, 344th FA Bn – Contact Pending (1 Unit +1 Marker): inside Artillery Park 2 on 90th Infantry Division Display

915th FA Bn (*Step Loss*), *915th FA Bn – Contact Pending* (1 Unit +2 Markers): inside Artillery Park 3 on 90th Infantry Division Display

345th FA Bn, 345th FA Bn – Contact Pending (1 Unit +1 Marker): inside Artillery Park 4 on 90th Infantry Division Display

Supporting Assets:

4 *Rearguard* and 3 *Roadblock* markers are placed on the 90th Infantry Division Display

2 *Divisional Trucks* markers are placed on the 90th Infantry Division Display

German Set-up:

KG von Saldern, 91.Luftlande Infanterie-Division:

Leader *Obstlt von Saldern*, *2./I./Gren 1057* (*Bocage*, *IP*) (Leader +1 Unit +2 Markers): 52.038

1./I./Gren 1057 (*IP*) (1 Unit +1 Marker): 53.033

3./I./Gren 1057 (*Bocage*, *IP*) (1 Unit +2 Markers): 53.036

4./I./Gren 1057: 53.034

GrW./I./1057 (*Bocage*) (1 Unit +1 Marker): 55.036

5./II./Gren 1057 (1-step): 53.031

6./II./Gren 1057 (IP) (1 Unit +1 Marker): 51.030

7./II./Gren 1057 (*Bocage*, *IP*) (1 Unit +2 Markers): 53.032

8./II./Gren 1057 (*Bocage*, *IP*) (1 Unit +2 Markers): 52.031

GrW./II./1057 (*Bocage*) (1 Unit +1 Marker): 54.030

9./III./Gren 1057 (*Bocage*) (1 Unit +1 Marker): 49.039

10./III./Gren 1057: 48.044

11./III./Gren 1057 (1-step, *Bocage*) (1 Unit +1 Marker): 48.041

12./III./Gren 1057 (*Bocage*, IP) (1 Unit +2 Markers): 50.039

GrW./III./1057 (*Bocage*) (1 Unit +1 Marker): 50.040

13./Gren 1057 (*Bocage*) (1 Unit +1 Marker): 56.038

Independent Units, 91.Luftlande Infanterie-Division:

Div.Kpf.Sch.91: 62.038

Div.Füs.Kp.191 (*Bocage*) (1 Unit +1 Marker): 56.037

1./Pi. 191: 53.040

2./Pi. 191: 56.033

1./Pz.E.u.A. 100 (1-Step, *Bocage*) (1 Unit +1 Marker): 48.043

9./Geb.Art. 191 (*Bocage*) (1 Unit +1 Marker): 54.035

Artillery Park A: 60.050

Artillery Park B: 61.023

1./Geb.Art. 191, 2./Geb.Art. 191, 1./Geb.Art. 191 – Contact Pending, 2./Geb.Art. 191 – Contact Pending (2 Units +2 Markers): inside Artillery Park A on 91.Luftlande Infanterie-Division Display

5./Geb.Art. 191, 5./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): inside Artillery Park B on 91.Luftlande Infanterie-Division Display

Infantry type (pink FP) *Nachhut* (*IP*) (1 Unit +1 Marker): 48.042

German Independent Regiments:

1./gem.Flak 153: 56.041

3./gem.Flak 153: 57.041

4./gem.Flak 153: 56.040

6./gem.Flak 153 (immobile): 55.044

Supporting Assets:

2 AT type (white FP) *Nachhut* are placed on the 91.Luftlande Infanterie-Division Display.

1 *Tross(s)/Flak 30* is placed on the 91.Luftlande Infanterie-Division Display. This unit is used like a divisional truck but can only support heavy independent Flak units (*1./gem.Flak 153* and *3./gem.Flak 153*).

6 *Sperre* markers are placed on the 91.Luftlande Infanterie-Division Display.

3 *Minen* markers are placed, one in each of the following hexes: 49.041, 53.038, 54.032. If using Exclusive Rule #18.5, 2 *Minen* and 2 German Decoy Mine markers are placed in the previous 3 hexes and 1 in a hex of the German player's choice.

Events

Random events occur when the *Event!* Chit is pulled. On a roll of 0-2, the event will occur in this area of the battlefield per rule #6.0 in the Exclusive Rules. An additional die roll will determine what event occurs. Other events are noted in the Master Reinforcement, Withdrawal, & Event Guide.

If the Event rolled is 0 (Allied Commander is Seriously Wounded/Killed in Action), 4 (Allied Naval Support), or the Special Event 4 (Allied Ship strikes a Mine) treat it as no event.

If an event is not possible due to the effected units not being on the map, such as a 17SS or before the 90th Infantry Division is active, then treat it as a No Event.

Exclusive Rules in Use

1.0 Night and Weather

2.0 Terrain

5.0 Roadblocks and Rearguards (Sperren and Nachhuten)

6.0 Random Events

7.0 Piggyback Mode

9.0 Variable Troop Quality

10.0 Land Mines

11.0 Ferries

12.0 Divisional Trucks/Jeeps

13.0 Formation and Battalion Attachment

14.0 Auto-Command Units

16.3 Bocage

17.1 Allied Air Power

17.2 Night Turn Restrictions on the US Army

Optional Rules Available for Use

18.1 Command Point conversion limits

18.2 Alternate Artillery Resolution

18.3 Indirect Fire Scatter

18.4 US Army Regimental towed anti-tank units

18.5 German Decoy Mines

18.6 Roaming units

18.8 Assaults involving 0-Step units

18.9 Alone and Afraid

Scenario Special Rules

1. Following the initial set-up and prior to playing the first chit, all 90th Infantry Division units can take one movement action. This replicates the initial movements of the division as they moved forward during cover of darkness in the early morning hours of 10 June 1944.

2. During the pre-game moves, a Light Barrage is placed in hex 49.034. This replicates German harassing fire on the La Fiere Bridge throughout the night of 9/10 June 1944. It is removed after the 90th Infantry Division finishes all pre-game moves.

3. The 82nd Airborne Division was consolidating after gaining its initial objectives and establishing a bridgehead across le Merderet (River). Under the VII Corps plan, the 90th Infantry Division was to pass through their lines and push to St.

Sauveur le Vicomte. The 82nd Airborne would be relieved from the front lines and placed in reserve. When this did not happen on 10 June, the 82nd was retained in the line of defense. For this scenario, they are defensive only. They can conduct opportunity fire and defend as normal, however, they were not given any leeway to attack. This is why they do not receive CPs or DPs. To replicate their defensive stance, the 82nd will only fire at any unit adjacent to an 82nd unit. Treat them like auto command units with fire actions only until they are told to withdraw per the Master Reinforcement, Withdrawal, & Event Guide.

4. The 90th ID was under extreme pressure to advance from echelons all the way up to MG Collins, the VII Corps Commander who visited the front personally on the afternoon of 11 June to inquire as to why the attack had stalled. This forced tactical level commanders to make poor decisions in order to move faster or risk being relieved if they questioned their orders. A bad situation got even worse. Starting at 0700, 11 June, if the 90th Infantry Division does not advance at least one unit to the northwest or southwest of the hex they started in on that same turn, reduce the division's Troop Quality by 1. Per the 90th Infantry Division Display, the lowest level this can be is -2 Troop Quality. If on the other hand, the division is able to advance for 3 turns in a row, increase the division's Troop Quality be one. The highest level this can be is 0. This rule is not in effect on Night turns, as per Exclusive Rule #17.2 the division is not allowed to attack.

5. When rolling for Weather on the 0700 turn, air support is generated. There is no weather roll and thus no air support on 10 June. For this scenario the following air support is in effect:

> Clear – 4 Fighter Bombers
>
> Overcast – 2 Fighter Bombers
>
> Storm – No Fighter Bombers

6. The Americans get 1 special P-47 *Air Support* marker on 12 June (unless the weather is Storm). It replaces one of the *Air Support* markers per the airpower allocation. This single marker cannot be driven off by air defense per Rule #17.1. This unit can only attack German units in the 4 hexes of Pont-l'Abbé (56.040, 56.041, 57.040, and 57.041). It also does not require a spotter.

7. In this scenario, the battlefield is bounded by la Douve (River) to the south and le Merderet (River) to the west and north. American units can only cross le Merderet (River) once to enter the battlefield (east to west). The 2 German units that start south of la Douve (River) must remain there. The only exceptions to this rule are 90th ID units that move across the Beuzeville-la-Bastille bridge (47.043/48.043), in order to meet the requirements for controlling the bridge per Rules 2.4.5 and 2.4.6, and units that are ordered to do so by an event (82nd Airborne units).

8. Withdrawal orders are issued to the 325th GIR and 508th PIR as events. When ordered to move as quickly as possible, it means using column and all available movement points each turn until complete. Forced marches are not required, but can be used if the player chooses to.

90th Infantry Division Objectives:

Primary: Seize and secure the villages of Orglandes (62.032) and la Bonneville (62.038) by the end of the scenario.

Secondary: Clear the town and city hexes of Pont-l'Abbé (56.040, 56.041, 57.040, and 57.041) by the end of the scenario.

Tertiary: Destroy the bridge at Beuzeville-la-Bastille (47.043/48.043) before the 0700, 11 June turn, or allow the 2nd Battalion, 508th PIR unhindered movement across the bridge when ordered to by the event list starting at Night, 12 June. Unhindered means they are not fired on with direct or indirect fire at any time prior to crossing la Douve (River) and being removed from the scenario. See Scenario Special Rule 8 as well.

91.Luftlande Infanterie-Division Objectives:

Primary: Retain the villages of Gourbesville (56.031) and Picauville (53.040) by the end of the scenario.

Secondary: Retain 2 of the 4 hexes of Pont-l'Abbé (56.040, 56.041, 57.040, and 57.041) by the end of the scenario.

Tertiary: Lose no more than 1 of the following 3 units – *1. Flak 153*, *3. Flak 153*, and *4. Flak 153* by the end of the scenario.

Master Reinforcement, Withdrawal, & Event Guide

0700, June 11, 1944
Allied Reinforcements:
358th Infantry Regiment, 90th Infantry Division:

E, F, G, H/2/358 (4 Units): 43.037

90th Infantry Division Tertiary objective check. The objective is either met or the alternate requirement must be met by Night, 12 June to receive the VPs.

German Events:

Add 1 *Tross(le)/Flak 30* to the 91.Luftlande Infanterie-Division Display. This unit is used like a divisional truck but can only support the light independent Flak unit (*4./gem.Flak 153*).

Allied Events:

Add *2nd Bn 358th Inf* attachment marker to the 358th IR Regimental Composition.

0700, June 12, 1944
Allied Reinforcements:
359th Infantry Regiment, 90th Infantry Division:

Leader *COL* Fales, *I, K, L, M/3/359* (Leader + 4 Units): 41.032

E, F, G, H/2/359 (4 Units): 40.032

Cannon/359 (2 Units): 41.031

AT/359 (2 Units): 42.031

Independent Units, 90th Infantry Division:

C/315 Eng: 41.030

Allied Withdrawals:

325th GIR, 82nd Airborne Division (move east across the la Fiere Bridge (48.035/49.034) as quickly as possible (remember these are considered auto-command units and only activate during the Direct Command chit). Once across the bridge, they are removed from play:

A, B, C, HQ/1/325 (4 Units)

E, F, G, HQ/2/401 (4 Units)

Leader *COL Lewis* moves with any unit he is stacked with.

Allied Events:

The 90th Infantry Division now has a Command Rating of 3 and a Dispatch Rating of 3.

Add *359th Inf Rgt*; *1st Bn 359th Inf*; *2nd Bn 359th Inf*; and *3rd Bn 359th Inf* attachment markers to the 90th Infantry Division Regimental Composition.

Add 2 *Rearguard* and 2 *Roadblock* markers to the 90th Infantry Division Display.

1100, June 12, 1944
Allied Reinforcements:
Independent Units, VII Corps:

980th FA Bn (1-Step) *980th FA Bn – Contact Pending* (1 Unit +1 Marker): inside Artillery Park 4 on 90th Infantry Division Display.

Independent Units, VII Corps (the following units operate as pure independents and cannot be attached using Rule 13.0. They act as auto-command units to move forward. Once they are in command range of any 90th Infantry Division commander, they operate like any other white-stripe attachment for the rest of the scenario):

A, C, D/746 Tank (3 Units): 37.037

Night, June 12, 1944

90th ID Tertiary victory condition check each turn, or until it is achieved – If the Beuzeville-la-Bastille Bridge is intact, continue to check until the 508th PIR is south of la Douve (River) – at which point the tertiary condition is either met or has failed.

Allied Withdrawals:

508th PIR, 82nd Airborne Division (move across the Beuzeville-la-Bastille Bridge (47.043/48.043) as quickly as possible, deviating only to remain out of LOS or FZs of German units (remember these are considered auto-command units and only activate during the Direct Command chit). Once across the bridge, the units are removed from play. If the bridge was destroyed as part of the 90th Infantry Division tertiary victory condition, then just remove them from play:

A, B, C, HQ/1/508 (4 Units)

D, E, F, HQ/2/508 (4 Units)

G, H, I, HQ/3/508 (4 Units)

Leader *COL Lindquist* moves with any unit he is stacked with.

"On to Montebourg"
Night 6/7/44 - Night 6/11/44
Intermediate Scenario #5

During the planning for Operation Overlord, the port of Cherbourg was deemed to be vitally important to the Allies' success. So much so that Utah Beach, not included in the original plan, was added to the invasion by General Eisenhower and Field Marshall Montgomery. They wanted to seize Cherbourg as quickly as possible to ensure constant and effective supply for the invasion.

The 4th Infantry Division was not only given the mission of landing as the assault wave on Utah Beach, but they were also to seize the port of Cherbourg. To that end, their plans were to link up with the Airborne Divisions and then turn north following the road and rail networks to the port, while the airborne guarded their southern flank. Throughout the first week in Normandy, they were given extra combat power, both in the form of VII Corps assets, and several regiments from other divisions to aid in their advance.

The Germans came to the same conclusion, and they saw holding Cherbourg as a vital part of defeating the invasion. They would reposition elements from 4 different divisions to block the advance of the 4th Infantry Division and protect this key city. Along with fortified positions from the Atlantic Wall, ranging from Widerstandsnesten along the coast to more elaborate coastal artillery positions, specifically the Azeville and Crisbeqc Batteries, the Germans would delay the American advance by days.

The city of Montebourg became a focal point for both sides, as an objective on the road to Cherbourg. The tenacious German defense would force the Americans to change direction, deciding to surround Cherbourg first, before seizing the port. However, the 4th Infantry Division had an even stronger will to overcome anything that would get in the way of achieving their objectives, starting with Montebourg.

Set-up

This scenario uses Campaign Game Map 5 (Montbourg Map), Map F (Valognes Map), and the Ste-Mère-Église Scenario Map E. Play begins with Step H of the Sequence of Play. You will also need the 4th Infantry Division Display, the 709.Infanterie-Division Display, the 243.Infanterie-Division Display, the 91.Luftlande Infanterie-Division Display, and the Utah Naval & Air Display.

Set-up, Night, June 7, 1944

Markers

All Victory Tasks are "Pending"

Day is June 7, 1944

Time is Night

Weather is Overcast

4th Infantry Division Troop Quality: 0

The 4th Infantry Division has a Command Rating of 5 and a Dispatch Rating of 4. The Division starts with 8 Command Points and 4 Dispatch Point.

709.Infanterie-Division Troop Quality: 0

The 709.Infanterie-Division has a Command Rating of 8 and a Dispatch Rating of 3. The Division starts with 3 Command Points and 1 Dispatch Point.

91.Luftlande Infanterie-Division Troop Quality: 0

The 91.Luftlande Infanterie-Division has a Command Rating of 5 and a Dispatch Rating of 3. The Division starts with 0 Command Points and 0 Dispatch Points.

1st Bn 505th Stragglers total is set to 1

The Mug

The following Formation Activation chits are initially placed in the mug and randomized for the Night, June 7 turn:

> If using the Optional Scenario Special Rule, place the *505th PIR* Formation Activation and *KG Rohrbach* Formation Activation chits in the mug. If not using the optional rule, start play with the *505th PIR* Formation Activation chit.

Once the *505th PIR* Formation Activation chit is played, add the *4th Inf Div* Activation, the *91.LL.Inf.Div.* Activation, the *709.Inf.Div.* Activation, the German *Direkter Befehl*, the American *Direct Command,* and the *Event!* Chit to the mug.

The 4th Infantry Division can purchase Formation Chits for the 0700, 8 June turn using 1 Dispatch Point per chit, as part of the initial set-up.

The *Naval* Chit is used normally throughout this scenario.

Attachments
American Attachments:

505th PIR is attached to the 4th Infantry Division

Regimental Composition
German Composition
709.Infanterie-Division:

KG Keil: *I./Gren 919*; *II./Gren 919*

KG Hoffman: *Sturm AOK 7*

KG Rohrbach: *II./Gren 920*

709.Infanterie-Division additional formation: *III./FJ.Ers. 1*

91.Luftlande Infanterie-Division:

KG Beigang: *I./Gren 1058*; *II./Gren 1058*

American Composition
4th Infantry Division:

8th IR: *1st Bn 8th Inf*; *2nd Bn 8th Inf*; *3rd Bn 8th Inf*

12th IR: *1st Bn 12th Inf*; *2nd Bn 12th Inf*; *3rd Bn 12th Inf*

22nd IR: *1st Bn 22nd Inf*; *2nd Bn 22nd Inf*; *3rd Bn 22nd Inf*

505th PIR: *1st Bn 505th*; *2nd Bn 505th*; *3rd Bn 505th*; *2nd Bn 325th*; *746th Tank Bn*

4th Infantry Division additional formations: *70th Tank*

Bn; *899th TD Bn*

American Set-up (first):

8th Infantry Regiment, 4th Infantry Division:

A, C/1/8, AT/8 (3 Units): 40.029

B, D/1/8 (2 Units): 39.029

E/2/8: 43.030

F/2/8: 42.030

G/2/8: 41.029

H/2/8: 42.031

Leader *COL Van Fleet*, *I, K, L, M/3/8, 29th FA Bn – In Contact* (Leader + 4 Units +1 Marker): 40.030

Cannon/8: 39.030

12th Infantry Regiment, 4th Infantry Division:

A, B/1/12 (2 Units): 39.022

C/1/12: 40.023

D/1/12: 39.023

E, F/2/12 (2 Units): 41.023

G/2/12, AT/12 (2 Units): 41.024

Leader *COL Reeder*, *H/2/12* (Leader + 1 Unit): 40.024

I/3/12: 39.026

K, L, M/3/12 (3 Units): 39.027

Cannon/12: 38.026

22nd Infantry Regiment, 4th Infantry Division:

A/1/22: 35.019

B, C/1/22 (2 Units): 36.020

Leader *COL Tribolet*, *D/1/22* (Leader + 1 Unit): 35.020

E/2/22: 36.021

F, G/2/22 (2 Units): 37.021

H/2/22: 36.022

I/3/22: 33.017

K/3/22: 27.020

L, M/3/22 (2 Units): 34.018

AT/22: 34.020

Cannon/22: 34.022

Independent Units, 4th Infantry Division:

HQ Def 4ID: 34.024

A, B, C/4 Eng (3 Units): 34.030

AC, Sct/4 Recon (2 Units): any hex adjacent to a 4th Infantry Division unit, and not adjacent to a German unit. These units are placed after the German set-up.

Artillery Park 1: 34.026

Artillery Park 2: 37.033

Artillery Park 3: 37.031

Artillery Park 4: 32.029

20th FA Bn, 20th FA Bn – Contact Pending (1 Unit +1 Marker): inside Artillery Park 2 on the 4th Infantry Division Display

29th FA Bn: inside Artillery Park 3 on the 4th Infantry Division Display

42nd FA Bn, 44th FA Bn, 42nd FA Bn – Contact Pending, 44th FA Bn – Contact Pending (2 Units +2 Markers): inside Artillery Park 1 on the 4th Infantry Division Display

505th Parachute Infantry Regiment, 82nd Airborne Division (attached to 4th Infantry Division):

HQ/1/505: 46.034

A/1/505: 48.035

B/1/505 (1-step): 47.034

C/1/505 (1-step): 48.035

Leader *LTC Ekman*, HQ*/2/505, 320 Glider FA – In Contact* (Leader + 1 Unit +1 Marker): 43.032

D, E/2/505 (2 Units): 43.031

F/2/505: 44.032

HQ/3/505: 41.031

G, H/3/505 (2 Units): 41.030

I/3/505: 42.031

325th Glider Infantry Regiment, 82nd Airborne Division (attached to 505th PIR):

HQ, E, F, G/2/325 (4 Units): 42.033

Independent Units, 82nd Airborne Division (attached to 4th ID):

Rearguard (*Suppressed*) (1 Unit +1 Marker): 44.028

320 Glider FA: inside Artillery Park 4 on the 4th Infantry Division Display

Independent Units, VII Corps (attached to 4th Infantry Division):

A/70 Tank: 40.031

HHC, B, C, D, Svc/70 Tank (5 Units): anywhere within the area of DZ A

C/746 Tank (1-step): 41.032

A/899 TD: 38.027

Supporting Assets:

1st Bn 505th Rally Point: 48.035

1 x 82nd Airborne Division *Rearguard*, 6 x 4th Infantry Division *Rearguard*, and 5 *Roadblock* markers are placed on the 4th Infantry Division Display (all of these assets are considered 4th Infantry Division assets for this scenario)

2 x *Divisional Trucks* markers are placed on the 4th Infantry Division Display

Assault Force U-North marker: 37.010

Nevada, *Erebus*, *Tuscaloosa*, *Quincy*, and *Black*

Prince: any legal box of Assault Force Utah – North (UtN)

German Set-up:

KG Keil, 709.Infanterie-Division:

Leader *Obstlt Keil*: 36.013

GrW./I./919: See Scenario Special Rule #3

5. /II./Gren 919 (*Bocage*, *IP*) (1 Unit +2 Markers): 37.020

7./II./Gren 919: 46.005

GrW./II./919 (*IP*) (1 Unit +1 Marker): 39.017

13./Gren 919 (*Bocage*) (1 Unit +1 Marker): 40.017

14./Gren 919 (*Bocage*) (1 Unit +1 Marker): 39.015

Zg./15./919: See Scenario Special Rule #3

2./Pi. 709: See Scenario Special Rule #3

KG Hoffmann, 709.Infanterie-Division:

Leader *Obstlt Hoffmann, sGrW./StAOK7, Art./StAOK7 – In Contact* (Leader + 1 Unit +1 Marker): 50.021

1., 2., 3., 4./Sturm AOK 7, Stab, *Pak/StAOK7, mGrW./StAOK7* (7 Units): See Scenario Special Rule #3

KG Rohrbach, 709.Infanterie-Division:

Leader *Oberst Rohrbach, 1./Pi. 243* (Leader + 1 Unit): 45.019

5., 6., 7., 8./II./Gren 920, GrW./II./920, 2./Pi. 243 (6 Units): See Scenario Special Rule #3

Independent Units, 709.Infanterie-Division:

Div.Kpf.Sch.709 (*IP*) (1 Unit +1 Marker): 47.021

1./Pz.Jg. 709 (1-step): 46.026

3./Pz.Jg. 709 (*Step Loss*, *Bocage*, *Ent*) (1 Unit +3 Markers): 42.022

1./Pi. 709: 48.025

3./Pi. 709: 43.021

Sperre: 39.018

Nachhut (*Bocage*) (1 Unit +1 Marker): 35.016

Nachhut (*Bocage*) (1 Unit +1 Marker): 37.018

Nachhut (*Bocage*) (1 Unit +1 Marker): 39.020

Nachhut (*Bocage*) (1 Unit +1 Marker): 41.021

Nachhut (*Bocage*) (1 Unit +1 Marker): 43.023

Nachhut (*Bocage*) (1 Unit +1 Marker): 43.025

Wn 11: 29.019

Wn 11a: 28.020

Stp 12: 29.018

Wn 13: 32.017

Wn 14: 35.014

Wn 14a (N): 36.013

Wn 14a (S): 36.013

Stp 16: 36.012

Wn 17: 38.011

Stp 18: 40.009

Wn 19: 43.006

Wn 20: 42.010

Wn 137: 46.011

Wn 138: 44.010

Artillery Park A: 41.014

Artillery Park B: 43.015

Artillery Park C: 52.020

Artillery Park D: 55.021

Artillery Park E: 55.015

Artillery Park F: 48.015

1./s.St.Werf.101, 1./s.St.Werf.101 – Contact Pending (1 Unit +1 Marker): inside Artillery Park B on the 709. Infanterie-Division Display

2-3./s.St.Werf.101, 2-3./s.St.Werf.101 – Contact Pending (1 Unit +1 Marker): inside Artillery Park A on the 709.Infanterie-Division Display

7./s.St.Werf.101, 7./s.St.Werf.101 – Contact Pending (1 Unit +1 Marker): inside Artillery Park D on the 709. Infanterie-Division Display

8-9./s.St.Werf.101, 8-9./s.St.Werf.101 – Contact Pending (1 Unit +1 Marker): inside Artillery Park C on the 709.Infanterie-Division Display

2-3./Art. 456, 2-3./Art. 456 – Contact Pending (1 Unit +1 Marker): inside Artillery Park E on the 709.Infanterie-Division Display

Azeville Bty, Azeville Bty – Contact Pending (1 Unit +1 Marker): 42.021

Crisbecq Bty, Crisbecq Bty – Contact Pending (1 Unit +1 Marker): 41.016

Fontenay Bty, Fontenay Bty – Contact Pending (1 Unit +1 Marker): 42.014

Quinéville Bty, Quinéville Bty – Contact Pending (1 Unit +1 Marker): 45.009

Crasville Bty, Crasville Bty – Contact Pending (1 Unit +1 Marker): 50.000

Morsalines Bty, Morsalines Bty – Contact Pending (1 Unit +1 Marker): 48.000

La Pernelle ART. FORCE marker: 46.000

La Pernelle I Bty, La Pernelle II Bty, La Pernelle I Bty – Contact Pending, La Pernelle II Bty – Contact Pending (2 Units +2 Markers): Placed on the appropriate hexes in the La Pernelle Box on the map

KG Beigang, 91.Luftlande Infanterie-Division:

1./I./Gren 1058 (1-step, *Bocage*) (1 Unit +1 Marker):

46.026

3./I./Gren 1058 (1-step, *IP*) (1 Unit +1 Marker): 48.026

4./I./Gren 1058 (1-step, *Bocage*) (1 Unit +1 Marker): 45.025

Leader *Oberst Beigang*, *GrW./I./1058* (*Bocage*, *IP*) (Leader + 1 Unit +2 Markers): 47.024

5./II./Gren 1058 (1-step, *Bocage*, *IP*) (1 Unit +2 Markers): 47.027

6./II./Gren 1058 (1-step, *Bocage*, *IP*) (1 Unit +2 Markers): 48.029

GrW./II./1058 (*Bocage*) (1 Unit +1 Marker): 49.026

13./Gren 1058: 50.024

Independent Units, 91.Luftlande Infanterie-Division:

Infantry type (pink FP) *Nachhut* (*Bocage*) (1 Unit +1 Marker): 45.023

AT type (white FP) *Nachhut* (*Bocage*) (1 Unit +1 Marker): 51.026

German Independent Regiments:

3./Bau-Pi. 802: 39.017

7., *8.*, *9./III./FJ.Ers. 1* (3 Units): See Scenario Special Rule #3

Art./StAOK7: inside Artillery Park F on the 709.Infanterie-Division Display

1./gem.Flak 653: 42.013

2./gem.Flak 653: 53.023

Supporting Assets:

5 *Sperre* markers are placed on the 709.Infanterie-Division Display.

6 *Sperre* markers are placed on the 91.Luftlande Infanterie-Division Display.

8 *Minen* markers (5 *Minen* and 5 German Decoy Mine markers if using Rule 18.5) are placed, one per hex, on any non-Beach hexes that are within 4 hexes of a Beach or Impassable hex and between Wn 11 and Wn 19. No more than 2 of these markers can be adjacent to each other.

3 *Minen* markers (2 *Minen* and 2 German Decoy Mine markers if using Rule 18.5) are placed, one per hex, on or adjacent to any German unit that is greater than 4 hexes from a Beach or Impassable hex.

17 *Minen* markers are placed, one in each of the following hexes: 40.016, 40.017, 41.015, 41.016, 41.017, 42.016, 42.017, 41.020, 41.021, 42.020, 42.021, 42.022, 44.009, 44.010, 45.009, 45.010, 46.010

Events

Random events occur when the *Event!* Chit is pulled. On a roll of 0-3, the event will occur in this area of the battlefield per rule #6.0 in the Exclusive Rules. Other events are noted in the Master Reinforcement, Withdrawal, & Event Guide.

If the Event rolled is 0 (Allied Commander is Seriously

Wounded/Killed in Action) or 4 (Allied Naval Support), treat is as no event.

If an event is not possible due to the effected units not being on the map, such as a 17SS or before the 90th Infantry Division is active, then treat it as a No Event.

Exclusive Rules in Use

1.0 Night and Weather

2.0 Terrain

5.0 Roadblocks and Rearguards (Sperren and Nachhuten)

6.0 Random Events

7.0 Piggyback Mode

8.0 Scenario Special/Historical Rules

9.0 Variable Troop Quality

10.0 Land Mines

11.0 Ferries

12.0 Divisional Trucks/Jeeps

13.0 Formation and Battalion Attachment

16.2 German Beach Defense Units

16.3 Bocage

16.4 German Tank Recovery

16.5 German Hunter Killer Groups

17.1 Allied Air Power

17.2 Night Turn Restrictions on the US Army

Optional Rules Available for Use

18.1 Command Point conversion limits

18.2 Alternate Artillery Resolution

18.3 Indirect Fire Scatter

18.4 US Army Regimental towed anti-tank units

18.5 German Decoy Mines

18.6 Roaming units

18.8 Assaults involving 0-Step units

18.9 Alone and Afraid

Scenario Special Rules

1. Additional German Reinforcement Hexes for this scenario (Use the provided counters for reference):

German Reinforcement A (70.024)

German Reinforcement B (62.027) If the Americans are not contesting both the bridges across le Merderet (River) (58.025/59.025 and 63.024/62.025), then this Reinforcement Hex cannot be used.

2. The *1st Bn 505th Stragglers* point is rolled for as if it were the 82nd Division activation at the start of the scenario, prior to the *505th PIR* Formation Activation chit. If gained, the point/points can be used at any time as long as the units are

in range of the Rally Point.

3. The Germans have a variable setup with many of their units. All units that reference this rule must set up within command range of their leader. This can be within an American FZ. If the unit is set up in a hedgerow hex and is not in an American FZ, it may also be in Bocage. For purposes of this rule, the units of III./FJ.Ers. 1 can use any 709.Infanterie-Division Commander as their leader.

4. The 4th Infantry Division's attack to the north of Utah Beach was scheduled to begin on the morning of 8 June. The 505th PIR was attached to the division, in order to facilitate this advance. However, the paratroopers preferred to begin their attack during hours of limited visibility, so they began moving in the early hours of 8 June before dawn. This is why the *505th PIR* Formation Activation is the first chit in play. However, the 2nd Battalion, 325th GIR, and the 746th Tank Bn did not join in until later that morning. For this first activation, only the 505th organic units (blue stripe) are eligible to be activated, not the 325th units. Starting on the 0700 turn all units attached to the 505th PIR activate normally with the Formation Activation chit.

5. On the nights of 7 and 8 June, the 709.Infanterie-Division leadership decided to abandon several of the coastal WN/ Stps in order to provide additional units along the frontline they were forming. *7./II./Gren 919* is one of those units that was originally manning Wn 21-25. It has already been converted for this scenario. However, *6./II./Gren 919* and *8./II./ Gren 919* are reformed at the German player's discretion. This can only be done during the Night, 8 June turn, per the Master Reinforcement, Withdrawal, & Event Guide.

6./II./Gren 919: replaces Wn 14, Wn 14a, and Stp 16. It can be placed in any of the hexes of the units it replaces.

8./II./Gren 919: replaces Wn 17, Stp 18, Wn 19, and Wn 20. It can be placed in any of the hexes of the units it replaces.

6. No American units are allowed to cross le Merderet (River). German units are only allowed to cross from the south to the north as they arrive.

7. Road modifications to the map edge:

- Consider the two hexes (62.026 and 62.027) to be connected by a road.

- Consider the two hexes (62.024 and 63.023) to be connected by a road with a bridge over the stream.

- The half-hex (70.024) is considered to have a road that connects the following two hexes (69.023 and 71.023).

9. All German phone lines are considered cut for this scenario.

10. When rolling for Weather on the 0700 turn, air support is generated. The following air support is in effect:

Clear – 6 Fighter Bombers (only 3 possible for interdiction)

Overcast – 3 Fighter Bombers (only 1 possible for interdiction)

Storm – No Fighter Bombers

11. On the Night turn of 8 June, KG Beigang was repositioned to help fight south of le Merderet (River). They must exit American FZs, then use road and column movement to exit the western or southern edges of the map in as few turns as possible.

12. Half-hexes with a center dot visible are considered playable hexes.

Optional Scenario Special Rule

There were approximately 40 wounded American paratroopers in Neuville-au-Plain (represented by an 82nd Airborne Division *Rearguard*), which had 60 German prisoners. This rearguard is not allowed to move. It will either be taken by the Germans or, per history, relieved by the advancing American forces. Once an American unit has entered this hex (44.028), the rearguard will begin to function per all rules associated to rearguards. If the Germans assault into this hex, before the Americans relieve it, they will receive an immediate step increase to the nearest German infantry unit that can use it. (This can be used to add the *2./I./Gren 1058* (1-step), if the German player would like an additional unit instead). Place it with any other unit of the 91.Luftlande Infanterie-Division. If this Rearguard is destroyed by direct or indirect fire instead, just return it to the 4th Infantry Division Display for future use.

4th Infantry Division Objectives:

Primary: Seize the city of Montebourg (53.016 and 54.017) by the end of the scenario.

Secondary: Destroy the following coastal artillery batteries: *Azeville Bty* (42.021), *Crisbecq Bty* (41.016), and *Fontenay Bty* (42.014).

Tertiary: Destroy the *Quinéville Bty* (45.009) and seize the town of Quinéville (39.009, 39.010, 40.009, 41.008, and 41.009) by the end of the scenario.

709.Infanterie-Division Objectives:

Primary: Retain one of the following two coastal artillery batteries: *Crisbecq Bty* (41.016) or *Fontenay Bty* (42.014) by the end of the scenario.

Secondary: Retain the *Quinéville Bty* (45.009) by the end of the scenario.

Tertiary: Retain the town of Montebourg (53.016 and 54.017) by the end of the scenario.

243.Infanterie-Division Objectives:

Primary: Retain two of the following three locations: the village of Joganville (48.020), the village of le Ham (58.025), and the Gare ferroviarire de Montebourg (56.023) by the end of the scenario.

Secondary: Retain the villages of Hemevez (61.024 and 62.024) and Éroudeville (55.019) by the end of the scenario.

Tertiary: Retain the town of Montebourg (53.016 and 54.017) by the end of the scenario.

Situational Objectives: These are objectives that the German player can decide to use, which will alter the scenario.

However, you must forfeit a number of victory points in order to receive each objective.

Voluntary retention of KG Beigang (+3 VPs for the 4th Infantry Division) – The 91.Luftlande Infanterie-Division was defending against the 82nd Airborne along le Merderet (River) during the time of this scenario. The Germans can retain KG Beigang by attaching it to either the 709.Infanterie-Division or the 243.Infanterie-Division prior to the Night turn of 8 June following Exclusive Rule #13.0. (If the 91.Luftlande Infanterie-Division does not have the 2 DPs needed to transfer a formation, then this option is not available).

Kampfgruppe Brandt to the rescue (-2 VPs for the German Division they are attached to) – KG Brandt can be attached to either the 709.Infanterie-Division or the 243.Infanterie-Division if the German player decides to let them reinforce this portion of the battlefield. If not, all 77.Infanterie-Division reinforcements are sent further west to defend against the 82nd Airborne and are not used in this scenario. This option is only available before the first activation chit is played during the reinforcement phase of the 1300, 10 June turn.

Master Reinforcement, Withdrawal, & Event Guide

0700, June 8, 1944
German Reinforcements:
KG Rohrbach, 709.Infanterie-Division:

9., 10., 11., 12./III./Gren 919, GrW./III./919 (5 Units): arrive at the 709.ID Reinforcement Hex C (70.011) or the 709.ID Reinforcement Hex B (73.012), player's choice.

German Events:

Add *III./Gren 919* attachment marker to the KG Rohrbach Kampfgruppen Composition.

Add 1 *Divisional Trucks* marker to the 709.Infanterie-Division Display.

1300, June 8, 1944
German Reinforcements:
KG Keil, 709.Infanterie-Division:

14./Gren 739 (1 Unit): arrives at the 709.ID Reinforcement Hex C (70.011) or the 709.ID Reinforcement Hex B (73.012), player's choice.

1700, June 8, 1944
German Reinforcements:
KG Simon, 243.Infanterie-Division:

Leader *Obstlt Simon, 1., 2., 3., 4./I./Gren 921, GrW./I./921, 13., 14./Gren 921* (Leader + 7 Units): arrive at the 243.ID Reinforcement Hex F (73.016).

KG Müller, 243.Infanterie-Division:

Leader *Obstlt Müller, 9., 10., 11., 12./III./Gren 922, GrW./III./922, 13., 14./Gren 922* (Leader + 7 Units): arrive at the 243.ID Reinforcement Hex F (73.016) or the 243.ID Reinforcement Hex E (73.023), player's choice.

German Events:

Set the 243.Infanterie-Division Troop Quality to: 0

The 243.Infanterie-Division starts with a Command Rating of 7 and a Dispatch Rating of 4. Add 6 Command Points and 3 Dispatch Points to the Division.

Add *243.Inf.Div.* Activation chit to the mug.

Add *KG Simon* and *I./Gren 921* attachment markers to the 243.Infanterie-Division Kampfgruppen Composition.

Add *KG Müller* and *III./Gren 922* attachment markers to the 243.Infanterie-Division Kampfgruppen Composition.

Add 2 AT type (white FP) *Nachhut* and the *Pzsrk/921* and *Pzsrk/922* to the 243.Infanterie-Division Display.

Add 1 *Divisional Trucks* marker to the 243.Infanterie-Division Display.

1900, June 8, 1944
German Reinforcements:
KG Müller, 243.Infanterie-Division:

9., 10., 11., 12./III./Gren 739 (4 Units): arrive at the 243.ID Reinforcement Hex F (73.016) or the 243.ID Reinforcement Hex E (73.023), player's choice.

German Events:

Add *III./Gren 739* attachment marker to the KG Müller Kampfgruppen Composition.

Add 1 Infantry type (pink FP) *Nachhut* to the 243.Infanterie-Division Display.

2100, June 8, 1944
German Reinforcements:
KG Müller, 243.Infanterie-Division:

1., 2., 3., 4./I./Gren 920, GrW./I./920, 13., 14./Gren 920 (7 Units): arrive at the 243.ID Reinforcement Hex F (73.016) or the 243.ID Reinforcement Hex E (73.023), player's choice.

German Events:

Add *I./Gren 920* attachment marker to the KG Müller Kampfgruppen Composition.

Add 1 AT type (white FP) *Nachhut* and the *Pzsrk/920* to the 243.Infanterie-Division Display.

Add 1 *Divisional Trucks* marker to the 243.Infanterie-Division Display.

Night, June 8, 1944
German Reinforcements:
KG Keil, 709.Infanterie-Division (These units can only be converted during this Night turn):

6./II./Gren 919: replaces Wn 14, Wn 14a, and Stp 16. If all 3 are still in play, the 2-step unit is placed on any of the hexes. If 1 or 2 are still in play, a 1-step unit is placed on either of the hexes. If none are still in play, the unit is lost.

8./II./Gren 919: replaces Wn 17, Stp 18, Wn 19, and Wn 20. If 3 or 4 are still in play, the 2-step unit is placed on any of the hexes. If 1 or 2 are still in play, a 1-step unit is placed on either of the hexes. If none are still in play, the unit is lost.

Independent Units, 243.Infanterie-Division:

II./Art. 243, *II./Art. 243 – Contact Pending* (1 Unit +1 Marker): arrives at the 243.ID Reinforcement Hex E (73.023).

German Withdrawals:

KG Beigang, 91.Luftlande-Division (follow Scenario Special Rule #11 or decide to use the Situational Objective "Voluntary retention of KG Beigang." If the situational objective is used, apply the following events)**:**

Transfer 2 (1 x AT type (white FP); 1 x Infantry type (pink FP)) *Nachhut* from the 91.Luftlande Infanterie-Division to the gaining division, or leave on the map, if they are currently in play.

0700, June 9, 1944

German Reinforcements:

KG Rohrbach, 709.Infanterie-Division:

1./Pz. 206: arrives at the 709.ID Reinforcement Hex C (70.011) or the 709.ID Reinforcement Hex B (73.012), player's choice.

Independent Units, 709.Infanterie-Division:

7-9./III./Art.243, *7-9./III./Art.243 – Contact Pending* (1 Unit +1 Marker): arrives at the 243.ID Reinforcement Hex F (73.016) or the 243.ID Reinforcement Hex E (73.023), player's choice.

KG Simon, 243.Infanterie-Division:

9., 10., 11., 12./III./Gren 921, GrW./III./921 (5 Units): arrive at the 243.ID Reinforcement Hex F (73.016).

German Events:

Add *Pz. 206* attachment marker to the 709.Infanterie-Division Kampfgruppen Composition.

Add *III./Gren 921* attachment marker to the KG Simon Kampfgruppen Composition.

Add 1 Infantry type (pink FP) *Nachhut* to the 243. Infanterie-Division Display.

Remove the 91.Luftlande Infanterie-Division Display and all from the scenario.

Remove the *91.LL.Inf.Div.* Activation chit from the scenario.

0900, June 9, 1944

German Reinforcements:

KG Rohrbach, 709.Infanterie-Division:

2./Pz. 206: arrives at the 709.ID Reinforcement Hex C (70.011) or the 709.ID Reinforcement Hex B (73.012), player's choice.

Independent Units, 243.Infanterie-Division:

I./Art. 243, *I./Art. 243 – Contact Pending* (1 Unit +1 Marker): arrives at the 243.ID Reinforcement Hex F (73.016) or the 243.ID Reinforcement Hex E (73.023), player's choice.

1100, June 9, 1944

German Reinforcements:

KG Beigang, 91.Luftlande-Division (Only if Situational Objective "Voluntary retention of KG Beigang"

is being used)**:**

9., 10., 11., 12./III./Gren 1050, GrW./III./1050 (5 bicycle Units): arrive at the *German Reinforcement A* (70.024) or the *German Reinforcement B* (62.027), player's choice.

Independent Units, 243.Infanterie-Division:

1./Pz.Jg. 243: arrives at the 243.ID Reinforcement Hex F (73.016) or the 243.ID Reinforcement Hex E (73.023), player's choice.

German Events:

Add *III./Gren 1050* attachment marker to the KG Beigang Kampfgruppen Composition.

1300, June 9, 1944

German Reinforcements:

Independent Units, 243.Infanterie-Division:

2./Pz.Jg. 243: arrives at the 243.ID Reinforcement Hex F (73.016) or the 243.ID Reinforcement Hex E (73.023), player's choice.

1500, June 9, 1944

German Reinforcements:

Independent Units, 243.Infanterie-Division:

Div.Kpf.Sch.243: arrives at the 243.ID Reinforcement Hex F (73.016) or the 243.ID Reinforcement Hex E (73.023), player's choice.

German Independent Regiments:

1., 2-3./3./PzJg243 (2 Units): arrive at the 243.ID Reinforcement Hex F (73.016) or the 243.ID Reinforcement Hex E (73.023), player's choice.

1700, June 9, 1944

German Reinforcements:

KG Hoffmann, 709.Infanterie-Division:

5., 6., 7., 8./II./Gren 921, GrW./II./921 (5 Units): arrive at the 709.ID Reinforcement Hex C (70.011) or the 709.ID Reinforcement Hex B (73.012), player's choice.

Independent Units, 709.Infanterie-Division:

10./III./Art.243, *10./III./Art.243 – Contact Pending* (1 Unit +1 Marker): arrives at the 243.ID Reinforcement Hex F (73.016) or the 243.ID Reinforcement Hex E (73.023), player's choice.

German Events:

Add *II./Gren 921* attachment marker to the KG Hoffmann Kampfgruppen Composition.

1900, June 9, 1944

Allied Reinforcements:

Independent Units, 82nd Airborne Division (This unit acts as an Independent Unit of the 4th Infantry Division):

456 Para FA, *456 Para FA – Contact Pending* (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex A (19.027) with half movement for the 1900 turn.

2100, June 9, 1944

Allied Reinforcements:

Independent Units, 90th Infantry Division (This unit acts as an Independent Unit of the 4th Infantry Division):

915th FA Bn, 915th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex A (19.027).

0900, June 10, 1944

German Reinforcements:

KG Rohrbach, 709.Infanterie-Division:

1., 2., 3., 4./I./Gren 922, GrW./I./922 (5 Units): arrive at the 243.ID Reinforcement Hex F (73.016) or the 243. ID Reinforcement Hex E (73.023), player's choice.

German Events:

Add *I./Gren 922* attachment marker to the KG Rohrbach Kampfgruppen Composition.

1300, June 10, 1944

German Reinforcements (Only if Situational Objective "Kampfgruppe Brandt to the rescue" is being used)**:**

KG Brandt, 77.Infanterie-Division:

Leader *Oberst Brandt, 5., 6., 7., 8./II./Gren 1050, GrW./II./1050, 14./Gren 1050* (Leader + 6 Units): arrive at the *German Reinforcement A* (70.024) or the *German Reinforcement B* (62.027), player's choice.

Allied Reinforcements:

Independent Units, VII Corps:

A, B, C/298 Eng (3 Units): arrive at the VII Corps Reinforcement Hex A (19.027).

German Events (Only if Situational Objective "Kampfgruppe Brandt to the rescue" is being used)**:**

Add *KG Brandt* and *II./Gren 1050* attachment markers to either the 709.Infanterie-Division or the 243.Infanterie-Division Kampfgruppen Composition. This is a free attachment and happens automatically.

Add 1 AT type (white FP) *Nachhut* and the *Pzsrk/1050* to the same Division Display.

Allied Events:

Add *298 Eng Bn* attachment marker to the 4th Infantry Division Regimental Composition.

1500, June 10, 1944

German Reinforcements (Only if Situational Objective "Kampfgruppe Brandt to the rescue" is being used)**:**

KG Brandt, 77.Infanterie-Division:

9., 10., 11., 12./III./Gren 1049, GrW./III./1049 (5 Units): arrive at the *German Reinforcement A* (70.024) or the *German Reinforcement B* (62.027), player's choice.

Independent Units, 77.Infanterie-Division:

I./Art. 177, I./Art. 177 – Contact Pending (1 Unit +1 Marker): arrives at the *German Reinforcement A* (70.024) or the *German Reinforcement B* (62.027), player's choice.

German Events (Only if Situational Objective "Kampfgruppe Brandt to the rescue" is being used)**:**

Add *III./Gren 1049* attachment marker to the KG Brandt Kampfgruppen Composition.

Add 2 Infantry type (pink FP) *Nachhut* to the Division Display on which KG Brandt is attached.

Allied Reinforcements:

Independent Units, VII Corps:

Rcn / 899 TD: arrives at the VII Corps Reinforcement Hex A (19.027).

1900, June 10, 1944

Allied Reinforcements:

Independent Units, VII Corps:

B/899 TD: arrives at the VII Corps Reinforcement Hex A (19.027).

2100, June 10, 1944 (Only if the Kampfgruppe Brandt to the rescue Situational Objective is used)

German Reinforcements:

Independent Units, 77.Infanterie-Division:

1., 2./Pi. 177 (2 Units): arrive at the *German Reinforcement A* (70.024) or the *German Reinforcement B* (62.027), player's choice.

German Events:

Add 2 *Sperre* markers to the Division Display on which KG Brandt is attached.

0700, June 11, 1944

German Reinforcements:

KG Simon, 243.Infanterie-Division:

1., 2., 3., 4./Fldrss 243 (4 Units): arrive at the 243. ID Reinforcement Hex F (73.016) or the 243.ID Reinforcement Hex E (73.023), player's choice.

German Events:

Add *Fldrs. 243* attachment marker to the KG Simon Kampfgruppen Composition.

Add 1 Infantry type (pink FP) *Nachhut* to the 243. Infanterie-Division Display.

1100, June 11, 1944

Allied Reinforcements:

Independent Units, VII Corps:

HHC/899 TD: arrives at the VII Corps Reinforcement Hex A (19.027).

"Cut the Cotentin"
0700 6/14/44 - Night 6/16/44
Intermediate Scenario #6

In the rush to defend the port of Cherbourg, the Germans moved elements of four divisions north of the American beachhead. Realizing that the original plan to seize the port as quickly as possible would be met with very heavy resistance, Major General Collins decided to change course. He used the 4th Infantry Division to keep pressure on the German frontline while at the same time turning the majority of his Corps to the west to cut the peninsula and surround the port.

Starting on 10 June, "Lightning Joe" Collins would commit the green 90th Infantry Division to this mission. After 3 days of hard fighting, he realized this would not be as easy as he had hoped. He then committed 2 additional divisions, the veteran 82nd Airborne, and the fresh 9th Infantry Division to break the stalemate.

These divisions would eventually break through the German frontline and race to the other side of the peninsula, effectively isolating the port of Cherbourg on 18 June. Once the German commanders realized they were about to be surrounded, most were ordered to stay and fight for the port. However, the 77.Infanterie-Division was authorized to break out of the impending encirclement on 17 June. As fate would have it on that very day, its commander, Generalmajor Rudolf Stegmann was killed while reconning the escape routes. On the night of 18 June, Oberst Bacherer, the new division commander with approximately 1000 men would make it through the American lines.

This scenario covers the American advance across the peninsula, from the point it is expanded into the VII Corps main effort through the subsequent "escape" of elements of the 77.Infanterie-Division. Historically, this culminated on 18 June, but for game purposes, the scenario ends on 16 June with the escape attempt. The timeframe is compressed due to player omniscience across the battlefield that did not exist for the men who fought to cut the Cotentin.

Playtest comment: This scenario is balanced for players of equal skill and ability. It should not be used by a grognard to teach a new player – it will quickly become a lopsided battle.

Set-up

This scenario uses Campaign Game Maps 8 (St-Sauveur-le-Vicomte Map) and 9 (Bricquebec Map), the Ste-Mère-Église Scenario Map E, and the Baupte Scenario Map G. Play begins with Step D of the Sequence of Play. You will also need the 82nd Airborne Division Display, 9th Infantry Division Display, the 90th Infantry Division Display, the 91.Luftlande Infanterie-Division Display, and the 77.Infanterie-Division Display.

The *90 Inf Div* chit is not placed in the Mug and is the first Chit in play.

Set-up, 0700, June 14, 1944

Markers

All Victory Tasks are "Pending"

Day is June 14, 1944

Time is 0700

Weather is Overcast

82nd Airborne Division Troop Quality: 0

The 82nd Airborne Division has a Command Rating of 7 and a Dispatch Rating of 4. The Division starts with 5 Command Points and 2 Dispatch Points.

9th Infantry Division Troop Quality: 0

The 9th Infantry Division has a Command Rating of 4 and a Dispatch Rating of 3. The Division starts with 3 Command Points and 2 Dispatch Points.

90th Infantry Division Troop Quality: 0

The 90th Infantry Division has a Command Rating of 3 and a Dispatch Rating of 3. The Division starts with 5 Command Points and 2 Dispatch Points.

91.Luftlande Infanterie-Division Troop Quality: 0

The 91.Luftlande Infanterie-Division has a Command Rating of 8 and a Dispatch Rating of 5. The Division starts with 3 Command Points and 0 Dispatch Points.

The Mug

The following Activation chits are placed in the mug and randomized for the 0700, June 14 turn:

Allied *Direct Command*, *82 ABN Div* Activation, *9th Inf Div* Activation, *91.LL.Inf.Div.* Activation, the German *Direkter Befehl*, and the *Event!* chit

Formation chits are allowed to be purchased from the 82nd Airborne Division and the 9th Infantry Division on the first turn.

Attachments
German Attachments:

KG Jäger is attached to the 91.Luftlande Infanterie-Division

Regimental Composition
German Composition
91.Luftlande Infanterie-Division:

KG von Saldern: *I./Gren 1057*; *II./Gren 1057*; *III./Gren 1057*; *III./Gren 1050*

KG Jäger: *III./Gren 894*; *II./Gren 895*

91.Luftelande Infanterie-Division additional formations: *StuG. 902*

American Composition
82nd Airborne Division:

507th PIR: *1st Bn 507th*; *2nd Bn 507th*; *3rd Bn 507th*

508th PIR: *1st Bn 508th*; *2nd Bn 508th*; *3rd Bn 508th*

325th GIR: *1st Bn 325th*; *2nd Bn 325th*; *2nd Bn 401st*

9th Infantry Division:

47th IR: *1st Bn 47th Inf*; *2nd Bn 47th Inf*; *3rd Bn 47th Inf*

60th IR: *1st Bn 60th Inf*; *2nd Bn 60th Inf*; *3rd Bn 60th Inf*

90th Infantry Division:

357th IR: *1st Bn, 357th*; *2nd Bn, 357th*; *3rd Bn, 357th*

358th IR: *1st Bn, 358th*; *2nd Bn, 358th*; *3rd Bn, 358th*

359th IR: *1st Bn, 359th*; *2nd Bn, 359th*; *3rd Bn, 359th*

90th Infantry Division additional formations: 746th Tank Bn

(Exclusive Rule #6.0 Special Event #3 has already been triggered. Maj. Gen. MacKelvie was removed from command on 13 June 1944. Therefore the fourth Regimental Composition box (dashed) is available on the 90th Infantry Division Display).

German Set-up (first):

KG von Saldern, 91.Luftlande Infanterie-Division:

2./I./Gren 1057 (1-step, *Bocage*) (1 Unit +1 Marker): 58.036

3./I./Gren 1057 (1-step, *Bocage*) (1 Unit +1 Marker): 60.035

4./I./Gren 1057 (1-step, *Bocage*, *IP*) (1 Unit +2 Markers): 59.037

Leader *Obstlt von Saldern*, *GrW./I./1057* (*Bocage*) (Leader + 1 Unit +1 Marker): 61.034

6./II./Gren 1057 (1-step, *Bocage*) (1 Unit +1 Marker): 55.029

7./II./Gren 1057 (1-step, *IP*) (1 Unit +1 Marker): 56.031

8./II./Gren 1057 (1-step, *Bocage*) (1 Unit +1 Marker): 59.031

GrW./II./1057 (*Bocage*) (1 Unit +1 Marker): 58.030

9./III./Gren 1057 (1-step, *Bocage*, *IP*) (1 Unit +2 Markers): 60.040

10./III./Gren 1057 (1-step, *Bocage*) (1 Unit +1 Marker): 59.041

12./III./Gren 1057 (1-step, *Bocage*) (1 Unit +1 Marker): 61.038

13./Gren 1057 (*Bocage*) (1 Unit +1 Marker): 64.039

KG Beigang, 91.Luftlande Infanterie-Division (attached to KG von Saldern):

9./III./Gren 1050 (1-step, *Bocage*, *IP*) (1 bicycle Unit +2 Markers): 59.025

10./III./Gren 1050 (1-step, *Bocage*, *IP*) (1 bicycle Unit +2 Markers): 65.026

11./III./Gren 1050 (1-step, *Bocage*, *IP*) (1 bicycle Unit +2 Markers): 61.025

12./III./Gren 1050 (1-step, *Bocage*, *IP*) (1 bicycle Unit +2 Markers): 63.026

GrW./III./1050 (*Bocage*) (1 bicycle Unit +1 Marker): 64.025

Independent Units, 91.Luftlande Infanterie-Division:

Infantry type (pink FP) *Nachhut* (*Bocage*) (1 Unit +1 Marker): 57.032

Infantry type (pink FP) *Nachhut* (*Bocage*) (1 Unit +1 Marker): 58.035

AT type (white FP) *Nachhut* (*Bocage*) (1 Unit +1 Marker): 59.038

2./Pi. 191 (1-step): 62.032

Div.Füs.Kp.191 (1-step, *Bocage*) (1 Unit +1 Marker): 57.033

Sperre: 56.044

Artillery Park A: 70.040

Artillery Park B: 69.025

Artillery Park C: 87.034

1./Geb.Art. 191, 2./Geb.Art. 191, 1./Geb.Art. 191 – Contact Pending, 2./Geb.Art. 191 – Contact Pending (2 Units +2 Markers): inside Artillery Park A on 91.Luftlande Infanterie-Division Display

5./Geb.Art. 191, 5./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): inside Artillery Park B on 91.Luftlande Infanterie-Division Display

s./Geb.Art. 191, s./Geb.Art. 191 Contact Pending (1 Unit +1 Marker): inside Artillery Park C on 91.Luftlande Infanterie-Division Display

1. le./Geb.Art. 191, 1. le./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): 79.046

2. le./Geb.Art. 191, 2. le./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): 72.055

Fla./Geb.Art. 191, Fla./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): 81.025

KG Jäger, German Independent Regiments:

9./III./Gren 894 (*Bocage*) (1 Unit +1 Marker): 51.053

10./III./Gren 894 (*Bocage*) (1 Unit +1 Marker): 48.056

11./III./Gren 894 (*IP*) (1 Unit +1 Marker): 49.054

12./III./Gren 894: 50.055

GrW./III./894 (*Bocage*) (1 Unit +1 Marker): 51.055

14./Gren 894 (*Bocage*) (1 Unit +1 Marker): 48.056

5./II./Gren 895 (*Bocage*) (1 Unit +1 Marker): 53.050

6./II./Gren 895 (*Bocage*) (1 Unit +1 Marker): 53.052

7./II./Gren 895 (*IP*) (1 Unit +1 Marker): 54.049

8./II./Gren 895: 57.052

Leader *Obstlt* Jäger, *GrW./II./895* (*Bocage*) (Leader + 1 Unit +1 Marker): 55.051

14./Gren 895 (*Bocage*) (1 Unit +1 Marker): 55.048

13./Gren 896: 54.055

14./Gren 896 (*IP*) (1 Unit +1 Marker): 58.044

2./Pi. 265: 57.044

StuG. 902, German Independent Regiments: (see movement restrictions in Scenario Special Rules)

1./StuG. 902: 74.061

2./StuG. 902: 75.061

3./StuG. 902: 73.061

German Independent Regiments:

2./gem.Flak 153: 73.041

5./gem.Flak 153: 74.042

Supporting Assets:

3 x 91.Luftlande Infanterie-Division (2 x AT type (white FP); 1 x Infantry type (pink FP)) *Nachhut*, 3 x KG Jäger (1 x AT type (white FP); 2 x Infantry type (pink FP)) *Nachhut*, *Pzsrk/894*, *Pzsrk/895*, *Pzsrk/896*, and 3 *Sperre* markers are placed on the 91.Luftlande Infanterie-Division Display.

7 *Minen* markers are placed, one in each of the following hexes: 62.027, 62.035, 62.039, 62.040, 82.045, 86.044, 86.045

American Set-up:

325th Glider Infantry Regiment, 82nd Airborne Division:

HQ 325 GIR: 54.042

A/1/325 (1-step): 55.041

B/1/325 (1-step): 55.041

C/1/325 (1-step): 55.041

HQ/1/325: 55.041

E/2/325 (1-step): 54.041

F/2/325 (1-step): 54.041

G/2/325 (1-step): 53.041

Leader *COL Lewis*, *HQ/2/325* (Leader + 1 Unit): 54.041

E/2/401: 55.040

F/2/401: 55.040

G/2/401 (1-step): 55.040

HQ/2/401: 55.040

507th Parachute Infantry Regiment, 82nd Airborne Division:

Leader *LTC Maloney* (Replacement for COL Millett), *HQ/1/507 (1-step)* (Leader + 1 Unit): 53.040

A/1/507 (1-step): 53.040

B/1/507 (1-step): 53.040

C/1/507 (1-step): 53.040

D, HQ/2/507 (2 Units): 54.040

E/2/507 (1-step): 54.040

F/2/507 (1-step): 54.040

G, I, HQ/3/507 (3 Units): 53.039

H/3/507 (1-step): 53.039

508th Parachute Infantry Regiment, 82nd Airborne Division:

Leader *COL Lindquist*, *HQ/1/508* (Leader + 1 Unit): 48.051

A/1/508 (1-step): 46.054

B/1/508: 50.048

C/1/508 (1-step): 48.052

D/2/508 (1-step): 44.054

E/2/508: 44.054

F/2/508 (1-step): 45.053

HQ/2/508: 48.052

G/3/508: 52.048

H/3/508: 51.050

I/3/508 (1-step): 51.051

HQ/3/508: 51.051

Independent Units, 82nd Airborne Division:

A 80 AA/AT: 43.053

B 80 AA/AT (*Step Loss*) (1 Unit +1 Marker): 48.043

C 80 AA/AT: 41.031

D 80 AA/AT: 36.036

E 80 AA/AT: 42.040

F 80 AA/AT: 43.033

A/307 Eng: 41.032

B/307 Eng: 45.033

Artillery Park 1: 41.043

Artillery Park 2: 39.038

319 Glider FA, 320 Glider FA, 319 Glider FA – Contact Pending, 320 Glider FA – Contact Pending (2 Units +2 Markers): inside Artillery Park 1 on 82nd Airborne Division Display

357th Infantry Regiment, 90th Infantry Division:

A/1/357 (1-step): 55.033

B/1/357 (1-step): 55.033

Leader *COL Sheehy* (Replacement for COL Ginder), *C/1/357* (1-step) (Leader + 1 Unit): 54.033

F/2/357 (1-step): 56.034

G/2/357 (1-step): 56.034

H/2/357: 55.034

I/3/357 (1-step): 54.032

K/3/357 (1-step): 54.033

L/3/357 (1-step): 54.032

M/3/357: 53.032

Cannon/357: 52.035

AT/357 (*Step Loss*) (1 Unit +1 Marker): 53.031

358th Infantry Regiment, 90th Infantry Division:

Leader *COL Thompson*, *A/1/358* (1-step) (Leader + 1 Unit): 57.039

C/1/358 (1-step): 58.040

E/2/358 (1-step): 57.041

F/2/358 (1-step): 57.040

G/2/358 (1-step): 57.041

H/2/358: 56.041

I/3/358 (1-step): 57.038

K/3/358 (1-step): 57.039

L/3/358 (1-step): 57.038

M/3/358: 56.040

359th Infantry Regiment, 90th Infantry Division:

A/1/359 (*IP*) (1 Unit +1 Marker): 58.025

B/1/359 (*IP*) (1 Unit +1 Marker): 56.027

C/1/359 (*IP*) (1 Unit +1 Marker): 52.028

D/1/359: 54.025

E/2/359 (1-step): 57.036

F/2/359: 57.036

G/2/359 (1-step): 57.037

H/2/359: 56.036

I/3/359 (1-step): 56.035

Leader *COL Fales*, *K/3/359* (1-step) (Leader + 1 Unit): 57.035

L/3/359 (1-step): 57.035

M/3/359: 56.035

Cannon/359: 53.037

AT/359: 53.026

Independent Units, 90th Infantry Division:

Sct/90 Recon: 52.030

A/315 Eng (*Step Loss*) (1 Unit +1 Marker): 57.040

B/315 Eng (*Step Loss*) (1 Unit +1 Marker): 53.033

C/315 Eng: 48.026

Artillery Park 1: 39.031

Artillery Park 2: 40.036

Artillery Park 3: 38.037

Artillery Park 4: 36.034

343rd FA Bn, 343rd FA Bn – Contact Pending (1 Unit +1 Marker): inside Artillery Park 1 on 90th Infantry Division Display

344th FA Bn, 344th FA Bn – Contact Pending (1 Unit +1 Marker): inside Artillery Park 2 on 90th Infantry Division Display

915th FA Bn (*Step Loss*), *915th FA Bn – Contact Pending* (1 Unit +2 Markers): inside Artillery Park 3 on 90th Infantry Division Display

345th FA Bn, 345th FA Bn – Contact Pending (1 Unit +1 Marker): inside Artillery Park 4 on 90th Infantry Division Display

47th Infantry Regiment, 9th Infantry Division:

A, *B*, *C*, *D/1/47* (4 Units): 31.038

E, *F*, *G*, *H/2/47* (4 Units): 31.035

Leader *COL Smythe*, *I, K, L, M/3/47* (Leader + 4 Units): 36.038

Cannon/47: 34.039

AT/47: 35.038

60th Infantry Regiment, 9th Infantry Division:

A, *B*, *C*, *D/1/60* (4 Units): 54.038

E, *F*, *G*, *H/2/60* (4 Units): 54.039

Leader *COL de Rohan*, *I, K, L, M/3/60* (Leader + 4 Units): 53.038

Cannon/60: 48.040

AT/60: 51.039

Independent Units, 9th Infantry Division:

HQ Def 9ID: 39.033

AC/9 Recon: 48.042

Sct/9 Recon: 47.039

B/15 Eng: 35.038

C/15 Eng: 50.037

Artillery Park 1: 42.037

Artillery Park 2: 38.034

60th FA Bn, 60th FA Bn – Contact Pending (1 Unit +1 Marker): inside Artillery Park 1 on 9th Infantry Division Display

34th FA Bn, 34th FA Bn – Contact Pending (1 Unit +1 Marker): inside Artillery Park 2 on 9th Infantry Division Display

6th Armor Group, VII Corps Independent Units:

A/746 Tank: 50.041

B/746 Tank: 42.031

C/746 Tank: 52.041

D/746 Tank: 52.040

HHC/746 Tank: 41.030

Svc/746 Tank: 41.031

VII Corps Independent Units:

B/4th Cav: 46.041

87th Arm FA, 188th FA Bn, 87th Arm FA – Contact

Pending, *188th FA Bn – Contact Pending* (2 Units +2 Markers): inside Artillery Park 2 on 82nd Airborne Division Display

980th FA Bn, *980th FA Bn – Contact Pending* (1 Unit +1 Marker): inside Artillery Park 4 on 90th Infantry Division Display

Supporting Assets:

6 *Rearguard* and 4 *Roadblock* markers are placed on the 82nd Airborne Division Display

6 *Rearguard* and 5 *Roadblock* markers are placed on the 90th Infantry Division Display

4 *Rearguard* and 3 *Roadblock* markers are placed on the 9th Infantry Division Display

4 *Divisional Jeeps* markers are placed on the 82nd Airborne Division Display

4 *Divisional Trucks* markers are placed on the 90th Infantry Division Display

1 *Air Support* marker is allocated to an American division of the Allied Player's choice

Events

Random events occur when the *Event!* Chit is pulled. On a roll of 0-3, the event will occur in this area of the battlefield per rule #6.0 in the Exclusive Rules. An additional die roll will determine what event occurs. Other events are noted in the Master Reinforcement, Withdrawal, & Event Guide.

If the Event rolled is 4 (Allied Naval Support) or the Special Event 4 (Allied Ship strikes a Mine) treat it as no event.

If an event is not possible due to the effected units not being on the map, such as a 17SS or before the 90th Infantry Division is active, then treat it as a No Event.

Scenario Special Rules

1. There are several terrain restrictions for this scenario to replicate both American and German unit deployments.

For the Americans, the 1st Bn, 359th Infantry Regiment and the *AT/359* must remain east of the 58.xxx hedgerow and north of le Merderet (River). This unit was designated to hold the right shoulder of the advance across the peninsula. They are included because they can impact some German units with fire across le Merderet (River).

The 508th Parachute Infantry Regiment performed a link-up with the 101st Airborne Division at the bridges across the Canal d'Auvers (43.054) on 13 June and must remain south of la Douve (River) throughout the turns of 14 June. This restriction is lifted starting at 0700, 15 June.

For the Germans, the StuG. 902 Bn must remain south of the river feature that extends from 46.043 to 81.053 and the river feature from 90.054 to the west edge of the map, as well as an imaginary line between the 2 river features. This unit was a strategic Korps reserve and kept outside of the Cherbourg pocket on purpose. They can impact American units south of the rivers and assist with fire across the rivers, but were prohibited from moving north of it for fear of losing some of the only German armor in this area.

2. American units treat the northern map edge between hexes 74.024 and 106.024 as reinforcement hexes and cannot move closer than 2 hexes to any of them.

3. The Americans are constrained on supplies throughout this scenario. When applying Exclusive Rule 17.3 Allied Supply Limits, only 2 American Divisions can be supplied on any day starting on 15 June 44.

4. As an American unit is moving to the west, it cannot use Divisional assets (Trucks or Jeeps) if there are no American units from its division west of its current location. American units can use Divisional assets to move up to the "frontline" (stacked with another unit from its division), just not past them.

5. For this scenario, a Storm weather result is not allowed. If a Storm is rolled during Step A of a 0700 turn, treat it as Overcast.

6. When rolling for Weather on the 0700 turn, air support is generated. The following air support is in effect:

Clear: 4 Fighter-Bombers (only 2 possible for interdiction)

Overcast: 2 Fighter-Bombers (only 1 possible for interdiction)

7. If the 77.Infanterie-Division enters the map north of le Merderet (River) it can only cross that river from north to south at either of the 2 bridges (62.024/62.025 or 63.024/62.025). These bridges must be controlled by other German units in order to do this, otherwise the 77.Infanterie-Division should enter west of le Merderet (River).

82nd Airborne Division Objectives:

Primary: Capture and control the city of St-Sauveur-le-Vicomte (73.041, 74.041, 74.042, 75.041) by the end of the scenario.

Secondary: Control both Baupte (44.054) and Cretteville (50.047) at the end of the scenario.

Tertiary: Prevent the Germans from crossing to the north side of la Douve (River) between hexes 43.043 and 65.044 after 0700, 16 June.

9th Infantry Division Objectives:

Primary: Establish control of the VII Corps northwestern boundary by the end of the scenario. A line running along the roads from Ste-Colombe (74.034) to St-Jacques-de-Néhou (88.037) to Hills 81 (99.042) and 80 (101.043) inclusive.

Secondary: Establish control of the VII Corps southwestern boundary by holding 2 of the following 4 northern sides of bridge hexsides (81.053, 91.053, 92.055, and/or 94.056) at the end of the scenario.

Tertiary: Let no more than 8 steps of the German 77.Infanterie-Division escape to the south of the American lines by the end of the scenario.

90th Infantry Division Objectives:

Primary: Establish control of the VII Corps northern boundary by the end of the scenario. A line running along le Merderet (River) from the bridge (59.025) to

hex 67.023 to la Douve (River) (75.030). This area must include the town of Colomby (70.026) and the village of Golleville (73.030) at the end of the scenario.

Secondary: Control the 4 hexes of Pont-l'Abbé (56.040, 56.041, 57.040, and 57.041) at the end of the scenario.

Tertiary: Let no more than 8 steps of the German 77.Infanterie-Division escape to the south of the American lines by the end of the scenario.

91.Luftlande Infanterie-Division Objectives:

Primary: Control 2 of the 3 bridges over le Merderet (River) (58.025/59.025, 62.024/62.025, 63.024/62.025) at the end of the scenario.

Secondary: Control either Colomby (70.026) or Golleville (73.030) at the end of the scenario. This objective can only be accomplished by 91.Luftlande Infanterie-Division units.

Tertiary: Control the city of St-Sauveur-le-Vicomte (73.041, 74.041, 74.042, 75.041) at the end of the scenario.

77.Infanterie-Division Objectives:

Primary: Move 20+ steps of the 77.Infanterie-Division into "German lines" along the south side of the playing area by the end of the scenario. "German lines" are constituted by either the river feature that extends from 46.043 to 81.053 or the river feature from 90.054 to the west edge of the map, as well as an imaginary line between these 2 river features. Being stacked with, or south of KG Jäger units, even if they are north of the "German lines" will also satisfy this objective.

Secondary: Move 30+ steps of the 77.Infanterie-Division into German lines along the south side of the playing area by the end of the scenario.

Tertiary: Move 40+ steps of the 77.Infanterie-Division into German lines along the south side of the playing area by the end of the scenario.

Master Reinforcement, Withdrawal, & Event Guide

0900, June 15, 1944

Allied Reinforcements:

505th Parachute Infantry Regiment, 82nd Airborne Division:

Leader *LTC Ekman*, A, HQ/1/505 (Leader + 2 Units): 41.032

B/1/505 (1-step): 41.032

C/1/505 (1-step): 41.032

E, HQ/2/505 (2 Units): 41.031

D/2/505 (1-step): 41.031

F/2/505 (1-step): 41.031

Allied Events:

Add the *505th PIR*; *1st Bn 505th*; and *2nd Bn 505th* attachment markers to the 82nd Airborne Regimental Composition.

The 82nd Airborne Division now has a Command Rating of 10 and a Dispatch Rating of 5.

Add 2 *Rearguard* and 1 *Divisional Trucks* marker to the 82nd Airborne Division Display.

1100, June 15, 1944

505th Parachute Infantry Regiment, 82nd Airborne Division:

G, HQ/3/505 (2 Units): 40.033

H/3/505 (1-step): 40.033

I/3/505 (1-step): 40.033

Independent Units, 82nd Airborne Division:

456 Para FA, *456 Para FA – Contact Pending* (1 Unit +1 Marker): 42.031

Allied Events:

Add 3rd *Bn 505th* attachment marker to the 505th PIR Regimental Composition.

Add 1 *Divisional Trucks* marker to the 82nd Airborne Division Display.

1500, June 15, 1944

German Reinforcements:

KG Simon, 243.Infanterie-Division (attached to KG von Saldern):

1., 2., 3., 4./Fldrs. 243 (4 Units): arrive at the 243.ID Reinforcement Hex E (73.023).

German Events:

Add *Fldrs. 243* attachment marker to the KG von Saldern Kampfgruppe Composition.

1700, June 15, 1944

Allied Reinforcements:

39th Infantry Regiment, 9th Infantry Division:

Leader *COL Flint*, A, B, C, D/1/39 (Leader + 4 Units): 41.032

E, F, G, H/2/39 (4 Units): 41.031

I, K, L, M/3/39 (4 Units): 40.033

Cannon/39: 34.032

AT/39: 36.033

Independent Units, 9th Infantry Division:

84th FA Bn: 35.031

A/15 Eng: 35.032

Allied Events:

Add the *39th Inf Rgt*; *1st Bn 39th Inf*; *2nd Bn 39th Inf*; and *3rd Bn 39th Inf* attachment markers to the 9th Infantry Regimental Composition.

The 9th Infantry Division now has a Command Rating of 5 and a Dispatch Rating of 4.

Add 2 *Rearguard* and 4 *Divisional Trucks* markers to the 9th Infantry Division Display.

Night, June 15, 1944

Allied Withdrawal:

Independent Units, VII Corps:

Remove the *980th FA Bn* from the map.

0700, June 16, 1944

German Reinforcements:

KG Brandt, 77.Infanterie-Division:

Leader *Oberst Brandt, 9., 10., 11., 12./III./Gren 1049, GrW./III./1049, 5., 6., 7., 8./II./Gren 1050, GrW./ II./1050, 14./Gren 1050* (Leader + 11 Units) arrive on a single road hex at the northern map edge between hexes 57.023 and 103.023. If it is a printed Reinforcement Hex, Allied Air Interdiction will apply, if the Allied player chose to use his Fighter-Bombers in this capacity.

Independent Units, 77.Infanterie-Division (part of KG Brandt):

1./Pi. 177, I./Art. 177, I./Art. 177 – Contact Pending (2 Units +1 Marker) arrive at the same location as KG Brandt.

German Events:

Set the 77.Infanterie-Division Troop Quality to: 0

The 77.Infanterie-Division starts with a Command Rating of 4 and a Dispatch Rating of 2. Add 3 Command Points and 1 Dispatch Point to the Division.

Add *77.Inf.Div.* Activation chit to the mug.

Add *KG Brandt*; *III./Gren 1049*; and *II./Gren 1050* attachment markers to the 77.Infanterie-Division Kampfgruppen Composition.

Add 3 (1 x AT type (white FP); 2 x Infantry type (pink FP)) *Nachhut* and the *Pzsrk/1050* to the 77.Infanterie-Division Display.

Add 1 *Divisional Trucks* marker to the 77.Infanterie-Division Display.

Allied Reinforcements:

Independent Units, VII Corps:

A, B, C, D/87 Cml (4 Units): 41.032

Allied Events:

Add *87th Cml Bn* attachment marker to the 9th Infantry Regimental Composition.

0900, June 16, 1944

German Reinforcements:

KG Bacherer, 77.Infanterie-Division:

Leader *Oberst Bacherer, 1., 2., 3., 4./I./Gren 1049, GrW./I./1049, 5., 6., 7., 8./II./Gren 1049, GrW./II./1049,* 13., *14./Gren 1049,* (Leader + 12 Units) arrive along the northern map edge within 10 hexes of the arrival point for KG Brandt. If it is a printed Reinforcement Hex, Allied Air Interdiction will apply, if the Allied player chose to use his Fighter-Bombers in this capacity.

Independent Units, 77.Infanterie-Division (part of KG Brandt):

2./Pi. 177, II./Art. 177, II./Art. 177 – Contact Pending (2 Units +1 Marker) arrive at the same location as KG Bacherer.

German Events:

The 77.Infanterie-Division increases its Command Rating to 6 and its Dispatch Rating to 3.

Add *KG Bacherer*; *I./Gren 1049*; and *II./Gren 1049* attachment markers to the 77.Infanterie-Division Kampfgruppen Composition.

Add 3 (1 x AT type (white FP); 2 x Infantry type (pink FP)) *Nachhut* and the *Pzsrk/1049* to the 77.Infanterie-Division Display.

Add 1 *Divisional Trucks* marker to the 77.Infanterie-Division Display.

1300, June 16, 1944

Allied Reinforcements:

Independent Units, VII Corps:

C/899 TD: 41.032

Allied Events:

Add *899th TD Bn* attachment marker to the 82nd Airborne Regimental Composition.

Scenario Map Layouts

Learning Scenario
"The Battle for Brécourt Manor"

Introductory Scenario 1
"We'll Start the War from Right Here"

Introductory Scenario 2
"Storming Utah"

Introductory Scenario 3
"Voie de la Liberté Km 0"

Introductory Scenario 4 & Intermediate Scenario 1
"Stick to the Plan" & "Hold Until Relieved"

Intermediate Scenario 2 & 3
"Lions of Carentan" & "Utah and Omaha: United at Last"

Intermediate Scenario 4
"The Tough Hombres See the Elephant"

Intermediate Scenario 5
"On to Montebourg"

Intermediate Scenario 6
"Cut the Cotentin"

5 Montebourg Map	**9** Bricquebec Map	
6 Isigny Map	**E** Ste-Mère-Église Scenario Map E	
7 Pont-l'Abbé Map	**F** Valognes Map	
8 St-Sauveur-le-Vicomte Map	**G** Baupte Scenario Map G	