

The Greatest Day: Utah Beach

Scenario Book 2: Advanced Scenarios



Multi-Man Publishing

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THE GREATEST DAY:
UTAH BEACH

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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..

“Westward Ho!”

Night 6/5/44 - Night 6/13/44 to Night 6/16/44

Advanced Scenario #1

This scenario covers the advance across the Cotentin Peninsula from the airborne drops until the peninsula is cut. It pits the majority of the American VII Corps (82nd Airborne Division, 90th Infantry Division, 9th Infantry Division, and elements of the 4th Infantry Division along with Corps assets) against half of the reinforced German LXXXIV Korps (91. Luftlande Infanterie-Division, 243. Infanterie-Division, 77. Infanterie-Division, elements of 709. Infanterie-Division, and Korps assets). The end of this scenario is based on when the Americans succeed in cutting the peninsula and isolating the port of Cherbourg.

Set-up

This scenario uses Campaign Game Map 8 (St-Sauveur-le-Vicomte Map), Map 9 (Bricquebec Map), the Ste-Mère-Église Scenario Map E, and the Bauppte Scenario Map G. Play begins with Step H of the Sequence of Play. You will also need the Utah Naval & Air Display, the 82nd Airborne Division Display, the 4th Infantry Division Display, the 9th Infantry Division Display, the 90th Infantry Division Display, the 91. Luftlande Infanterie-Division Display, the 77. Infanterie-Division Display and the 243. Infanterie-Division Display (optional).

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”

Day 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. If using Situational Objective 2 then the Command Rating is 10 and the Dispatch Rating is 7. The Division starts with 3 Command Points and 0 Dispatch Points.

243. Infanterie-Division Troop Quality: 0 (Situational Objective #1, see scenario Special Rules and Victory Conditions)

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, 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, and the German *Direkter Befehl*.

When the 91.LL.Inf.Div. Activation chit is drawn, it does not get its 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. Dispatch Points for this division are not rolled for during the Night, June 5 turn and none 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 *This is if the Germans have chosen to use Situational Objective 2.*

Regimental Composition

German Composition

91. Luftlande Infanterie-Division:

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

KG Beigang: I./Gren 1058

KG Heydte: I./FJR 6 *This is if the Germans have chosen to use Situational Objective 2.*

91. Luftlande Infanterie-Division additional formation: Pz.E.u.A. 100; Ost 795

243. Infanterie-Division (Situational Objective 1, see scenario Special Rules and Victory Conditions):

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 Keil, 709.Infanterie-Division (attached to 91.LL Infanterie-Division for this scenario):

1./Ost 795: 35.031

2./Ost 795: 34.032

3./Ost 795: 36.033

4./Ost 795: 39.033

Pak/Ost 795: 39.034

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

14./Gren 1057: 50.037

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

KG Beigang, 91.Luftlande Infanterie-Division:

2./I./Gren 1058: 48.026

3./I./Gren 1058: 56.023

Independent Units, 91.Luftlande Infanterie-Division:

Div.Kpf.Sch.91: 53.039

Pz.Jg. Kp. 191: 41.040

Flak. Kp. 191: 48.038

Infantry type (pink FP) *Nachhut*: 49.034

Infantry type (pink FP) *Nachhut*: 53.028

Infantry type (pink FP) *Nachhut*: 53.033

1./Pz.E.u.A. 100: 42.055 (immobile until released, or in LOS of an American unit, whichever comes first)

2./Pz.E.u.A. 100: 50.048 (immobile until released, or in LOS of an American unit, whichever comes first)

3./Pz.E.u.A. 100: 45.053 (immobile until released, or in LOS of an American unit, whichever comes first)

1./Pi. 191: 57.041

2./Pi. 191: 56.040

Div.Füs.Kp.191: 69.040

1./Geb.Art. 191, 1./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): 72.041

2./Geb.Art. 191, 2./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): 82.026

7./Geb.Art. 191: 69.057

9./Geb.Art. 191: 53.040

KG Heydte, German Independent Regiments (attached to 91.Luftlande Infanterie-Division): *This is if the Germans have chosen to use Situational Objective #2.*

1./I./FJR 6: 63.057

2./I./FJR 6: 54.056

3./I./FJR 6: 62.061

4./I./FJR 6: 64.059

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

GrW./I./FJR6: 56.056

8./Geb.Art. 191: 59.057

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): *(Situational Objective 1, see scenario Special Rules and Victory Conditions)*

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:

Fla. Inst. Zg: 40.032

1./gem.Flak 153: 56.041

2./gem.Flak 153: 73.041

3./gem.Flak 153: 57.041

4./gem.Flak 153: 57.040

5./gem.Flak 153: 74.042

6./gem.Flak 153: 58.042

Supporting Assets:

3 AT type (white FP) *Nachhut*, *Pzsrk/1057*, and 6 *Sperre* markers are placed on the 91.Luftlande Infanterie-Division Display.

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

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

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):

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 jumped into Normandy.

82nd Airborne Division Leaders:

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

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

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

505th Parachute Infantry Regiment, 82nd Airborne Division:

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

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

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

508th Parachute Infantry Regiment and Independent Units, 82nd Airborne Division:

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

B/307 Eng: in DZ N

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

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

507th Parachute Infantry Regiment, 82nd Airborne Division:

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

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

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

Supporting Assets:

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, Withdrawal, & Event Guide.

If the Event rolled is 4 (Allied Naval Support), the 2 Allied ships that are used are *Nevada* and *Erebus*. These ships can only fire at targets on the east side of le Merderet (River). If there are no targets available, then this is a 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 the Fallschirmjaeger- Regiment 6 which was designated as an anti-airborne unit. *If using Situational Objective 2, then Major von der Heydte’s units on the map will activate during their division activation chit on the Night of 5 June.*

Allied Reinforcements

Second Drop – “Mission Detroit” (82nd) (place units when their Airborne Division 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 DZ/LZ O

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

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 all associated contact rolls with the units in these Artillery Parks, 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 5 Command Points and 1 Dispatch Point to the 91.Luftlande Infanterie-Division.

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*, *82 ABN Div Activation*, *91.LL.Inf.Div. Activation*, and the *Event! Chit*

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

Scenario Special Rules

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

American Reinforcement 1 (21.026)

American Reinforcement 2 (21.029)

American Reinforcement 3 (21.035)

American Reinforcement 4 (40.024) Placed at 1900, June 11

German Reinforcement A (43.023)

German Reinforcement B (48.024)

German Reinforcement C (53.023)

German Reinforcement D (56.024)

German Reinforcement E (69.023)

The German reinforcement hexes must be taken to satisfy some victory conditions and to replicate the missions given to units in Normandy during this time period. In order to capture a German Reinforcement Hex a unit must occupy the hex for a full turn. This is an exception to Series Rule 14.1 which prohibits units from moving within 2 hexes of a Reinforcement Hex. Beginning at 1500, 6 June, American formation units can move within 2 hexes and ultimately capture these specific reinforcement hexes (No independent units can be used for this). At the same time German units can remain in the reinforcement hex if the player desires. Once a Reinforcement Hex is captured, the German player can no longer use the Reinforcement Hex. If there is a unit that doesn't have an option but to arrive at a captured Reinforcement Hex, then the unit is lost to fighting north of the map and does not play in the scenario.

2. The Ost 795 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 7. Since they were not commanded directly during this battle, they are treated as an attachment to the 91.Luftlande Infanterie-Division and do not have a formation activation. Oberst Beigang can command any of the Ost 795 Battalion units as if they were Division independent units. These Georgians defended the "ridgeline" running from Turqueville (35.030) to Coquerie (40.034) historically, and cannot move more than 2 hexes away from their starting positions. They cannot build *Nachhut* units either.

3. The 4th Infantry Division with the 70th Tank Battalion attached was given the mission of securing the northern flank of the beachhead. To replicate this mission, the 4th Infantry Division cannot move west of le Merderet (River), nor the road running from that river (47.030) to Neuville-au-Plain

(44.028) to the *German Reinforcement B* (48.024). This will allow them to take their Secondary Victory Objective, but it is along their boundary. All Germans must be destroyed east of this boundary before the 4th Infantry Division can leave the map.

4. A reinforced Regiment of the 82nd Airborne participated in an attack towards Montebourg, off-map to the north from 8-13 June. To replicate this when a unit from the 82nd Airborne captures either *German Reinforcement Hex C* (53.023) or *German Reinforcement Hex D* (56.024), then two battalions of airborne infantry (each of 4 or more steps) must move off the map at that same hex. This occurs for both reinforcement hexes, totaling 4 battalions from the 82nd Airborne Division. Once the last unit in all four battalions is off the map, they are placed on the Turn Record Track to return 1 day (9 turns) later. They will return on the same hexes they exited. Ultimately, this will temporarily remove 1 reinforced regiment from the 82nd Airborne Division (Historically, this was the 505th PIR and the 2nd Battalion, 325th GIR).

5. The 746th Tank Bn also participated in the operation towards Montebourg and must remain east of le Merderet (River) and exit one of the hexes with the 82nd Airborne. The entire Battalion, including *D/746 Tank* will return on one of the German Reinforcement hexes as scheduled reinforcements at 0900, June 12. All these units are then free to maneuver on the entire map.

6. Supply concerns did arise during this portion of the Normandy Campaign. There were only so many supplies that could be moved "over the beach" in a given day. To replicate this, Exclusive Rule #17.3 is modified for this scenario. The American player will designate 2 Divisions as "Supplied" for each day.

7. On the 10th and 11th of June, the 82nd Airborne Division is only partially supplied and will act similar to a Non-Supplied Division in accordance with Rule 6 above, and will not count against the number of supplied divisions on these days. They were recovering from establishing le Merderet (River) bridgehead and doing final consolidation following their jump into Normandy. The units north and east of le Merderet (River) have full functionality and the Division roles for Command Points and Dispatch Points as if it had only 1 Regiment (Command Rating of 3 and Dispatch Rating of 2).

8. 709.Infanterie-Division units that arrive in German Reinforcement Hexes A, B, C, or D (although attached to the 91.Luftlande Infanterie-Division for this scenario), were actually part of their parent division. To replicate this, they cannot move south or west of le Merderet (River). Other 709.Infanterie-Division units that arrive from different Reinforcement hexes do not have this restriction.

9. 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)

Storm – No Fighter Bombers

10. During the airborne drop, any American Rearguard unit that lands within 2 hexes of a German Reinforcement hex marker is immediately moved back towards the Drop Zone, until they are 3 hexes away from the Reinforcement Hexes.

82nd Airborne 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) at the end of the scenario.

Secondary: Capture German Reinforcement Hexes C (53.023), and D (56.024) by the Night, 13 June turn and destroy the bridge at le Ham (58.025/59.025). All 4 missions are required to achieve this objective.

Tertiary: Capture and control both of the towns of Creteville (50.047) and Baupte (44.054) at the end of the scenario.

4th Infantry Division Objectives:

Primary: Destroy the Ost 795 Battalion by 1300, June 7.

Secondary: Capture German Reinforcement Hex A (43.023) and B (48.024) prior to exiting all units off the map, in accordance with Scenario Special Rules 1 and 3.

Tertiary: Exit all units off the north edge of the map by 1300, June 8.

9th Infantry Division Objectives:

Primary: Establish control of the VII Corps western boundary by the end of the Night, June 13 turn. The boundary consists of a line running along the roads from Ste-Colombe (74.034) – St-Jacques-de-Néhou (88.037) – Hill 81 (99.042) – Hill 80 (101.043) inclusive.

Secondary: Seize and hold 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: Clear all German units from the area bounded by the Primary and Secondary objectives above, by the end of the scenario.

90th Infantry Division Objectives:

Primary: Establish control of the VII Corps northwestern boundary by the end of the Night, June 13 turn. The boundary consists of a line running along le Merderet (River) from the bridge (59.025) to the bridge at (69.023) and then to la Douve (River) (75.030). This area must include the town of Colomby (70.026) and the village of Golleville (73.030).

Secondary: Seize and hold the 4 hexes of Pont-l'Abbé (56.040, 56.041, 57.040, and 57.041) at the end of the scenario.

Tertiary: Ensure there are no German units between la Douve (River) and le Merderet (River) by the end of the scenario, within the VII Corps boundaries. This is defined as south of le Merderet (River) running generally along the xx.025 and xx.030 hexes and north of la Douve (River) running generally along the xx.042 and xx.045 hexes.

For each night turn beyond 13 June in which the Americans have not cut the Cotentin Peninsula, each German division will receive an additional +1 VP. A total of +3 VPs per German division are given if the Americans are prevented in cutting the peninsula thru the Night turn, 16 June.

91.Luftlande Infanterie-Division Objectives:

Primary: Retain 2 of 4 hexes of the city of Pont-l'Abbé (56.040, 56.041, 57.040, and 57.041) at the end of the scenario.

Secondary: Prevent the destruction of the bridge over le Merderet (River) near le Ham (58.025/59.025).

Tertiary: Retain 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.

77.Infanterie-Division Objectives:

Primary: Contain the American advance to the west by the end of the Night, June 13 turn. The containment boundary consists of a line running along the roads/railroads from St-Nicolas-de-Pierre-Pont (80.056) – Neuville-en-Beaumont (83.051) – Besneville (88.048 and 89.047) – le Pont-aux-Moines (89.040) – the Bridge across la Seye (River) (92.033) inclusive.

Secondary: Destroy any American unit south of la Douve (River) between the hexes (44.043 – 64.045) and south of le Fil de Gorges between the hexes (65.045 – 81.053) by the end of the scenario.

Tertiary: Control the two bridges along le Merderet (River) near Hemevez (62.024/62.025 and 63.024/62.025) at the end of the scenario. This objective can only be accomplished by 77.Infanterie-Division units.

243.Infanterie-Division Objectives (optional):

Primary: Contain the American advance to the northwest by the end of the Night, June 13 turn. The containment boundary consists of a line running along the roads from the bridge near le Port-Bréhay-Gare (53.028) – Gourbesville (56.031) – Orglandes (62.032) to Ste-Colombe (74.034) inclusive.

Secondary: Retain either the town of Amfreville (53.033) or the village of la Bonneville (62.038) at the end of the scenario.

Tertiary: Control either the bridge at Cauquigny (48.035/49.034) or Chef-du-Pont (45.039/46.040) at the end of the scenario.

Situational Objectives. These are objectives that the players can decide to use, which will alter the scenario. However, you must forfeit a number of victory points in order to receive each objective.

German:

1. German leadership Focuses on keeping the Cotentin Peninsula Open (+5 VPs for the following American Divisions – 82nd Airborne, 9th Infantry, and 90th Infantry) – Historically, the Germans moved the 243. Infanterie-Division to block the Americans from advancing to Cherbourg. However, the Americans decided to cut the Cotentin Peninsula first and then, with Cherbourg surrounded, besiege the city. This situational objective allows the German player to adjust to the Americans plan and place his power against the initial thrust of the Americans. If the German reinforcements or events are solid underlined in the Master Reinforcement & Event Guide, then they are available using this option. *This choice must be made at the start of the scenario.*

2. The Fallschirmjäger drop in to say Hi (+4 VPs for the following American Divisions – 82nd Airborne, 9th Infantry, and 90th Infantry. If Major von der Heydte accompanies his Regiment then it is a +5 total VPs per American Division) – Historically, Major von der Heydte deployed his regiment north from Carentan, but half of Fallschirmjäger Regiment 6 was south of the 82nd Airborne Division's Drop Zones on the night of 5 June. This objective allows Major von der Heydte to deploy some of his forces to support Pont-l'Abbé instead of Carentan. *This applies to all FJR6 units listed in the scenario, they are only available if using this option.* *This choice must be made at the start of the scenario.*

American:

3. MG Collins, the VII Corps Commander, prioritizes the cutting of the Cotentin Peninsula (+3 VP for the following German Divisions – 91.Luftlande, 77. Infanterie, and 243. Infanterie) – With this option, the American's place a higher priority on cutting the Cotentin Peninsula than any other objective for the first 2 weeks in Normandy. This allows several Corps and Division assets that were historically used elsewhere to be placed in support of this vital mission. If using this option, record the strength of the 70th Tank Bn units as they exit the map with the 4th Infantry Division. This will be their strength upon reentry. If the American unit or event is dot underlined in the Master Reinforcement & Event Guide, then they are available using this option. *This choice must be made by 1700, 9 June, when the first reinforcement can use this option.*

Master Reinforcement & Event Guide

0900, June 6, 1944

German Reinforcements:

KG Beigang, 91.Luftlande Infanterie-Division:

GrW./I./1058: arrives at *German Reinforcement D* (56.024). This unit can delay until 1100, June 6, in order to arrive at *German Reinforcement C* (53.023).

Independent Units, 91.Luftlande Infanterie-Division: (in-situ)

1./Pz.E.u.A. 100: 42.055 (released)

Independent Units, 709. Infanterie-Division (treat as independent units of 91.Luftlande Infanterie-Division):

1./Pi. 709: arrives at *German Reinforcement C* (53.023).

3./Pi. 709: arrives at *German Reinforcement B* (48.024).

German Independent Regiments:

Art./StAOK7, Art./StAOK7 – Contact Pending (1 Unit +1 Marker): arrives at *German Reinforcement D* (56.024).

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 Beigang, 91.Luftlande Infanterie-Division:

Leader *Oberst Beigang, 1./I./Gren 1058* (Leader + 1 Unit): arrive at *German Reinforcement A* (43.023).

4./I./Gren 1058: arrives at *German Reinforcement D* (56.024).

13./Gren 1058: arrives at either *German Reinforcement C* (53.023) or *German Reinforcement D* (56.024), player's choice.

* *GrW./I./1058:* arrives at *German Reinforcement C* (53.023), if not already arrived.

Independent Units, 91.Luftlande Infanterie-Division: (in-situ)

3./Pz.E.u.A. 100: 45.053 (released)

1300, June 6, 1944

German Reinforcements:

KG Beigang, 91.Luftlande Infanterie-Division:

6., 8./II./Gren 1058, GrW./II./1058 (3 Units): arrive at one of the following *German Reinforcement B* (48.024), *C* (53.023), or *D* (56.024), player's choice.

Independent Units, 709.Infanterie-Division (treat as independent units of 91.Luftlande Infanterie-Division):

2., 3./Pz.Jg. 709 (2 Units): arrive at one of the following *German Reinforcement B* (48.024), *C* (53.023), or *D* (56.024), player's choice, but they must arrive at different reinforcement hexes.

KG Hoffman, 709.Infanterie-Division (attached to 91.Luftlande Infanterie-Division):

Leader *Obstlt Hoffmann, Stab/StAOK7* (Leader + 1 Unit): arrive at one of the following *German Reinforcement A* (43.023), *B* (48.024), *C* (53.023), or *D* (56.024), player's choice.

Independent Units, 709.Infanterie-Division (treat as independent units of 91.Luftlande Infanterie-Division):

4./s.St.Werf.101, 4./s.St.Werf.101 – *Contact Pending*, 5-6./s.St.Werf.101, 5-6./s.St.Werf.101 – *Contact Pending* (2 Units +2 Markers): arrive at the 243.ID Reinforcement Hex D (82.024).

Independent Units, 91.Luftlande Infanterie-Division: (in-situ)

2./Pz.E.u.A. 100: 50.048 (released)

German Events:

Add *II./Gren 1058* attachment marker to the KG Beigang formation on the 91.Luftlande Infanterie-Division Kampfgruppen Composition.

Add *KG Hoffmann* and *Sturm AOK 7* attachment markers to the 91.Luftlande Infanterie-Division Kampfgruppen Composition. KG Hoffmann can only command 709.ID units for this scenario.

The 91.Luftlande Infanterie-Division adjusts its Command and Dispatch Ratings according to the Division Display.

Add 1 x 709.Infanterie-Division *Nachhut* to the 91.Luftlande Infanterie-Division Display. This unit can only be created by 709.ID units.

Allied Reinforcements:

8th Infantry Regiment, 4th Infantry Division:

A, B, C, D/1/8 (4 Units): arrive at *American Reinforcement 1* (21.026).

E, F, G, H/2/8 (4 Units): arrive at *American Reinforcement 3* (21.035).

I, K, L, M/3/8 (4 Units): arrive at *American Reinforcement 2* (21.029).

Leader *COL Van Fleet*: may be stacked with any 8th Infantry Regiment unit.

Allied Events:

Add the *4th Inf Div Activation* chit to the mug.

Add *8th Inf Rgt, 1st Bn 8th Inf, 2nd Bn 8th Inf, and 3rd Bn 8th Inf* attachment markers to the 4th Infantry Regimental Composition.

The 4th Infantry Division now has a Command Rating of 3 and a Dispatch Rating of 2. Add 3 Command Points and 1 Dispatch Point.

Add 2 *Rearguard* to the 4th Infantry Division Display.

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

1500, June 6, 1944

German Reinforcements:

KG Beigang, 91.Luftlande Infanterie-Division:

5., 7./II./Gren 1058 (2 Units): arrive at one of the following *German Reinforcement B* (48.024), *C* (53.023), or *D* (56.024), player's choice.

Independent Units, 91.Luftlande Infanterie-Division:

5./Geb.Art. 191, 5./Geb.Art. 191 – *Contact Pending* (1 Unit +1 Marker): arrives at *German Reinforcement E* (69.023).

Independent Units, 709.Infanterie-Division (treat as independent units of 91.Luftlande Infanterie-Division):

1./Pz.Jg. 709: arrives at one of the following *German Reinforcement B* (48.024), *C* (53.023), or *D* (56.024), player's choice.

Independent Units, 709.Infanterie-Division (treat as independent units of 243.Infanterie-Division):

7./s.St.Werf.101, 7./s.St.Werf.101 – Contact Pending, 8-9./s.St.Werf.101, 8-9./s.St.Werf.101 – Contact Pending (2 Units +2 Markers): arrive at the 243.ID Reinforcement Hex E (73.023). (Situational Objective #1, see scenario Special Rules and Victory Conditions).

Allied Reinforcements:

8th Infantry Regiment, 4th Infantry Division:

Cannon, AT/8 (2 Units): arrive at *American Reinforcement 2* (21.029).

6th Armor Group, VII Corps Independent Units (attached to 4th Infantry Division):

A/70 Tank (1-step): arrives at *American Reinforcement 1* (21.026).

B/70 Tank: arrives at *American Reinforcement 2* (21.029).

C/70 Tank (1-step): arrives at *American Reinforcement 2* (21.029).

Allied Events:

Add *70th Tank Bn* attachment marker to the 8th IR on the 4th Infantry Regimental Composition.

1700, June 6, 1944

German Reinforcements:

KG Hoffman, 709.Infanterie-Division:

1., 2., 3., 4./Sturm AOK 7, mGrW., sGrW., Pak/StAOK7 (7 Units): arrive at one of the following *German Reinforcement A* (43.023), *B* (48.024), *C* (53.023), or *D* (56.024), player's choice.

1900, June 6, 1944

Allied Reinforcements:

Independent Units, 82nd Airborne Division: “Raff’s Crocker”

Leader *COL Raff*: arrives with and commands only the following 3 units (*1/B/4th Cav*, *C/746 Tank*, and *F/2/401*). For activation purposes, this element is an 82nd Airborne unit without a formation activation chit. It may assist in destroying the Ost 795 Battalion, but then must move to Ste-Mère-Église (40.032, 41.031, 41.032). Once there, the COL Raff counter is removed from play and available to be used per Exclusive Rule #17.5. The units of Raff’s Crocker return back to normal attachment rules for their parent formations.

4th Cavalry Squadron, VII Corps Independent Units:

1/B/4th Cav: arrives at *American Reinforcement 2* (21.029).

6th Armor Group, VII Corps Independent Units:

C/746 Tank: arrives at *American Reinforcement 2* (21.029).

325th Glider Infantry Regiment, 82nd Airborne Division:

F/2/401: arrives in piggyback mode (Exclusive Rule #7.0) on *C/746 Tank*.

Allied Events:

Add the *2nd Bn 401st* attachment marker to the 325th GIR on the 82nd Airborne Regimental Composition.

Add *746th Tank Bn* attachment marker to the 82nd Airborne Division Regimental Composition.

2100, June 6, 1944

Allied Reinforcements:

Third Drop – A “Mission Elmira” (82nd) (place units when the *82 ABN Div* Activation is drawn. 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.

Historical Note: MG Ridgway attempted to change the Third Drop LZ from W to O due to the presence of Germans on LZ W. Only half of the gliders got the message. If the player chooses to attempt the same change, role a die for each unit (0-4 land on LZ O, 5-9 land on LZ W). If not the units land on LZ W as originally scheduled. This applies to both Third Drop A and B.

Independent Units, 82nd Airborne Division:

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

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

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

Night, June 6, 1944

Allied Reinforcements:

Third Drop – B “Mission Elmira” cont. (place units when the *82 ABN Div* Activation is drawn. 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:

319 Glider FA, *319 Glider FA – Contact Pending (Glider Land)* (1 Unit +2 Markers): in LZ W or O

320 Glider FA, *320 Glider FA – Contact Pending (Glider Land)* (1 Unit +2 Markers): in LZ W or O

Add 1 *Divisional Jeeps* marker 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

German Reinforcements:

Independent Units, 709. Infanterie-Division (treat as independent units of 91. Luftlande Infanterie-Division) (Situational Objective #1, see scenario Special Rules and Victory Conditions):

1./456 + 1./457, *1./456 + 1./457 – Contact Pending*, *2-3./Art. 457*, *2-3./Art. 457 – Contact Pending* (2 Units +2 Markers): arrive at the 709.ID Reinforcement Hex A (99.023).

2-3./Art. 456, *2-3./Art. 456 – Contact Pending* (1 Unit +1 Marker): arrives at the 243.ID Reinforcement Hex E (73.023).

Allied Reinforcements:

Fourth Drop – A “Mission Galveston” (82nd) (place units when the 82nd Airborne Division 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.

82nd Airborne Division Leaders:

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

325th Glider Infantry Regiment, 82nd Airborne Division:

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

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

Independent Units, 82nd Airborne Division:

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

Allied Events:

Place the *325th GIR – Rally Point* in any village, town, hill, or bridge site (not stream crossing) within 4 hexes of LZ W.

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

Add 1 *Rearguard* to the 82nd Airborne Division Display.

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

Add 1 *Divisional Trucks* marker to the 4th Infantry Division Display.

0900, June 7, 1944

Allied Reinforcements:

Fourth Drop – B “Mission Hackensack” (82nd) (place units when the 82nd Airborne Division 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:

E, F, G, HQ/2/325 (Glider Land) (4 Units +4 Markers): in LZ W

E, G, HQ/2/401 (Glider Land) (3 Units +3 Markers): in LZ W

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

Allied Events:

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

Add 1 *Rearguard* to the 82nd Airborne Division Display.

1300, June 7, 1944

German Reinforcements:

German Independent Regiments (Situational Objective 1, see scenario Special Rules and Victory Conditions):

3., 4./gem.Flak 653 (2 Units): arrive at the German Reinforcement E (69.023). These units use Tross(s)/Flak 30 as transports. These transports are Auto-Command units and follow Exclusive Rule #14.0.

Allied Reinforcements:

Independent Units, 82nd Airborne Division:

C/307 Eng: arrives at the VII Corps Reinforcement Hex.

6th Armor Group, VII Corps Independent Units:

B, HHC, Svc/746 Tank (3 Units): arrive at *American Reinforcement 2* (21.029). These units only have ½ of their movement points available on the activation they arrive.

Allied Events:

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

Add 2 *Divisional Trucks* markers to the 82nd Airborne Division Display.

2100, June 7, 1944

Allied Reinforcements:

Independent Units, 82nd Airborne Division:

D, E, F 80 AA/AT (3 Units): arrive at *American Reinforcement 2* (21.029).

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) or the 243.ID Reinforcement Hex E (73.023), player’s choice.

1100, June 8, 1944

Allied Reinforcements:

Independent Units, 90th Infantry Division:

AC, Sct/90 Recon (2 Units): arrive at *American Reinforcement 1* (21.026).

1120th Engineer Group, VII Corps Independent Units:

A, B, C/297 Eng (3 Units): arrive at *American Reinforcement 2* (21.029).

Allied Events:

Add the *90th Inf Div* Activation chit to the mug.

The 90th Infantry Division starts with a Command Rating of 0 and a Dispatch Rating of 0, as they do not have active formations assigned to them on the map. They also do not start with any Command or Dispatch Points.

Add *297 Eng Bn* attachment marker to either the 82nd Airborne Division or the 90th Infantry Division Regimental Composition, player’s choice.

1300, June 8, 1944

German Reinforcements:

KG Simon, 243.Infanterie-Division: (in-situ) (Situational Objective #1, see scenario Special Rules and Victory Conditions):

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)

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.

German Events:

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

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 2 (1 x AT type (white FP), and 1 x Infantry type (pink FP)) *Nachhut* and *Pzsrk/921* to the 243.Infanterie-Division Display.

Allied Reinforcements:

Independent Units, 90th Infantry Division:

A, B/315 Eng (2 Units): arrive at *American Reinforcement 1* (21.026).

Allied Events:

Add 4 *Roadblock* markers to the 90th Infantry Division Display.

1500, June 8, 1944

Allied Reinforcements:

358th Infantry Regiment, 90th Infantry Division:

Leader COL *Thompson, A, B, C, D/1/358, E, F, G, H/2/358* (Leader + 8 Units): arrive at *American Reinforcement 2* (21.029).

Allied Events:

The 90th Infantry Division starts with a Command Rating to 1 and Dispatch Rating to 1. Add 2 Command Points and 1 Dispatch Point to the Division.

Add *358th Inf Rgt, 1st Bn 358th Inf, and 2nd Bn 358th Inf* attachment markers to the 90th Infantry Division Regimental Composition.

Add 3 *Rearguard* to the 90th Infantry Division Display.

Add 1 *Divisional Trucks* marker to the 90th Infantry Division Display

1700, June 8, 1944

German Reinforcements:

KG Müller, 243.Infanterie-Division (Situational Objective #1, see scenario Special Rules and Victory Conditions):

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 E (73.023).

German Events:

Increase the 243.Infanterie-Division Command Rating to 7 and Dispatch Rating to 4. Add 6 Command Points and 3 Dispatch Points to the Division.

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

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

Add 2 *Divisional Trucks* markers to the 243.Infanterie-Division Display.

Allied Reinforcements:

358th Infantry Regiment, 90th Infantry Division:

I, K, L, M/3/358, Cannon, AT/358 (6 Units): arrive at *American Reinforcement 2* (21.029).

Allied Events:

Add *3rd Bn 358th Inf* attachment marker to 358th IR Regimental Composition.

Add 1 *Rearguard* to the 90th Infantry Division Display.

Add 1 *Divisional Trucks* marker to the 90th Infantry Division Display.

1900, June 8, 1944

German Reinforcements:

KG Müller, 243.Infanterie-Division (Situational Objective #1, see scenario Special Rules and Victory Conditions):

9., 10., 11., 12./III./Gren 739 (4 Units): arrive at the 243.ID Reinforcement Hex E (73.023).

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.

Allied Reinforcements:

357th Infantry Regiment, 90th Infantry Division:

Leader COL *Ginder, E, F, G, H/2/357, I, K, L, M/3/357* (Leader + 8 Units): arrive at *American Reinforcement 1* (21.026).

Independent Units, 90th Infantry Division:

HQ Def 90ID: arrives at *American Reinforcement 2* (21.029).

Allied Events:

The 90th Infantry Division increases its Command Rating to 2 and Dispatch Rating to 2.

Add *357th Inf Rgt, 2nd Bn 357th Inf, and 3rd Bn 357th Inf* attachment markers to the 90th Infantry Division Regimental Composition.

Add 1 *Rearguard* to the 90th Infantry Division Display.

Add 1 *Divisional Trucks* marker to the 90th Infantry Division Display.

2100, June 8, 1944

German Reinforcements:

KG Beigang, 91.Luftlande-Division:

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

KG Müller, 243.Infanterie-Division (Situational Objective #1, see scenario Special Rules and Victory Conditions):

1., 2., 3., 4./I./Gren 920, GrW./I./920, 13., 14./Gren 920 (7 Units): arrive at the 243.ID Reinforcement Hex E (73.023).

KG Simon, 243.Infanterie-Division (in-situ) (Situational Objective #1, see scenario Special Rules and Victory Conditions):

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

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

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

Independent Units, 709.Infanterie-Division (treat as independent unit of 243.Infanterie-Division) (Situational Objective #1, see scenario Special Rules and Victory Conditions):

7-9./III./Art.243, 7-9./III./Art.243 – Contact Pending (1 Unit +1 Marker): arrives at the 709.ID Reinforcement Hex A (99.023).

German Events:

Add III./Gren 1050 attachment marker to the KG Beigang Kampfgruppen Composition.

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

Add 1 AT type (white FP) Nachhut, Pzsrk/920 to the 243.Infanterie-Division Display.

Allied Reinforcements:

357th Infantry Regiment, 90th Infantry Division:

A, B, C, D/1/357, Cannon, AT/357 (6 Units): arrive at American Reinforcement 1 (21.026).

Allied Events:

Add 1st Bn 357th Inf attachment marker to the 357th IR Regimental Composition.

Add 1 Rearguard to the 90th Infantry Division Display.

Add 1 Divisional Trucks marker to the 90th Infantry Division Display.

Night, June 8, 1944

German Reinforcements:

Independent Units, 243.Infanterie-Division (Situational Objective #1, see scenario Special Rules and Victory Conditions):

II./Art. 243, II./Art. 243 – Contact Pending (1 Unit +1 Marker): arrives at the 243.ID Reinforcement Hex E (73.023).

0700, June 9, 1944

German Events:

Add 1 Tross(le)/Flak 30 to the 91.Luftlande Infanterie-Division Display. This unit is used like divisional trucks but can only support the light independent Flak units of Flak 153 (orange Firepower units).

Allied Reinforcements:

Independent Units, 90th Infantry Division:

344th FA Bn, 344th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at American Reinforcement 2 (21.029).

0900, June 9, 1944

German Reinforcements:

Independent Units, 243.Infanterie-Division (Situational Objective #1, see scenario Special Rules and Victory Conditions):

I./Art. 243, I./Art. 243 – Contact Pending (1 Unit +1 Marker): arrives at the 243.ID Reinforcement Hex E (73.023).

Allied Reinforcements:

Independent Units, 90th Infantry Division:

345th FA Bn, 345th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at American Reinforcement 1 (21.026).

1100, June 9, 1944

German Reinforcements:

Independent Units, 243.Infanterie-Division (Situational Objective #1, see scenario Special Rules and Victory Conditions):

1./Pz.Jg. 243: arrives at the 243.ID Reinforcement Hex E (73.023).

1300, June 9, 1944

German Reinforcements:

Independent Units, 243.Infanterie-Division (Situational Objective #1, see scenario Special Rules and Victory Conditions):

2./Pz.Jg. 243: arrives at the 243.ID Reinforcement Hex E (73.023).

Allied Reinforcements:

Independent Units, 90th Infantry Division:

343rd FA Bn, 343rd FA Bn – Contact Pending (1 Unit +1 Marker): arrives at American Reinforcement 1 (21.026).

1500, June 9, 1944

German Reinforcements:

Independent Units, 243.Infanterie-Division (Situational Objective #1, see scenario Special Rules and Victory Conditions):

Div.Kpf.Sch.243: arrives at the 243.ID Reinforcement Hex E (73.023).

German Independent Regiments (Situational Objective #1, see scenario Special Rules and Victory Conditions):

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

Allied Reinforcements:

1120th Engineer Group, VII Corps Independent Units:

507 Ponton: arrives at American Reinforcement 2 (21.029).

1700, June 9, 1944

Allied Reinforcements:

Independent Units, 82nd Airborne Division:

456 Para FA, 456 Para FA – Contact Pending (1 Unit +1 Marker): arrives at American Reinforcement 1 (21.026).

Independent Units, 90th Infantry Division:

915th FA Bn, 915th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at American Reinforcement 2 (21.029).

6th Armor Group, VII Corps Independent Units (Situational Objective #3, see scenario Special Rules and Victory Conditions):

D. En/70 AR (2 Units): are placed in hex 31.045

Allied Events:

Add 70th Tank Bn attachment marker to the 82nd Airborne Regimental Composition.

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): arrive 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 Point 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 the *Pzsrk/1050* to the 77.Infanterie-Division Display.

Add 1 *Divisional Trucks* marker to the 77.Infanterie-Division Display.

Night, June 9, 1944

German Reinforcements:

Independent Units, 91.Luftlande-Division:

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

KG Brandt, 77.Infanterie-Division:

9., 10., 11., 12./III./Gren, 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 Reinforcements:

Independent Units, VII Corps (Situational Objective 3, see scenario Special Rules and Victory Conditions):

87th Arm FA, 87th Arm FA – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 2* (21.029).

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 and Dispatch Rating according to the Division Display for its current number of KGs.

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

Add 1 *Divisional Trucks* marker to the 77.Infanterie-Division Display.

Allied Reinforcements:

4th Cavalry Squadron, VII Corps Independent Units:

B/4th Cav (1-step): arrives at *American Reinforcement 1* (21.026). It must move immediately to the *1/B/4th Cav* location. Once in the same hex, remove *1/B/4th Cav* and flip *B/4th Cav* to 2-step. *If 1/B/4th Cav has been destroyed, then B/4th Cav arrives normally, but cannot become a 2-step unit.*

0900, June 10, 1944

German Reinforcements:

Independent Units, 91.Luftlande-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.

Allied Reinforcements:

39th Infantry Regiment, 9th Infantry Division (Situational Objective #3, see scenario Special Rules and Victory Conditions):

Leader *COL Flint, E. F. G, H/2/39* (Leader + 4 Units): arrive at *American Reinforcement 1* (21.026).

Allied Events:

Set the 9th Infantry Division Troop Quality to: 0

The 9th Infantry Division is a Non-supplied Division when it arrives, following rule #17.3.

The 9th Infantry Division starts with a Command Rating of 3 and a Dispatch Rating of 2. Add 3 Command Points and 1 Dispatch Point to the Division Display.

Add the *9th Inf Div* Activation chit to the mug.

Add 39th Inf Rgt and 2nd Bn 39th Inf attachment markers to the 9th Infantry Division Regimental Composition.

Add 1 Rearguard to 9th Infantry Division Display.

1100, June 10, 1944

German Reinforcements:

KG Bacherer, 77.Infanterie-Division:

5., 6., 7., 8./I./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.

Allied Reinforcements:

39th Infantry Regiment, 9th Infantry Division (Situational Objective #3, see scenario Special Rules and Victory Conditions):

A, B, C, D/1/39, Cannon/39 (5 Units): arrive at American Reinforcement 1 (21.026).

Allied Events:

Add 1st Bn 39th Inf attachment marker to the 39th IR Regimental Composition.

Add 1 Rearguard to 9th Infantry 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.

1500, June 10, 1944

Allied Reinforcements:

Independent Units, 9th Infantry Division:

A, B, C/15 Eng (3 Units): arrive at American Reinforcement 1 (21.026).

Allied Events:

Add 5 Roadblock markers to the 9th Infantry Division Display.

1700, June 10, 1944

Allied Reinforcements:

39th Infantry Regiment, 9th Infantry Division (Situational Objective #3, see scenario Special Rules and Victory Conditions):

I, K, L, M/3/39, AT/39 (5 Units): arrive at American Reinforcement 1 (21.026).

Allied Events:

Add 3rd Bn 39th Inf attachment marker to the 39th IR Regimental Composition.

Add 1 Divisional Trucks marker to 9th Infantry Division Display.

0700, June 11, 1944

German Reinforcements:

KG Simon, 243.Infanterie-Division (Situational Objective #1, see scenario Special Rules and Victory Conditions):

1., 2., 3., 4./Fldrs. 243 (4 Units): arrive at the 243.ID Reinforcement Hex D (82.024).

German Independent Regiments:

1., 2., 3./StuG. 902 (3 Units): arrive at the 77.ID Reinforcement Hex A (71.064).

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.

Add StuG. 902 attachment marker to any German Kampfgruppen Composition, player's choice.

Add 1 Tross(le)/Flak 30 to the 91.Luftlande Infanterie-Division Display. This unit is used like divisional trucks but can only support the light independent Flak units of Flak 153 (orange Firepower units).

Allied Reinforcements:

Independent Units, 9th Infantry Division:

AC, Sct/9 Recon (2 Units): arrive at American Reinforcement 1 (21.026).

1100, June 11, 1944

Allied Reinforcements:

Independent Units, 9th Infantry Division:

26th FA Bn, 26th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at American Reinforcement 1 (21.026).

1300, June 11, 1944

Allied Reinforcements:

Independent Units, 9th Infantry Division:

60th FA Bn, 60th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at American Reinforcement 1 (21.026).

1500, June 11, 1944

Allied Reinforcements:

Independent Units, 9th Infantry Division:

84th FA Bn, 84th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at American Reinforcement 1 (21.026).

1700, June 11, 1944

Allied Reinforcements:

Independent Units, VII Corps:

552 Ponton: arrives at American Reinforcement 2 (21.029).

Independent Units, VII Corps (Situational Objective #3, see scenario Special Rules and Victory Conditions):

188th FA Bn, 188th FA Bn – Contact Pending: arrives at American Reinforcement 2 (21.029).

1900, June 11, 1944

Allied Reinforcements:

359th Infantry Regiment, 90th Infantry Division:

Leader *COL Fales, E, F, G, H/2/359, I, K, L, M/3/359, Cannon, AT/359* (Leader + 10 Units): arrive at *American Reinforcement 4* (40.024).

Independent Units, 90th Infantry Division:

C/315 Eng: arrives at *American Reinforcement 4* (40.024).

Independent Units, 9th Infantry Division:

34th FA Bn, 34th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 1* (21.026).

Allied Events:

The 90th Infantry Division increases its Command Rating to 3 and Dispatch Rating to 3.

Add *359th Inf Rgt, 2nd Bn 359th Inf,* and *3rd Bn 359th Inf* attachment markers to the 90th Infantry Regimental Composition.

Add 1 *Rearguard* to the 90th Infantry Division Display.

Add 1 *Roadblock* marker to the 90th Infantry Division Display.

2100, June 11, 1944

Allied Reinforcements:

6th Armor Group, VII Corps Independent Units (Situational Objective #3, see scenario Special Rules and Victory Conditions) – these units only arrive if the German Reinforcement Hex has been captured per Scenario Special Rules #3 and #4 – otherwise they do not arrive:

A, B, C/70 AR (Same strength they exited the map with) (3 Units): arrives at *American Reinforcement 4* (40.024).

HHC, Svc/70 AR (2 Units): arrive at *American Reinforcement 4* (40.024).

Independent Units, VII Corps (Situational Objective #3, see scenario Special Rules and Victory Conditions):

HHC/801 TD: arrives at *American Reinforcement 2* (21.029).

0700, June 12, 1944

German Reinforcements:

Independent Units, 91.Luftlande-Division:

1.le./Geb.Art. 191, 1.le./Geb.Art. 191 – Contact Pending, Fla./Geb.Art. 191, Fla./Geb.Art. 191 – Contact Pending (2 Units +2 Markers): arrive at the 243.ID Reinforcement Hex A (106.049), or the 243.ID Reinforcement Hex B (106.040), player's choice.

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

Leader *COL Smythe, I, M/3/47* (Leader + 2 Units): arrive at *American Reinforcement 1* (21.026).

Allied Events:

Set the 9th Infantry Division Troop Quality to: 0

Add the *9th Inf Div* Activation chit to the mug.

The 9th Infantry Division starts with a Command Rating of 3 and a Dispatch Rating of 2. Add 3 Command Points and 1 Dispatch Point to the Division Display.

Add *47th Inf Rgt* and *3rd Bn 47th Inf* attachment markers to the 9th Infantry Division Regimental Composition.

Add 1 *Rearguard* to the 9th Infantry Division Display.

The 9th Infantry Division is a Non-supplied Division when it arrives, following rule #17.3.

The 9th Infantry Division increases its Command Rating to 4 and its Dispatch Rating to 3. (Situational Objective #3, see scenario Special Rules and Victory Conditions).

0900, June 12, 1944

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

K, L/3/47 (2 Units): arrive at *American Reinforcement 1* (21.026).

6th Armor Group, VII Corps Independent Units:

All elements of the 746th Tank Battalion that exited the map per Scenario Special Rule #5 return to the hex they exited. This includes *D/746 Tank* which is a new reinforcement. If this Battalion has not exited the map prior to this, it is just released to maneuver with any division it is attached to, but the *D/746 Tank* unit is lost.

1100, June 12, 1944

Allied Reinforcements:

Independent Units, 9th Infantry Division:

HQ Def 9ID: arrives at *American Reinforcement 1* (21.026).

Independent Units, VII Corps:

980th FA Bn, 980th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 2* (21.029).

988 Treadway: arrives at *American Reinforcement 2* (21.029).

Independent Units, VII Corps (Situational Objective #3, see scenario Special Rules and Victory Conditions):

951st FA Bn, 951st FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 2* (21.029).

1300, June 12, 1944

German Reinforcements:

Independent Units, 91.Luftlande-Division:

2. Ie./Geb.Art. 191, 2. Ie./Geb.Art. 191 – Contact Pending, s./Geb.Art. 191, s./Geb.Art. 191 – Contact Pending (2 Units +2 Markers): arrive at the 243.ID Reinforcement Hex A (106.049), or the 243.ID Reinforcement Hex B (106.040), player's choice.

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

B, D/1/47 (2 Units): arrive at *American Reinforcement 1* (21.026).

Allied Events:

Add *1st Bn 47th Inf* attachment marker to the 47th IR Regimental Composition.

Add 1 *Rearguard* to the 9th Infantry Division Display.

1500, June 12, 1944

German Reinforcements:

KG Jäger, German Independent Regiments:

Leader *Obstlt Jäger, 9., 10., 11., 12./III./Gren 894, GrW./III./894, 14./Gren 894* (Leader + 6 Units): arrive at the 265.ID Reinforcement Hex A (52.067) or the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067), player's choice.

German Events:

Add *KG Jäger* and *III./Gren 894* attachment markers to any German Kampfgruppen Composition that has a box available, player's choice.

The Division to which KG Jäger is attached increases its Command Rating and Dispatch Rating according to the Division Display for its current number of KGs.

Add 1 x KG Jäger Infantry type (pink FP) *Nachhut* and *Pzsrk/894* to the division KG Jäger is attached to.

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

A/1/47, Cannon/47 (2 Units): arrive at *American Reinforcement 1* (21.026).

1700, June 12, 1944

German Reinforcements:

KG Jäger, German Independent Regiments:

13., 14/Gren 896 (2 Units): arrive at the 265.ID Reinforcement Hex A (52.067) or the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067), player's choice.

German Events:

Add 1 x KG Jäger AT type (white FP) *Nachhut* and *Pzsrk/896* to the division KG Jäger is attached to.

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

C/1/47, AT/47 (2 Units): arrive at *American Reinforcement 1* (21.026).

1900, June 12, 1944

German Reinforcements:

KG Jäger, German Independent Regiments:

5., 6., 7., 8./II./Gren 895, GrW./II./895, 14./Gren 895 (6 Units): arrive at the 265.ID Reinforcement Hex A (52.067) or the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067), player's choice.

German Events:

Add *II./Gren 895* attachment marker to the KG Jäger Kampfgruppen Composition.

Add 1 x KG Jäger Infantry type (pink FP) *Nachhut* and *Pzsrk/895* to the division KG Jäger is attached to.

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

E, H/2/47 (2 Units): arrive at *American Reinforcement 1* (21.026).

Allied Events:

Add *2nd Bn 47th Inf* attachment marker to the 47th IR Regimental Composition.

Add 1 *Divisional Trucks* marker to the 9th Infantry Division Display.

2100, June 12, 1944

German Reinforcements:

KG Jäger, German Independent Regiments:

2./Pi. 265: arrives at the 265.ID Reinforcement Hex A (52.067) or the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067), player's choice.

German Independent Regiments:

2-3./I./Art. 265, 2-3./I./Art. 265 – Contact Pending (1 Unit +1 Marker): arrives at the 265.ID Reinforcement Hex A (52.067) or the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067), player's choice.

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

F, G/2/47 (2 Units): arrive at *American Reinforcement 1* (21.026).

Night, June 12, 1944

German Reinforcements:

German Independent Regiments:

9./III./Art. 265, 9./III./Art. 265 – Contact Pending (1 Unit +1 Marker): arrives at the 265.ID Reinforcement Hex A (52.067) or the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067), player's choice.

0700, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

Leader *COL de Rohan, L, M/3/60* (Leader + 2 Units): arrive at *American Reinforcement 1* (21.026).

Allied Events:

The 9th Infantry Division increases its Command Rating and Dispatch Rating according to the Division Display for its current number of Regiments.

Add *60th Inf Rgt* and *3rd Bn 60th Inf* attachment markers to the 9th Infantry Division Regimental Composition.

Add 1 *Rearguard* to the 9th Infantry Division Display.

0900, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

I, K/3/60 (2 Units): arrive at *American Reinforcement 1* (21.026).

1100, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

F, H/2/60 (2 Units): arrive at *American Reinforcement 1* (21.026).

Allied Events:

Add *2nd Bn 60th Inf* attachment marker to the 60th IR Regimental Composition.

Add 1 *Rearguard* to the 9th Infantry Division Display.

1300, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

E/2/60, AT/60 (2 Units): arrive at *American Reinforcement 1* (21.026).

1500, June 13, 1944

Allied Reinforcements:

Independent Units, VII Corps (Situational Objective #3, see scenario Special Rules and Victory Conditions):

A/801 TD: arrives at *American Reinforcement 2* (21.029).

1700, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

G/2/60, Cannon/60 (2 Units): arrive at *American Reinforcement 1* (21.026).

1900, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

B, D/1/60 (2 Units): arrive at *American Reinforcement 1* (21.026).

Allied Events:

Add *1st Bn 60th Inf* attachment marker to the 60th IR Regimental Composition.

2100, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

A, C/1/60 (2 Units): arrive at *American Reinforcement 1* (21.026).

Night, June 13, 1944

Allied Reinforcements:

Independent Units, VII Corps:

957th FA Bn, 957th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 2* (21.029).

359th Infantry Regiment, 90th Infantry Division:

A, B, C, D/1/359 (4 Units): arrive at *American Reinforcement 4* (40.024).

Allied Events:

Add *1st Bn 359th Inf* attachment marker to the 90th Infantry Division Regimental Composition.

0700, June 15, 1944 (If Situational Objective #3 was not used)

Allied Reinforcements:

39th Infantry Regiment, 9th Infantry Division:

Leader *COL Flint*, A, B, C, D/1/39, E, F, G, H/2/39, I, K, L, M/3/39, Cannon, AT/39 (Leader + 14 Units): arrive at *American Reinforcement 4* (40.024).

Allied Events:

The 9th Infantry Division increases its Command Rating and Dispatch Rating according to the Division Display for its current number of Regiments.

Add *39th Inf Rgt, 1st Bn 39th Inf, 2nd Bn 39th Inf, and 3rd Bn 39th Inf* attachment markers to the 9th Infantry Division Regimental Composition.

Add 2 *Rearguard* to the 9th Infantry Division Display.

"Was Leigh-Mallory Correct?"

Night 6/5/44 - Night 6/13/44 to Night 6/16/44

Advanced Scenario #2

Prior to the invasion, Air Marshall Leigh-Mallory, the senior air commander for Operation Overlord, forecasted the "futile slaughter" of both American airborne divisions, whose casualties might run as high as 70%. This hypothetical scenario involves the initial airborne plan to cut the Cotentin Peninsula shortly after landing in Normandy. Allied planners originally decided on a bold plan involving two Airborne Divisions which would land along the base of the Cotentin Peninsula, effectively isolating Cherbourg on 6 June. It pits the same forces as "Westward Ho!" against each other, but this time the Americans start stretched across the peninsula and much more susceptible to being engaged on the German commander's terms, much as Sir Leigh-Mallory had predicted. The end of this scenario is based on when the Americans succeed in cutting the peninsula and isolating the port of Cherbourg.

Set-up

This scenario uses Campaign Game Map 8 (St-Sauveur-le-Vicomte Map), Map 9 (Bricquebec Map), the Ste-Mère-Église Scenario Map E, and the Baupre Scenario Map G. Play begins with Step H of the Sequence of Play. You will also need, the 82nd Airborne Division Display, the 101st Airborne Division Display, the 4th Infantry Division Display, the 9th Infantry Division Display, the 90th Infantry Division Display, the 91.Luftlande Infanterie-Division Display, the 77.Infanterie-Division Display, the 243.Infanterie-Division Display, the 709. Infanterie-Division Display, and the Utah Naval & Air Display.

The 502nd PIR Formation 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.

The last chit on the Night turn of 13 June, 1944 is not played.

Set-up, Night, June 5, 1944

Markers

All Victory Tasks are "Pending"

Day 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.

101st Airborne Division Troop Quality: 0

The 101st 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.

709.Infanterie-Division Troop Quality: -2

The 709.Infanterie-Division has a Command Rating of 4 and a Dispatch Rating of 1. The Division starts with 0 Command Points and 0 Dispatch Points.

91.Luftlande Infanterie-Division Troop Quality: -2

The 91.Luftlande Infanterie-Division has a Command Rating of 10 and a Dispatch Rating of 7. The Division starts with 3 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*, *505th PIR Formation Activation*, *507th PIR Formation Activation*, *508th PIR Formation Activation*, *101 ABN Div Activation*, *501st PIR Formation Activation*, and the *506th PIR Formation Activation*

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

Once the *82 ABN Div Activation* has been drawn on the first turn, add the *91.LL.Inf.Div. Activation* chit to the mug.

Once **BOTH** the *82 ABN Div Activation* **AND** *101 ABN Div Activation* chits have been drawn on the first turn, add the following chits to the mug:

German *Direkter Befehl* and the *709.Inf.Div. Activation*, and the *243.Inf.Div. Activation*

When the *91.LL.Inf.Div. Activation*, *709.Inf.Div. Activation*, and *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. Dispatch Points for these three divisions are not rolled for during the Night, June 5 turn and none 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

709.Infanterie-Division:

KG Keil: *I./Gren 919; Ost 795*

91.Luftlande Infanterie-Division:

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

KG Beigang: *I./Gren 1058; III./Gren 1058*

KG Heydte: *I./FJR 6*

91.Luftlande Infanterie-Division additional formation:
Pz.E.u.A. 100

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*

101st Airborne Division:

501st PIR: *1st Bn 501st; 2nd Bn 501st; 3rd Bn 501st*

502nd PIR: *1st Bn 502nd; 2nd Bn 502nd; 3rd Bn 502nd*

506th PIR: *1st Bn 506th; 2nd Bn 506th; 3rd Bn 506th*

German Set-up:

KG Keil, 709.Infanterie-Division:

1./I./Gren 919: 25.036

Zg./15./919: 32.024

1./Ost 795: 35.031

2./Ost 795: 34.032

3./Ost 795: 36.033

4./Ost 795: 39.033

Pak/Ost 795: 39.034

Leader *Obstlt Keil* is placed with any of his units when the *709.Inf.Div.* Activation chit is drawn

Independent Units, 709.Infanterie-Division:

Sperre: 33.023

St-Martin Bty, St-Martin Bty – Contact Pending (1 Unit +1 Marker): 30.027

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

14./Gren 1057: 50.037

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

KG Beigang, 91.Luftlande Infanterie-Division:

2./I./Gren 1058: 48.026

*3./I./Gren 1058: *57.023*

9./III./Gren 1058: 29.043

10./III./Gren 1058: 34.044

11./III./Gren 1058: 28.041

12./III./Gren 1058: 31.046

GrW./III./1058: 28.041

14./Gren 1058: 25.036

Independent Units, 91.Luftlande Infanterie-Division:

Div.Kpf.Sch.91: 53.039

Pz.Jg. Kp. 191: 41.040

Flak. Kp. 191: 48.038

Infantry type (pink FP) *Nachhut: 49.034*

1./Pz.E.u.A. 100: 42.055 (immobile until released, or in LOS of an American unit, whichever comes first)

2./Pz.E.u.A. 100: 50.048 (immobile until released, or in LOS of an American unit, whichever comes first)

3./Pz.E.u.A. 100: 45.053 (immobile until released, or in LOS of an American unit, whichever comes first)

1./Pi. 191: 57.041

2./Pi. 191: 56.040

Div.Füs.Kp.191: 69.040

1./Geb.Art. 191, 1./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): 72.041

2./Geb.Art. 191, 2./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): 82.026

3./Geb.Art. 191, 3./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): 28.037

6./Geb.Art. 191, 6./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): 26.034

7./Geb.Art. 191: 69.057

9./Geb.Art. 191: 53.040

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

- 1./I./FJR 6: 63.057
- 2./I./FJR 6: 54.056
- 3./I./FJR 6: 62.061
- 4./I./FJR 6: 64.059
- (k)GrW./I./FJR6: 61.057
- GrW./I./FJR6: 56.056
- 15./FJR 6: 52.063
- 8./Geb.Art. 191: 59.057

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:

- 4./Bau-Pi. 802: 29.030
- Fla. Inst. Zg: 40.032
- 1./gem.Flak 153: 56.041
- 2./gem.Flak 153: 73.041
- 3./gem.Flak 153: 57.041
- 4./gem.Flak 153: 57.040
- 5./gem.Flak 153: 74.042
- 6./gem.Flak 153: 58.042
- 5./gem.Flak 653: 29.049
- 4./Geb.Art. 191, 4./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): 25.039

Supporting Assets:

- 2 *Nachhut* are placed on the 709.Infanterie-Division Display.
- 4 (2 x AT type (white FP); 2 x Infantry type (pink FP)) *Nachhut*, *Pzsrk/1057*, *Pzsrk/1058*, and 6 *Sperre* markers are placed on the 91.Luftlande Infanterie-Division Display.
- 1 x KG Heydte Infantry type (pink FP) *Nachhut* is placed on the 91.Luftlande Infanterie-Division Display.

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

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

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; 1st Bn 501st; 2nd Bn 501st; 3rd Bn 501st; 1st Bn 502nd; 2nd Bn 502nd; 3rd Bn 502nd; 1st Bn 506th; 2nd Bn 506th; 3rd Bn 506th 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 Albany” (101st) and “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.

101st Airborne Division Leaders:

Leader *COL Johnson* may be stacked with any 501st PIR unit on DZ B, prior to rolling on the Drop Table

Leader *COL Moseley* may be stacked with any 502nd PIR unit on DZ A, prior to rolling on the Drop Table

Leader *COL Sink* may be stacked with any 506th PIR unit on DZ C, prior to rolling on the Drop Table

502nd Parachute Infantry Regiment, 101st Airborne Division:

D, E, F, HQ/2/502 (4 Units): stacked in DZ A

G, H, I, HQ/3/502 (4 Units): stacked in DZ A

A, B, C, HQ/1/502 (4 Units): stacked in DZ A

Independent Units, 101st Airborne Division:

377 Para FA, (Para Drop), 377 Para FA – Contact Pending (1 Unit +2 Markers): in DZ A

506th Parachute Infantry Regiment, 101st Airborne Division:

A, B, C, HQ/1/506 (4 Units): stacked in DZ C

D, E, F, HQ/2/506 (4 Units): stacked in DZ C

501st Parachute Infantry Regiment, 101st Airborne Division:

G, H, I, HQ/3/501 (4 Units): stacked in DZ C

A, B, C, HQ/1/501 (4 Units): stacked in DZ B

D, E, F, HQ/2/501 (4 Units): stacked in DZ B

Independent Units, 101st Airborne Division:

C/326 Eng: in DZ B

506th Parachute Infantry Regiment, 101st Airborne Division:

G, H, I, HQ/3/506 (4 Units): stacked in DZ Alt D

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:

21 *Rearguard* and 2 *Roadblock* markers are placed on each of the 82nd and 101st Airborne Division Displays

Assault F. Utah South marker: 21.024 (this cannot be moved)

Hawkins, Enterprise, Soemba, 1 x *DD Flotilla*: any legal box of Assault Force Utah - South (UtS) of the Utah Beach Naval & Air Display

Events

Random events occur when the *Event!* Chit is pulled. A roll of 0-7, 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), the 2 Allied ships that are used are *Nevada* and *Erebus*. These ships can only fire at targets on the east side of le Merderet (River). If there are no targets available, then this is a no event.

If Special Event 4 (Allied Ship strikes a German naval mine) is rolled, treat it as an even roll and remove a random Navy Combat unit.

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 the Fallschirmjaeger- Regiment 6 which was designated as an anti-airborne unit. All the KG Heydte units will activate during their division activation chit on the Night of 5 June.

Allied Reinforcements

Second Drop – “Mission Chicago” (101st) and “Mission Detroit” (82nd) (place units when their Airborne Division 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, 101st Airborne Division:

A 81 AA/AT, (Glider Land) (1 Unit +1 Marker): in LZ E

B 81 AA/AT, (Glider Land) (1 Unit +1 Marker): in LZ E

Add 1 *Divisional Jeeps* marker to the 101st Airborne Division Display; Stragglers Box

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 3 Artillery Parks prior to Step G this turn and make all associated contact rolls with the units in these Artillery Parks, without cost.

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

Markers

Weather is Overcast.

Set the 709.Infanterie-Division Troop Quality to: 0

Add 2 Command Points and 1 Dispatch Point to the 709. Infanterie-Division.

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

Add 3 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:

Allied *Direct Command*, German *Direkter Befehl*, 709.*Inf. Div.* Activation, 91.*LL. Inf. Div.* Activation, 243.*Inf. Div.* Activation, 82 *ABN Div* Activation, 101 *ABN Div* Activation, and the *Event!* Chit

The *Naval* Chit is not placed in the mug and is the first chit in play with a limited NSoP. Only steps 2 and 3 are used. It is **NOT** placed back in the mug after being played.

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

Scenario Special Rules

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

American Reinforcement 1 (21.026)

American Reinforcement 2 (21.029)

American Reinforcement 3 (21.035)

American Reinforcement 4 (40.024) Placed at 1900, June 11

German Reinforcement A (43.023)

German Reinforcement B (48.024)

German Reinforcement C (53.023)

German Reinforcement D (56.024)

German Reinforcement E (28.050) Allied units can move adjacent to this hex, but cannot move south of la Douve (River) near this hex.

German Reinforcement F (52.063)

Some German reinforcement hexes must be taken to satisfy some victory conditions and to replicate the missions given to units in Normandy during this time period. In order to capture a German Reinforcement Hex a unit must occupy the hex for a full turn. This is an exception to Series Rule 14.1 which prohibits units from moving within 2 hexes of a Reinforcement Hex. Beginning at 1500, 6 June, American formation units can move within 2 hexes and ultimately capture these specific reinforcement hexes (No independent units can be used for this). At the same time German units can remain in the reinforcement hex if the player desires. Once a Reinforcement Hex is captured, the German player can no longer use the Reinforcement Hex. If there is a unit that doesn't have an option but to arrive at a captured Reinforcement Hex, then the unit is lost to fighting north of the map and does not play in the scenario.

2. The 4th Infantry Division with the 70th Tank Battalion and 899th Tank Destroyer Battalion attached is given the mission of securing the northern flank of the beachhead. To replicate this mission, the 4th Infantry Division cannot move west of le Merderet (River). All Germans must be destroyed east of this boundary before the 4th ID can leave the map.

3. The 70th Tank Battalion and the 899th Tank Destroyer Battalion will return to the game after they exit to the north. They cannot be attached to another division before exiting the map. Record the individual unit strengths as they exit the map with the 4th Infantry Division. This will be their strength upon reentry. They are allowed to reenter the map attached to any division, exactly 24 hours (9 game turns) after exiting. If one of their units is scheduled to arrive prior to this timeline, it is delayed until the reentry time is reached.

4. 709. *Infanterie-Division* units that arrive in German Reinforcement Hexes A, B, C, or D cannot move south or west of le Merderet (River), nor south of la Douve (River). Other 709. ID units that arrive from different Reinforcement hexes do not have this restriction.

5. 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

6. COL Raff (82nd Airborne) and COL Harper (101st Airborne) are available to be used per Exclusive Rule 17.5 starting once seaborne forces from any division link-up (stack) with their respective Airborne Divisions.

Overall American Objective:

Cut the Cotentin Peninsula from the VII Corps Reinforcement Hex A (19.027) to the Plage de Portbail (101.057) at the end of the scenario. This objective determines the end of the scenario. If it is not achieved by the end of the Night, June 16 turn, the scenario ends and VPs are totaled to determine a winning division commander.

For each night turn beyond 13 June, each German division will receive a VP (+1), if the Americans have not achieved their Overall Objective. A total of +3 VPs per German division are given if the Americans are prevented in cutting the peninsula thru the Night turn, 16 June.

82nd Airborne Division Objectives:

Primary: Survive to be relieved. This will require 27 steps of airborne infantry (paratrooper and/or glider) at the end of the scenario, somewhere west of la Douve (River).

Secondary: Establish Control of 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. In order to Establish Control for this specific objective an exception is made to the General Scenario Comments – no more than 2 German units can be inside the boundary, instead of 0.

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.

101st Airborne Division Objectives:

Primary: Eliminate all German units north of la Douve (River) (18.043 – 44.043) and east of le Merderet (River) (44.043 – 67.023) by the end of the scenario.

Secondary: Seize and hold the 4 hexes of Pont-l'Abbé (56.040, 56.041, 57.040, and 57.041) and the village of Étienneville (58.042) at the end of the scenario.

Tertiary: Secure the 4 road bridges over le Merderet (River) (45.039/46.040, 48.035/49.034, 52.028/53.028, and 58.025/59.025) at the end of the scenario.

4th Infantry Division Objectives:

Primary: Capture *German Reinforcement A* (43.023) and *B* (48.024), *C* (53.023), and *D* (56.024) prior to exiting all units off the map, in accordance with Scenario Special Rules 1 and 2.

Secondary: Destroy the Ost 795 Battalion by 1300, June 7.

Tertiary: Exit all units off the north edge of the map by 1700, June 8.

9th Infantry Division Objectives:

Primary: Establish control of the VII Corps western boundary by the end of the scenario. The boundary consists of a line running along the roads from Ste-Colombe (74.034) – St-Jacques-de-Néhou (88.037) – Hill 81 (99.042) – Hill 80 (101.043) inclusive.

Secondary: Seize and hold 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: Clear all German units from the area bounded by the Primary and Secondary objectives above, by the end of the scenario.

90th Infantry Division Objectives:

Primary: Establish control of the VII Corps northwestern boundary by the end of the scenario. The boundary consists of a line running along le Merderet (River) from the bridge (59.025) to the bridge at (69.023) and then 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: Seize and hold the 4 hexes of Pont-l'Abbé (56.040, 56.041, 57.040, and 57.041) at the end of the scenario.

Tertiary: Ensure there are no German units between la Douve (River) and le Merderet (River) by the end of the scenario, within the VII Corps boundaries. This is defined as south of le Merderet (River) running generally along the xx.025 and xx.030 hexes and north of la

Douve (River) running generally along the xx.042 and xx.045 hexes.

Overall German Objective:

Prevent the Americans from cutting the Cotentin Peninsula and achieving their primary objective at the end of the scenario.

77.Infanterie-Division Objectives:

Primary: Retain or retake the city of Pont-l'Abbé (56.040, 56.041, 57.040, and 57.041) at the end of the scenario.

Secondary: Destroy any American unit south of la Douve (River) between the hexes (44.043 – 64.045) and south of le Fil de Gorges between the hexes (65.045 – 81.053) by the end of the scenario.

Tertiary: Have any unit east of le Merderet (River) at the end of the scenario. This objective can only be accomplished by 77.Infanterie-Division units.

91.Luftlande Infanterie-Division Objectives:

Primary: Eliminate the 82nd Airborne Division by reducing the Americans to fewer than 18 steps of leg infantry (paratrooper and/or glider) remaining on the map.

Secondary: Retain or retake the city of Pont-l'Abbé (56.040, 56.041, 57.040, and 57.041) at the end of the scenario.

Tertiary: Retain or retake the town of Colomby (70.026) and the village of Golleville (73.030) at the end of the scenario.

243.Infanterie-Division Objectives:

Primary: Eliminate the 82nd Airborne Division by reducing the Americans to fewer than 18 steps of leg infantry (paratrooper and/or glider) remaining on the map.

Secondary: Retain or retake 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.

Tertiary: Destroy any American unit that is west of la Douve (River) by the end of the Night, June 13 turn.

709.Infanterie-Division Objectives:

Primary: Retain 1 of the 4 *German Reinforcement A* (43.023) and *B* (48.024), *C* (53.023), and *D* (56.024) by the end of the scenario.

Secondary: Retain the city of Ste-Mère-Église (40.032, 41.031, and 41.032) by end of the Night, June 11 turn.

Tertiary: Have an element of the Ost 795 Battalion remaining on the map at the end of the scenario.

Master Reinforcement & Event Guide

0900, June 6, 1944

German Reinforcements:

KG Beigang, 91.Luftlande Infanterie-Division:

GrW.I./1058: arrives at *German Reinforcement D* (56.024). This unit can delay until 1100, June 6, in order to arrive at *German Reinforcement C* (53.023).

Independent Units, 91.Luftlande Infanterie-Division: (in-situ)

1./Pz.E.u.A. 100: 42.055 (released)

Independent Units, 709.Infanterie-Division:

1./Pi. 709: arrives at *German Reinforcement C* (53.023).

3./Pi. 709: arrives at *German Reinforcement B* (48.024).

KG Heydte, German Independent Regiments:

5., 6., 7., 8./II./FJR 6, (k)GrW.III./FJR6, GrW.III./FJR6 (6 Units): arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex A (62.065). These units can delay until 2100, June 6, in order to arrive at *German Reinforcement E* (28.050).

13. FsJg 6: arrives at *German Reinforcement F* (52.063). This unit can delay until 1300, June 6, in order to arrive at *German Reinforcement E* (28.050).

German Independent Regiments:

Art./StAOK7, Art./StAOK7 – Contact Pending (1 Unit +1 Marker): arrives at *German Reinforcement D* (56.024).

German Events:

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

Add 4 *Sperre* markers to the 709.Infanterie-Division Display.

Allied Events:

82nd and 101st Airborne Divisions are 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 Beigang, 91.Luftlande Infanterie-Division:

Leader *Oberst Beigang, 1./I./Gren 1058* (Leader + 1 Unit): arrive at *German Reinforcement A* (43.023).

4./I./Gren 1058: arrives at *German Reinforcement D* (56.024).

13./Gren 1058: arrives at either *German Reinforcement C* (53.023) or *German Reinforcement D* (56.024), player's choice.

* *GrW.I./1058*: arrives at *German Reinforcement C* (53.023), if not already arrived.

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

10., GrW.III./FJR6 (2 Units): arrive at *German Reinforcement E* (28.050).

14., Inf.Ges./FJR 6 (2 Units): arrive at *German Reinforcement F* (52.063). This unit can delay until 1300, June 6, in order to arrive at *German Reinforcement E* (28.050).

Independent Units, 91.Luftlande Infanterie-Division: (in-situ)

3./Pz.E.u.A. 100: 45.053 (released)

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.

German Events:

Add *III./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.

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

Add 1 AT type (white FP) *Nachhut, 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 Beigang, 91.Luftlande Infanterie-Division:

6., 8./II./Gren 1058, GrW.III./1058 (3 Units): arrive at one of the following *German Reinforcement B* (48.024), *C* (53.023), or *D* (56.024), player's choice.

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

11., 12./III./FJR 6, (k)GrW.III./FJR6, (3 Units): arrive at *German Reinforcement E* (28.050).

**13. FsJg 6*: arrives at *German Reinforcement E* (28.050), if not already arrived.

**14., Inf.Ges./FJR 6* (2 Units): at *German Reinforcement E* (28.050), if not already arrived.

KG Hoffman, 709.Infanterie-Division:

Leader *Obstlt Hoffmann, Stab/StAOK7* (Leader + 1 Unit): arrive at one of the following *German Reinforcement A* (43.023), *B* (48.024), *C* (53.023), or *D* (56.024), player's choice.

Independent Units, 709.Infanterie-Division:

2., 3./Pz.Jg. 709 (2 Units): arrive at one of the following *German Reinforcement B* (48.024), *C* (53.023), or *D* (56.024), player's choice, but they must arrive at different reinforcement hexes.

Independent Units, 709.Infanterie-Division:

4./s.St.Werf.101, 4./s.St.Werf.101 – Contact Pending, 5-6./s.St.Werf.101, 5-6./s.St.Werf.101 – Contact Pending (2 Units +2 Markers): arrive at the 243.ID Reinforcement Hex D (82.024).

Independent Units, 91.Luftlande-Division: (in-situ)

2./Pz.E.u.A. 100: 50.048 (released)

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).

German Events:

Add *II./Gren 1058* attachment marker to the KG Beigang formation on the 91.Luftlande Infanterie-Division Kampfgruppen Composition.

Add *KG Hoffmann* and *Sturm AOK 7* attachment markers to the 91.Luftlande Infanterie-Division Kampfgruppen Composition.

The 91.Luftlande Infanterie-Division adjusts its Command and Dispatch Ratings according to the Division Display.

Add 1 *Nachhut* to the 709.Infanterie-Division Display.

The 709.Infanterie-Division now has a Command Rating of 6 and a Dispatch Rating of 2.

Allied Reinforcements:

8th Infantry Regiment, 4th Infantry Division:

A, B, C, D/1/8 (4 Units): arrive at *American Reinforcement 1* (21.026).

E, F, G, H/2/8 (4 Units): arrive at *American Reinforcement 3* (21.035).

I, K, L, M/3/8 (4 Units): arrive at *American Reinforcement 2* (21.029).

Leader *COL Van Fleet*: may be stacked with any 8th Infantry Regiment unit.

Allied Events:

Add the *4th Inf Div Activation* chit to the mug.

Add *8th Inf Rgt, 1st Bn 8th Inf, 2nd Bn 8th Inf, and 3rd Bn 8th Inf* attachment markers to the 4th Infantry Regimental Composition.

The 4th Infantry Division now has a Command Rating of 3 and a Dispatch Rating of 2. Add 3 Command Points and 1 Dispatch Point.

Add 2 *Rearguard* to the 4th Infantry Division Display.

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

1500, June 6, 1944

German Reinforcements:

KG Beigang, 91.Luftlande Infanterie-Division:

5., 7./II./Gren 1058 (2 Units): arrive at one of the following *German Reinforcement B* (48.024), *C* (53.023), or *D* (56.024), player's choice.

Independent Units, 91.Luftlande Infanterie-Division:

5./Geb.Art. 191, 5./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): arrives at 243.ID Reinforcement Hex E (73.023).

Independent Units, 709.Infanterie-Division:

1./Pz.Jg. 709: arrives at one of the following *German Reinforcement B* (48.024), *C* (53.023), or *D* (56.024), player's choice.

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, 709.Infanterie-Division (treat as independent units of 243.Infanterie-Division):

7./s.St.Werf.101, 7./s.St.Werf.101 – Contact Pending, 8-9./s.St.Werf.101, 8-9./s.St.Werf.101 – Contact Pending (2 Units +2 Markers): arrive at the 243.ID Reinforcement Hex E (73.023).

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.

Allied Reinforcements:

8th Infantry Regiment, 4th Infantry Division:

Cannon, AT/8 (2 Units): arrive at *American Reinforcement 2* (21.029).

12th Infantry Regiment, 4th Infantry Division:

Leader *COL Reeder, E, F, G, H/2/12* (Leader + 4 Units): arrive at *American Reinforcement 1* (21.026).

6th Armor Group, VII Corps Independent Units (attached to 4th Infantry Division):

A/70 Tank (1-step): arrives at *American Reinforcement 1* (21.026).

B/70 Tank: arrives at *American Reinforcement 2* (21.029).

C/70 Tank (1-step): arrives at *American Reinforcement 2* (21.029).

Allied Events:

Add *12th Inf Rgt* and *2nd Bn 12th Inf* attachment markers to the 4th Infantry Division Regimental Composition.

The 4th Infantry Division now has a Command Rating of 4 and a Dispatch Rating of 3.

Add *70th Tank Bn* attachment marker to the 8th IR on the 4th Infantry Regimental Composition.

1700, June 6, 1944

German Reinforcements:

KG Hoffman, 709.Infanterie-Division:

1., 2., 3., 4./Sturm AOK 7, mGrW., sGrW., Pak/StAOK7 (7 Units): arrive at one of the following *German Reinforcement A* (43.023), *B* (48.024), *C* (53.023), or *D* (56.024), 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 709.ID Reinforcement Hex A (99.023).

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.

Allied Reinforcements:

12th Infantry Regiment, 4th Infantry Division:

A, B, C, D/1/12, I, K, L, M/3/12 (8 Units): arrive at *American Reinforcement 1* (21.026).

Independent Units, 4th Infantry Division:

HQ Def 4ID, AC, Sct/4 Recon, 29th FA Bn, 29th FA Bn – Contact Pending (4 Units +1 Marker): arrive at *American Reinforcement 3* (21.035).

6th Armor Group, VII Corps Independent Units:

HHC, D, Svc/70 Tank (3 Units): arrive at *American Reinforcement 2* (21.029).

Independent Units, VII Corps:

65th Arm FA, 65th Arm FA – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 2* (21.029).

A/87 Cml: arrives at *American Reinforcement 1* (21.026).

B/87 Cml: arrives at *American Reinforcement 2* (21.029).

C/87 Cml: arrives at *American Reinforcement 3* (21.035).

Allied Events:

Add *87th Cml Bn* attachment marker to the 4th Infantry Division additional formation Regimental Composition.

Add *1st Bn 12th Inf* and *3rd Bn 12th Inf* attachment markers to the 12th Infantry Regiment Composition.

Add *2 Rearguard* to the 4th Infantry 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.

Allied Reinforcements:

12th Infantry Regiment, 4th Infantry Division:

Cannon, AT/12 (2 Units): arrive at *American Reinforcement 1* (21.026).

Independent Units, 4th Infantry Division:

42nd FA Bn, 42nd FA Bn – Contact Pending, 44th FA Bn, 44th FA Bn – Contact Pending (2 Units +2 Markers): arrive at *American Reinforcement 1* (21.026).

359th Infantry Regiment, 90th Infantry Division (attached to the 4th Infantry Division):

Leader *COL Fales, A, B, C, D/1/359 I, K, L, M/3/359* (Leader + 8 Units): arrive at *American Reinforcement 1* (21.026).

327th Glider Infantry Regiment, 101st Airborne Division:

Leader *COL Wear, A, B, C, HQ/1/401* (Leader + 4 Units): arrive at *American Reinforcement 3* (21.035).

4th Cavalry Squadron, VII Corps Independent Units:

1/B/4th Cav. arrives at *American Reinforcement 2* (21.029).

6th Armor Group, VII Corps Independent Units:

B, C/746 Tank (2 Units): arrive at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

Allied Events:

Add *359th Inf Rgt, 1st Bn 359th Inf,* and *3rd Bn 359th Inf* attachment markers to the 4th Infantry Division Regimental Composition.

The 4th Infantry Division now has a Command Rating of 5 and a Dispatch Rating of 4.

Add *2 Rearguard* to the 4th Infantry Division Display.

Add *327th GIR* and *1st Bn 401st* attachment markers to the 101st Airborne Regimental Composition.

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

Add *746th Tank Bn* attachment marker to the 101st Airborne Division or 4th Infantry Division Regimental Composition, American player's choice.

2100, June 6, 1944

German Reinforcements:

KG Heydte, German Independent Regiments:

**5., 6., 7., 8./II./FJR 6, (k)GrW./II./FJR6, GrW./II./FJR6* (6 Units): arrive at the *German Reinforcement E* (28.050), if not already arrived.

Allied Reinforcements:

Independent Units, 4th Infantry Division:

A, B, C/4 Eng (3 Units): arrive at *American Reinforcement 2* (21.029).

6th Armor Group, VII Corps Independent Units:

A/746 Tank: arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

Independent Units, VII Corps:

A, C/899 TD (2 Units): arrive at *American Reinforcement 1* (21.026).

Third Drop – A “Mission Keokuk” (101st) (place units when the *101 ABN Div* Activation chit is drawn. 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, 101st Airborne Division:

HQ 327 GIR, (Glider Land) (1 Unit +1 Marker): in LZ W

Add *2 Divisional Jeeps* markers to the 101st Airborne Division Display; Stragglers Box

Allied Events:

Add *5 Roadblock* markers to the 4th Infantry Division Display.

Add *899th TD Bn* attachment marker to the 4th Infantry Division Regimental Composition.

Night, June 6, 1944

Allied Reinforcements:

1106th Engineer Group, VII Corps Independent Units:

501 Ponton: arrives at *American Reinforcement 2* (21.029).

Independent Units, VII Corps:

B/980th FA, B/980th FA – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 2* (21.029).

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 and 101st Airborne Divisions are 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, per division, they remain until lost or removed from the map. This may be modified by future events.

0700, June 7, 1944

German Reinforcements:

Independent Units, 709. Infanterie-Division (treat as independent units of 91.LL Infanterie-Division):

1./456 + 1./457, 1./456 + 1./457 – Contact Pending, 2-3./Art. 457, 2-3./Art. 457 – Contact Pending (2 Units +2 Markers): arrive at the *709.ID Reinforcement Hex A* (99.023).

2-3./Art. 456, 2-3./Art. 456 – *Contact Pending* (1 Unit +1 Marker): arrives at the 243.ID Reinforcement Hex E (73.023).

Allied Reinforcements:

Independent Units, 101st Airborne Division:

D 81 AA/AT: arrives at *American Reinforcement 1* (21.026).

E 81 AA/AT: arrives at *American Reinforcement 2* (21.029).

F 81 AA/AT: arrives at *American Reinforcement 3* (21.035).

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):

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:

Place the *325th GIR – Rally Point* in any village, town, hill, or bridge site (not stream crossing) within 4 hexes of LZ 5.

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 when they are lost.

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

Add 4 *Divisional Trucks* markers to the 4th Infantry Division Display.

0900, June 7, 1944

Allied Reinforcements:

6th Armor Group, VII Corps Independent Units:

D, HHC / 746 Tank (2 Units): arrive at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player’s choice.

1106th Engineer Group, VII Corps Independent Units:

991 Treadway: arrives at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player’s choice.

1100, June 7, 1944

German Reinforcements:

German Independent Regiments (treat as independent units of 91.LL Infanterie-Division attached to KG von der Heydte):

1., 2., 3., 4./Ost 635 (4 Units): arrive at the German Reinforcement Hex F (27.055).

German Events:

Add *Ost 635* attachment marker to the 91.Luftlande Infanterie-Division Kampfgruppen Composition.

Allied Reinforcements:

Independent Units, 4th Infantry Division:

20th FA Bn, 20th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player’s choice.

6th Armor Group, VII Corps Independent Units:

Svc/746 Tank: arrives at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player’s choice.

1300, June 7, 1944

German Reinforcements:

German Independent Regiments:

3., 4./gem.Flak 653 (2 Units): arrive at the 243.ID Reinforcement Hex E (73.023). These units use *Tross(s)/Flak 30* as transports. These transports are Auto-Command units and follow Exclusive Rule #14.0.

Allied Reinforcements:

359th Infantry Regiment, 90th Infantry Division:

E, F, G, H/2/359, Cannon, AT/359 (6 Units): arrive at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player’s choice.

Independent Units, 82nd Airborne Division:

C/307 Eng: arrives at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player’s choice.

Allied Events:

Add *2nd Bn 359th Inf* attachment marker to the 359th IR Regimental Composition.

As soon as *C/307 Eng* establishes link-up (stacks) with an air delivered element from the 82nd Airborne Division, add 1 *Roadblock* and 2 *Divisional Trucks* markers to the 82nd Airborne Division Display. If *C/307 Eng* is destroyed before link-up, then the divisional assets are considered destroyed as well.

1700, June 7, 1944

Allied Reinforcements:

327th Glider Infantry Regiment, 101st Airborne Division:

A/1/327, G/2/327 (2 Units): arrive at *American Reinforcement 3* (21.035).

Independent Units, 101st Airborne Division:

B/326 Eng: arrives at *American Reinforcement 3* (21.035).

Allied Events:

Add *1st Bn 327th* and *2nd Bn 327th* attachment markers to the 101st Airborne Regimental Composition.

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

Add 2 *Rearguard* to the 101st Airborne Division Display.

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

2100, June 7, 1944

Allied Reinforcements:

Independent Units, 82nd Airborne Division:

D, E, F 80 AA/AT (3 Units): arrive at *American Reinforcement 2* (21.029).

327th Glider Infantry Regiment, 101st Airborne Division:

E, F, HQ/2/327 (3 Units): arrive at *American Reinforcement 2* (21.029).

Independent Units, 101st Airborne Division:

A/326 Eng: arrives at *American Reinforcement 2* (21.029).

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.

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

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

Night, June 7, 1944

Allied Reinforcements:

327th Glider Infantry Regiment, 101st Airborne Division:

B, HQ/1/327 (2 Units): arrive at *American Reinforcement 3* (21.035).

Allied Events:

Conduct 82nd Airborne Division Supply Drop, per Exclusive 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) or the 243.ID Reinforcement Hex E (73.023), player's choice.

1100, June 8, 1944

Allied Reinforcements:

Independent Units, 90th Infantry Division:

AC, Sct/90 Recon (2 Units): arrive at *American Reinforcement 1* (21.026).

1120th Engineer Group, VII Corps Independent Units:

A, B, C/297 Eng (3 Units): arrives at *American Reinforcement 2* (21.029).

Allied Events:

Add *297 Eng Bn* attachment marker to either the 82nd Airborne Division, the 101st Airborne Division, or the 4th Infantry Division Regimental Composition, player's choice.

1300, June 8, 1944

Allied Reinforcements:

Independent Units, 90th Infantry Division:

A, B, C/315 Eng (3 Units): arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

Allied Events:

Add the *90th Inf Div* Activation chit to the mug. Remember, the 359th IR is still attached to the 4th Infantry Division and will not activate with this chit.

The 90th Infantry Division starts with a Command Rating of 0 and a Dispatch Rating of 0, as they do not have active formations assigned to them on the map. Due to Rule 17.4 90th Infantry Division Deployment restrictions, there is a limit on Command and Dispatch points.

Add 5 *Roadblock* markers to the 90th Infantry Division Display.

1500, June 8, 1944

Allied Reinforcements:

358th Infantry Regiment, 90th Infantry Division:

Leader COL *Thompson, A, B, C, D/1/358, E, F, G, H/2/358* (Leader + 8 Units): arrive at *American Reinforcement 2* (21.029).

Allied Events:

Add *358th Inf Rgt, 1st Bn 358th Inf, and 2nd Bn 358th Inf* attachment markers to the 90th Infantry Division Regimental Composition.

Change the 90th Infantry Division Command and Dispatch Ratings according to their Regimental Composition.

Add 3 *Rearguard* to the 90th Infantry Division Display.

Add 1 *Divisional Trucks* marker to the 90th Infantry Division Display.

1700, June 8, 1944

Allied Reinforcements:

358th Infantry Regiment, 90th Infantry Division:

I, K, L, M/3/358, Cannon, AT/358 (6 Units): arrive at *American Reinforcement 2* (21.029).

Allied Events:

Add *3rd Bn 358th Inf* attachment marker to 358th IR Regimental Composition.

Add 1 *Rearguard* to the 90th Infantry Division Display.

Add 1 *Divisional Trucks* marker to the 90th Infantry Division Display.

1900, June 8, 1944

Allied Reinforcements:

357th Infantry Regiment, 90th Infantry Division:

Leader COL *Ginder, E, F, G, H/2/357, I, K, L, M/3/357* (Leader + 8 Units): arrive at *American Reinforcement 1* (21.026).

Independent Units, 90th Infantry Division:

HQ Def 90ID: arrives at *American Reinforcement 2* (21.029).

Allied Events:

Add *357th Inf Rgt, 2nd Bn 357th Inf, and 3rd Bn 357th Inf* attachment markers to the 90th Infantry Division Regimental Composition.

Add 1 *Rearguard* to the 90th Infantry Division Display.

Add 1 *Divisional Trucks* marker to the 90th Infantry Division Display.

2100, June 8, 1944

German Reinforcements:

KG Beigang, 91.Luftlande-Division:

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 the KG Beigang Kampfgruppen Composition.

Allied Reinforcements:

357th Infantry Regiment, 90th Infantry Division:

A, B, C, D/1/357, Cannon, AT/357 (6 Units): arrive at *American Reinforcement 1* (21.026).

Allied Events:

Add *1st Bn 357th Inf* attachment marker to the 357th IR Regimental Composition.

Add 1 *Rearguard* to the 90th Infantry Division Display.

Add 1 *Divisional Trucks* marker to the 90th Infantry Division Display.

Night, June 8, 1944

Allied Events:

Conduct 82nd Airborne Division Supply Drop, per Exclusive Rule #17.6

0700, June 9, 1944

Allied Reinforcements:

Independent Units, 90th Infantry Division:

344th FA Bn, 344th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

0900, June 9, 1944

Allied Reinforcements:

Independent Units, 90th Infantry Division:

345th FA Bn, 345th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

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) or the 243.ID Reinforcement Hex E (73.023).

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) or the 243.ID Reinforcement Hex E (73.023).

Allied Reinforcements:

Independent Units, 90th Infantry Division:

343rd FA Bn, 343rd FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning 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 D (82.024) or the 243.ID Reinforcement Hex E (73.023).

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

Allied Reinforcements:

1120th Engineer Group, VII Corps Independent Units:

507 Ponton: arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

1700, June 9, 1944

Allied Reinforcements:

Independent Units, 82nd Airborne Division:

456 Para FA, 456 Para FA – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

Independent Units, 90th Infantry Division:

915th FA Bn, 915th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

6th Armor Group, VII Corps Independent Units:

D, En/70 AR (2 Units): are placed in hex 31.045

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): arrive 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 Point 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 the *Pzsrk/1050* to the 77. Infanterie-Division Display.

Add 1 *Divisional Trucks* marker to the 77. Infanterie-Division Display.

Night, June 9, 1944

German Reinforcements:

Independent Units, 91. Luftlande-Division:

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

KG Brandt, 77. Infanterie-Division:

9., 10., 11., 12./III./Gren, 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 Reinforcements:

Independent Units, VII Corps:

87th Arm FA, 87th Arm FA – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

Allied Events:

Conduct 82nd Airborne Division Supply Drop, per Exclusive 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 and Dispatch Rating according to the Division Display for its current number of KGs.

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

Add 1 *Divisional Trucks* marker to the 77. Infanterie-Division Display.

Allied Reinforcements:

4th Cavalry Squadron, VII Corps Independent Units:

B/4th Cav (1-step): arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice. It must move immediately to the *1/B/4th Cav* location. Once in the same hex, remove *1/B/4th Cav*

and flip *B/4th Cav* to 2-step. If *1/B/4th Cav* has been destroyed, then *B/4th Cav* arrives normally, but cannot become a 2-step unit.

0900, June 10, 1944

German Reinforcements:

Independent Units, 91.Luftlande-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.

Allied Reinforcements:

39th Infantry Regiment, 9th Infantry Division:

Leader *COL Flint, E, F, G, H/2/39* (Leader + 4 Units): arrive at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice.

Allied Events:

Set the 9th Infantry Division Troop Quality to: 0

The 9th Infantry Division is a Non-supplied Division when it arrives, following rule #17.3

The 9th Infantry Division starts with a Command Rating of 3 and a Dispatch Rating of 2. Add 3 Command Points and 1 Dispatch Point to the Division Display.

Add the *9th Inf Div* Activation chit to the mug.

Add *39th Inf Rgt* and *2nd Bn 39th Inf* attachment markers to the 9th Infantry Division Regimental Composition.

Add 1 *Rearguard* to 9th Infantry Division Display.

1100, June 10, 1944

German Reinforcements:

KG Bacherer, 77.Infanterie-Division:

5., 6., 7., 8./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.

Allied Reinforcements:

39th Infantry Regiment, 9th Infantry Division:

A, B, C, D/1/39, Cannon/39 (5 Units): arrive at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice.

Allied Events:

Add *1st Bn 39th Inf* attachment marker to the 39th IR Regimental Composition.

Add 1 *Rearguard* to 9th Infantry 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.

Allied Reinforcements:

Independent Units, VII Corps:

Rcn/899 TD: arrives at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice.

1500, June 10, 1944

Allied Reinforcements:

Independent Units, 9th Infantry Division:

A, B, C/15 Eng (3 Units): arrive at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice.

Independent Units, VII Corps:

B/899 TD: arrives at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice.

Allied Events:

Add 5 *Roadblock* markers to the 9th Infantry Division Display.

1700, June 10, 1944

Allied Reinforcements:

39th Infantry Regiment, 9th Infantry Division:

I, K, L, M/3/39, AT/39 (5 Units): arrive at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice.

Allied Events:

Add *3rd Bn 39th Inf* attachment marker to the 39th IR Regimental Composition.

Add 1 *Divisional Trucks* marker to 9th Infantry Division Display.

Night, June 10, 1944

Allied Events:

Conduct 82nd Airborne Division Supply Drop, per Exclusive Rule #17.6

0700, June 11, 1944

German Reinforcements:

KG Simon, 243. Infanterie-Division:

1., 2., 3., 4./Fldrs. 243 (4 Units): arrive at the 243.ID Reinforcement Hex D (82.024) or the 243.ID Reinforcement Hex E (73.023), player's choice.

German Independent Regiments:

1., 2., 3./StuG. 902 (3 Units): arrive at the 77.ID Reinforcement Hex A (71.064).

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.

Add *StuG. 902* attachment marker to any German Kampfgruppen Composition, player's choice.

Allied Reinforcements:

Independent Units, 9th Infantry Division:

AC, Sct/9 Recon (2 Units): arrive at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice.

Allied Events:

Check the link-up status of the 82nd Airborne Division. If link-up (stacking) between an 82nd Airborne Division unit and elements of VII Corps has not occurred yet, set the 82nd Airborne Division Troop Quality to: -2. Once link-up occurs, return 82nd Troop Quality to: 0

0900, June 11, 1944

Allied Reinforcements:

Independent Units, VII Corps:

HHC/899 TD: arrives at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice.

1100, June 11, 1944

Allied Reinforcements:

Independent Units, 9th Infantry Division:

26th FA Bn, 26th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice.

1300, June 11, 1944

Allied Reinforcements:

Independent Units, 9th Infantry Division:

60th FA Bn, 60th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice.

1500, June 11, 1944

Allied Reinforcements:

Independent Units, 9th Infantry Division:

84th FA Bn, 84th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 1*

(21.026), 2 (21.029), or 3 (21.035), owning player's choice.

1700, June 11, 1944

Allied Reinforcements:

Independent Units, VII Corps:

188th FA Bn, 188th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice.

552 Ponton: arrives at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice.

1900, June 11, 1944

Allied Reinforcements:

Independent Units, 9th Infantry Division:

34th FA Bn, 34th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice.

2100, June 11, 1944

Allied Reinforcements:

Independent Units, VII Corps:

HHC/801 TD: arrives at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice.

Night, June 11, 1944

Allied Reinforcements:

Independent Units, VII Corps:

980th FA Bn (Step Loss), 980th FA Bn – Contact Pending (1 Unit +2 Markers): arrives at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice. It must move immediately to the *B/980th FA* location. Once in the same hex, remove the *Step Loss* marker for the *980th FA Bn*, the *B/980th FA* unit, and its corresponding contact marker. *980th FA Bn* assumes the same contact status as *B/980th FA* (no contact roll necessary). *If B/980th FA has been destroyed, then 980th FA Bn arrives normally, but cannot become a 2-step unit.*

0700, June 12, 1944

German Reinforcements:

Independent Units, 91. Luftlande-Division:

1.le./Geb.Art. 191, 1.le./Geb.Art. 191 – Contact Pending, Fla./Geb.Art. 191, Fla./Geb.Art. 191 – Contact Pending (2 Units +2 Markers): arrive at the 243.ID Reinforcement Hex A (106.049), or the 243.ID Reinforcement Hex B (106.040), player's choice.

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

Leader *COL Smythe, I, M/3/47* (Leader + 2 Units): arrives at *American Reinforcement 1* (21.026), 2 (21.029), or 3 (21.035), owning player's choice.

Allied Events:

Add *47th Inf Rgt* and *3rd Bn 47th Inf* attachment markers to the 9th Infantry Division Regimental Composition.

Add 1 *Rearguard* to the 9th Infantry Division Display.

0900, June 12, 1944

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

K, L/3/47 (2 Units): arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

1100, June 12, 1944

Allied Reinforcements:

Independent Units, 9th Infantry Division:

HQ Def 9ID: arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

Independent Units, VII Corps:

951st FA Bn, 951st FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

988 Treadway: arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

1300, June 12, 1944

German Reinforcements:

Independent Units, 91.Luftlande-Division:

2. le./Geb.Art. 191, 2. le./Geb.Art. 191 – Contact Pending, s./Geb.Art. 191, s./Geb.Art. 191 – Contact Pending (2 Units +2 Markers): arrive at the 243.ID Reinforcement Hex A (106.049), or the 243.ID Reinforcement Hex B (106.040), player's choice.

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

B, D/1/47 (2 Units): arrive at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

Allied Events:

Add *1st Bn 47th Inf* attachment marker to the 47th IR Regimental Composition.

Add 1 *Rearguard* to the 9th Infantry Division Display.

1500, June 12, 1944

German Reinforcements:

KG Jäger, German Independent Regiments:

Leader *Obstlt Jäger, 9., 10., 11., 12./III./Gren 894, GrW./III./894, 14./Gren 894* (Leader + 6 Units): arrive at *German Reinforcement F* (52.063).

German Events:

Add *KG Jäger* and *III./Gren 894* attachment markers to any German Kampfgruppen Composition that has a box available, player's choice.

The Division to which *KG Jäger* is attached increases its Command Rating and Dispatch Rating according to the Division Display for its current number of KGs.

Add 1 x *KG Jäger* Infantry type (pink FP) *Nachhut* and *Pzsrk/894* to the division *KG Jäger* is attached to.

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

A/1/47, Cannon/47 (2 Units): arrive at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

1700, June 12, 1944

German Reinforcements:

KG Jäger, German Independent Regiments:

13., 14./Gren 896 (2 Units): arrive at *German Reinforcement F* (52.063).

German Events:

Add 1 x *KG Jäger* AT type (white FP) *Nachhut* and *Pzsrk/896* to the division *KG Jäger* is attached to.

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

C/1/47, AT/47 (2 Units): arrive at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

1900, June 12, 1944

German Reinforcements:

KG Jäger, German Independent Regiments:

5., 6., 7., 8./II./Gren 895, GrW./II./895, 14./Gren 895 (6 Units): arrive at *German Reinforcement F* (52.063).

German Events:

Add *II./Gren 895* attachment marker to the *KG Jäger Kampfgruppen* Composition.

Add 1 x *KG Jäger* Infantry type (pink FP) *Nachhut* and *Pzsrk/895* to the division *KG Jäger* is attached to.

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

E, H/2/47 (2 Units): arrive at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

Allied Events:

Add *2nd Bn 47th Inf* attachment marker to the 47th IR Regimental Composition.

Add 1 *Divisional Trucks* marker to the 9th Infantry Division Display.

2100, June 12, 1944

German Reinforcements:

KG Jäger, German Independent Regiments:

2./Pi. 265: arrives at *German Reinforcement F* (52.063).

German Independent Regiments:

2-3./I./Art. 265, 2-3./I./Art. 265 – Contact Pending (1 Unit +1 Marker): arrives at *German Reinforcement F*

(52.063).

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

F, G/2/47 (2 Units): arrive at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

Night, June 12, 1944

German Reinforcements:

German Independent Regiments:

9./III./Art. 265, 9./III./Art. 265 – Contact Pending (1 Unit +1 Marker): arrives at *German Reinforcement F* (52.063).

0700, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

Leader COL *de Rohan, L, M/3/60* (Leader + 2 Units): arrive at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

Allied Events:

Add *60th Inf Rgt* and *3rd Bn 60th Inf* attachment markers to the 9th Infantry Division Regimental Composition.

Add 1 *Rearguard* to the 9th Infantry Division Display.

0900, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

I, K/3/60 (2 Units): arrive at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

1100, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

F, H/2/60 (2 Units): arrive at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

Allied Events:

Add *2nd Bn 60th Inf* attachment marker to the 60th IR Regimental Composition.

Add 1 *Rearguard* to the 9th Infantry Division Display.

1300, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

E/2/60, AT/60 (2 Units): arrive at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

1500, June 13, 1944

Allied Reinforcements:

Independent Units, VII Corps:

A/801 TD: arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

1700, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

G/2/60, Cannon/60 (2 Units): arrive at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

1900, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

B, D/1/60 (2 Units): arrive at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

Allied Events:

Add *1st Bn 60th Inf* attachment marker to the 60th IR Regimental Composition.

2100, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

A, C/1/60 (2 Units): arrive at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

Night, June 13, 1944

Allied Reinforcements:

Independent Units, VII Corps:

957th FA Bn, 957th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at *American Reinforcement 1* (21.026), *2* (21.029), or *3* (21.035), owning player's choice.

“The Ivy Creeps North”

Night 6/5/44 - Night 6/13/44

Advanced Scenario #3

This scenario covers the advance to seize the port of Cherbourg. It pits the 4th Infantry Division with elements of all the other divisions within VII Corps (which come and go) against elements of 4 German divisions and multiple Korps assets. This was a truly fluid situation for the first week of the invasion. The division commanders stayed focused on the enemy to their front and trying to defeat them, while the Corps commanders were constantly reorganizing and altering plans in an attempt to outwit and outmaneuver their counterparts.

Set-up

This scenario uses Campaign Game Map 5 (Montbourg Map), Map F (Valognes Map), and the Ste-Mère-Église Scenario Map E, as well as a Utah Beach Overlay (either the Actual or Planned). The players can decide which beach overlay they would like to use or determine it randomly. The play area is bounded to the west by le Merderet (River). No units may move across this river, except on the Valognes Map. Play begins with Step H of the Sequence of Play. You will also need all of the 82nd Airborne Division Display, the 101st Airborne Division Display, the 4th Infantry Division Display, the 709.Infanterie-Division Display, the 91.Luftlande Infanterie-Division Display, the 243.Infanterie-Division Display, the 77.Infanterie-Division Display, and the Utah Naval & Air 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.

The last chit on the Night turn of 13 June, 1944 is not played.

Set-up, Night, June 5, 1944

Markers

All Victory Tasks are “Pending”

Day 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 3 and a Dispatch Rating of 2. The Division starts with 5 Command Points and 1 Dispatch Point.

101st Airborne Division Troop Quality: 0

The 101st Airborne Division has a Command Rating of 5 and a Dispatch Rating of 3. The Division starts with 10 Command Points and 2 Dispatch Point.

709.Infanterie-Division Troop Quality: -2

The 709.Infanterie-Division has a Command Rating of 4 and a Dispatch Rating of 1. The Division starts with 0 Command Points and 0 Dispatch Points.

91.Luftlande Infanterie-Division Troop Quality: -2

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

The 1st Bn 505th, 2nd Bn 505th, 3rd Bn 505th, 1st Bn 501st, 2nd Bn 501st, 3rd Bn 501st, 1st Bn 506th, 2nd Bn 506th, and the 3rd Bn 501st 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, 101 ABN Div Activation, 502nd PIR Formation Activation, and the 506th PIR Formation Activation

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

Once **EITHER** the 82 ABN Div Activation **OR** the 101 ABN Div Activation chits have been drawn on the first turn, add the 91.LL.Inf.Div. Activation chit to the mug.

Once **BOTH** the 82 ABN Div Activation **AND** 101 ABN Div Activation chits have been drawn on the first turn, add the following chits to the mug:

German *Direkter Befehl* and the 709.Inf.Div. Activation chit

When the 709.Inf.Div. Activation and 91.LL.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. Dispatch Points for these two divisions are not rolled for during the Night, June 5 turn and none 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

Regimental Composition

German Composition

709.Infanterie-Division:

KG Keil: I./Gren 919; II./Gren 919; Ost 795

91.Luftlande Infanterie-Division:

KG Beigang: I./Gren 1058; II./Gren 1058; III./Gren 1058

American Composition

82nd Airborne Division:

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

101st Airborne Division:

502nd PIR: 1st Bn 502nd; 2nd Bn 502nd; 3rd Bn 502nd

506th PIR: *1st Bn 506th; 2nd Bn 506th*

101st Airborne Division additional formation: *3rd Bn 501st*

German Set-up:

KG Keil, 709.Infanterie-Division:

1./I./Gren 919: 25.036

GrW./I./919: 33.022

5./II./Gren 919: 44.015

GrW./II./919: 42.015

13./Gren 919: 35.020

14./Gren 919: 58.008

Zg./15./919: 32.024

2./Pi. 709: 49.021

1./Ost 795: 35.031

2./Ost 795: 34.032

3./Ost 795: 36.033

4./Ost 795: 39.033

Pak/Ost 795: 39.034

Leader *Obstlt Keil* is placed with any of his units when the *709.Inf.Div.* Activation chit is drawn

Independent Units, 709.Infanterie-Division:

Div.Kpf.Sch.709: 55.016

1./Pz.Jg. 709: 68.013

2./Pz.Jg. 709: 55.016

3./Pz.Jg. 709: 63.015

1./Pi. 709: 52.022

3./Pi. 709: 51.021

Sperre: 33.023

Wn 01: 17.037

Wn 02: 18.035

Wn 02a: 18.033

Wn 03: 17.030

Wn 04: 20.029

Wn 05: 19.027

Wn 06: 20.034

Wn 07: 21.027

Wn 08: 22.025

Stp 09: 23.023

Stp 10: 25.022

Wn 10a: 27.020

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 21: 44.005

Wn 22: 45.006

Wn 23: 45.002

Wn 24: 45.004

Wn 137: 46.011

Wn 138: 44.010

1./s.St.Werf.101, 1./s.St.Werf.101 – Contact Pending (1 Unit +1 Marker): 47.004

2-3./s.St.Werf.101, 2-3./s.St.Werf.101 – Contact Pending (1 Unit +1 Marker): 46.004

Wurfgerät 40: 26.022

Wurfgerät 40: 49.004

St-Martin Bty, St-Martin Bty – Contact Pending (1 Unit +1 Marker): 30.027

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: 54.017

2./I./Gren 1058: 48.026

3./I./Gren 1058: 56.023

4./I./Gren 1058: 69.015

GrW./I./1058: 57.017

5./II./Gren 1058: 55.000

6./II./Gren 1058: 54.009

7./II./Gren 1058: 61.001

8./II./Gren 1058: 62.012

GrW./II./1058: 58.007

10./III./Gren 1058: 34.044

11./III./Gren 1058: 28.041

GrW./III./1058: 28.041

13./Gren 1058: 54.016

14./Gren 1058: 25.036

Leader *Oberst Beigang*: may be stacked with any KG Beigang unit (historically – 54.017)

Independent Units, 91.Luftlande Infanterie-Division:

Pz.Jg. Kp. 191: 41.040

3./Geb.Art. 191, 3./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): 28.037

5./Geb.Art. 191, 5./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): 61.010

6./Geb.Art. 191, 6./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): 26.034

German Independent Regiments:

3./Bau-Pi. 802: 38.019

4./Bau-Pi. 802: 29.030

Fla. Inst. Zg.: 40.032

4./Geb.Art. 191, 4./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): 25.039

Art./StAOK7, Art./StAOK7 – Contact Pending (1 Unit +1 Marker): 40.024

Supporting Assets:

2 *Nachhut* and 5 *Sperre* markers are placed on the 709.Infanterie-Division Display

4 (2 x AT type (white FP); 2 x Infantry type (pink FP)) *Nachhut* and the *Pzsrk/1058* are placed on the 91.Luftlande Infanterie-Division Display

13 *Minen* markers (10 *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

and between Wn 01 and Wn 10. No minefield may be placed adjacent to more than 1 other minefield.

8 *Minen* markers (5 *Minen* and 5 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 and between Wn 10a and Wn 23. No minefield may be placed adjacent to more than 1 other minefield.

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

Allied Set-up:

1st Bn 505th; 2nd Bn 505th; 3rd Bn 505th; 3rd Bn 501st; 1st Bn 502nd; 2nd Bn 502nd; 3rd Bn 502nd; 1st Bn 506th; 2nd Bn 506th 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 Albany” (101st) and “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 jumped into Normandy.

101st Airborne Division Leaders:

Leader *COL Moseley* may be stacked with any 502nd PIR unit on DZ A, prior to rolling on the Drop Table

Leader *COL Sink* may be stacked with any 506th PIR unit on DZ C, prior to rolling on the Drop Table

502nd Parachute Infantry Regiment, 101st Airborne Division:

D, E, F, HQ/2/502 (4 Units): stacked in DZ A

G, H, I, HQ/3/502 (4 Units): stacked in DZ A

A, B, C, HQ/1/502 (4 Units): stacked in DZ A

Independent Units, 101st Airborne Division:

377 Para FA, (Para Drop), 377 Para FA – Contact Pending (1 Unit +2 Markers): in DZ A

506th Parachute Infantry Regiment, 101st Airborne Division:

A, B, C, HQ/1/506 (4 Units): stacked in DZ C

D, E, F, HQ/2/506 (4 Units): stacked in DZ C

501st Parachute Infantry Regiment, 101st Airborne Division (attached to the 506th PIR):

G, H, I, HQ/3/501 (4 Units): stacked in DZ C

82nd Airborne Division Leaders:

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

505th Parachute Infantry Regiment, 82nd Airborne Division:

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

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

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

Supporting Assets:

10 *Rearguard* are placed on the 82nd Airborne Division Display

15 *Rearguard* are placed on the 101st Airborne Division Display

Assault F. Utah North marker: 37.010

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

Allied Reinforcements

Second Drop – “Mission Chicago” (101st) and “Mission Detroit” (82nd) (place units when their Airborne Division 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, 101st Airborne Division:

A 81 AA/AT, (Glider Land) (1 Unit +1 Marker): in LZ E

B 81 AA/AT, (Glider Land) (1 Unit +1 Marker): in LZ E

Divisional Jeeps (1 Marker): 101st Airborne Division Display; Stragglers Box

Independent Units, 82nd Airborne Division:

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

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

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

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 7 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 can pick 4 coastal batteries that have range to naval vessels (not landing craft) and conduct an independent Coastal Battery Defensive Fire Procedure (NSoP Step 3) (4.8.2). Historically, the Germans opened fire on the invasion fleet, prior to the Allied preparatory bombardment.

Set-up, 0700, June 6, 1944

The Germans can place 2 Artillery Parks prior to Step G this turn and make all associated contact rolls with the units in these Artillery Parks, without cost.

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

Markers

Weather is Overcast

Set the 709.Infanterie-Division Troop Quality to: 0

Add 6 Command Points and 3 Dispatch Points to the 709. Infanterie-Division.

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

Add 1 Command Point and 0 Dispatch Points to the 91.Luftlande Infanterie-Division.

The German Beach Defense Track on Utah Beach has the following values:

Actual Beach - Resistance Nests: 5; Beach Obstacles: 5; Gaps: 4; Sea State: 6

Planned Beach – 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

4th Infantry Division Troop Quality: -1. This is changed to 0 as soon as the beach is cleared.

The 4th Infantry Division has a Command Rating of 4 and a Dispatch Rating of 3. The Division starts with 17 Command Points and 1 Dispatch Point.

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, 709. Inf.Div. Activation, 91.LL. Inf.Div. Activation, 82 ABN Div Activation, 101 ABN Div Activation, 4th Inf Div Activation, 8th Inf Rgt Formation Activation, and the Event!
Chit

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.

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

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*

Allied Invasion Force – Utah Beach

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:

3 *Rearguard* are placed on the 4th Infantry Division Display.

Scenario Special Rules

1. 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).
2. As soon as Utah Beach is cleared, move the 4th Infantry Division Troop Quality to "0".
3. Additional Reinforcement Hexes for this scenario (Use the provided counters for reference):

German Reinforcement A (69.023)

In this scenario, 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 on the Reinforcement schedule.

4. 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

5. On the Night turn of 8 June, KG Beigang can be attached to either the 709.Infanterie-Division or the 243.Infanterie-Division, as long as the 91.Luftlande Infanterie-Division has 2 Dispatch Points available and uses them during step F of the Sequence of Play. If this unit is attached, also move all 91.LL Nachhut, and Sperre markers to the gaining division. If this unit is not transferred then KG Beigang is withdrawn from the map. These units must exit American FZs, then use road and column movement to exit the western edge of the map in as few turns as possible.

6. Withdrawal Hexes for this scenario:

St-Côme-du-Mont (31.046)

Chef-du-Pont bridge (45.039)

La Fiere bridge (48.035)

There are multiple American withdrawals from this scenario as units, especially VII Corps assets were being reappointed around the battlefield. When called to withdraw a unit, starting on the turn it is told to withdraw, it must move as quickly as possible to the designated exit point. Once there, it is removed from the map. If the withdrawal hex cannot be reached due to German units, the unit will fight to remove the enemy and then withdraw.

7. The 82nd Airborne will attach the 505th PIR to 4th Infantry Division no later than 0700, June 8. In order to ensure this is possible, the 82nd Airborne cannot spend DPs that would reduce it below 2 DP. Initially this division starts with 1 DP and must maintain that point until they are over 2 DPs. The 4th Infantry Division loses 3 VPs if this attachment does not occur.

8. 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 clear LZ W and get to Ste-Mère-Église as quickly as possible on 6 June, bringing heavy reinforcements. 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 Airborne Division. On the 1300, 7 June turn, his force is disbanded and given instructions on the Master Reinforcement, Withdrawal, & Event Guide.

9. The 39th Infantry Regiment, 9th Infantry Division was attached to the 4th Infantry Division upon its arrival in Normandy. However, it was used to replace the 359th Infantry Regiment, 90th Infantry Division that had been supporting

the 4th ID. There were a lot of cross attachments going on in VII Corps. To replicate this, when the 39th IR arrives, it is treated like an auto-command unit until it can be attached to the 4th ID. To do this, the 4th ID must spend the 2 DPs per Exclusive Rule #13.0 to attach the 359th IR back to its parent division. Once this attachment is successful, the 39th IR will automatically take its place in the 4th ID.

82nd and 101st Airborne Division Objectives: These units are in support of 4th Infantry Division. The following objectives are subtracted from the 4th ID totals:

(-1 VP) for each step loss of units that arrive with orders to exit the map. This includes losses on the LZs if caused due to German units (FlaK or ground). These units can delay their exit if they can recover step losses with straggler recovery points (thus avoiding the VP loss), but must remain in range of the Rally Points or move to their exit point. This potential VP loss applies to the following units:

82nd Airborne:

C 80 AA/AT

Recon 82

319 Glider FA

HQ 325 GIR

A, B, C, HQ/1/325 (4 Units)

E, G, HQ/2/401 (3 Units)

A/307 Eng

101st Airborne:

HQ 327 GIR

There are also potential VP losses listed in the Reinforcement list if specific units are not withdrawn by a certain time.

4th Infantry Division Objectives:

Primary: Seize and hold the city of Montebourg (53.016 and 54.017) at the end of the scenario.

Secondary: Destroy the following coastal artillery batteries: *St-Martin Bty* (30.027), *Azeville Bty* (42.021), *Crisbecq Bty* (41.016), and *Fontenay Bty* (42.014).

Tertiary: Destroy the *Quinéville Bty* (45.009) and seize the city of Quinéville (39.009, 39.010, 40.009, 41.008, and 41.009) at 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) at the end of the scenario.

Secondary: Retain the *Quinéville Bty* (45.009) and 3 of 5 hexes in the town of Quinéville (39.009, 39.010, 40.009, 41.008, and 41.009) at the end of the scenario.

Tertiary: Retain the city of Montebourg (53.016 and 54.017) at the end of the scenario.

243. Infanterie-Division Objectives:

Primary: Retain the town of Écausseville (52.022) or the village of Joganville (48.020) at the end of the scenario.

Secondary: Retain the village of Éroudeville (55.018 and 55.019, both hexes) at the end of the scenario.

Tertiary: Retain the city of Montebourg (53.016 and 54.017) at the end of the scenario.

77. Infanterie-Division Objectives:

Primary: Retain the village of le Ham (58.025) or Gare ferroviaire de Montebourg (56.023) at the end of the scenario.

Secondary: Retain the village of Hémevez (61.024 and 62.024, both hexes) at the end of the scenario.

Tertiary: Retain the city of Montebourg (53.016 and 54.017) at 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 release of KG Beigang (+2 VPs for all German Divisions) – The 91. Luftlande Infanterie-Division was defending against the 82nd Airborne along le Merderet (River). If the 91. LL Infanterie-Division has 2 Dispatch Points on the Night turn of 8 June and chooses not to attach KG Beigang to either the 709. Infanterie-Division or the 243. Infanterie-Division, then they are removed from the game per Scenario Special Rule 5 and the German players get the additional VPs. If, however, the 91. LL Infanterie-Division does not have the ability to attach KG Beigang, it departs, but no VPs are awarded. Finally, if KG Beigang is attached to either division, the Germans get the extra combat power but no additional VPs.

KG Bacherer Saves the Day (-2 VPs for all German Divisions if KG Bacherer reinforces) – KG Bacherer is attached to 77. Infanterie-Division if the German player decides to let them reinforce this portion of the battlefield. If not, his Kampfgruppe attempts to escape encirclement by American forces (historical outcome) 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 1900, 10 June turn. All units and events that this applies to will be solid underlined on the Master Reinforcement, Withdrawal, & Event Guide.

FlaK 653 shores up the German defense (-3 VPs for all German Divisions) – This unit was defending in the vicinity of Cherbourg but was sent to reinforce and support the German lines. Their available vehicle fleet was limited and once placed, they cannot be moved again. Also, remember that the vehicles they use are considered Auto-Command units and follow Exclusive Rule #14.0. All units and events that this applies to will be dot underlined on the Master Reinforcement, Withdrawal, & Event Guide.

Master Reinforcement, Withdrawal, & Event Guide

0900, June 6, 1944

Allied Reinforcements:

22nd Infantry Regiment, 4th Infantry Division:

A, B, C, D/1/22, E, F, G, H/2/22, Cannon/22, AT/22, (10 Units): En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

Independent Units, 4th Infantry Division:

A, B, C/4 Eng, 42nd FA Bn, 42nd FA Bn – Contact Pending, 44th FA Bn, 44th FA Bn – Contact Pending (5 Units +2 Markers): En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

1106th Engineer Group, VII Corps Independent Units:

A, B, C/49 Eng, A, B, C/238 Eng (6 Units): En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

Independent Units, VII Corps:

B/980th FA, B/980th FA – Contact Pending (1 Unit +1 Marker): En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

Allied Events:

Add 1st Bn 22nd Inf and 2nd Bn 22nd Inf attachment markers to the 22nd IR Regimental Composition.

Add 1 *Rearguard* and 5 *Roadblock* markers to the 4th Infantry Division Display.

Add 49 Eng Bn and 238 Eng Bn attachment markers to the 4th Infantry Division Display.

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.

101st Airborne Division is now limited to 8 *Rearguard*. Remove any excess above this number if they are located on the Division Display. If more than 8 are in play, they remain until lost or removed from the map.

1100, June 6, 1944

German Reinforcements:

KG Hoffman, 709. Infanterie-Division:

Leader *Obstlt Hoffmann, Stab/StAOK7* (Leader + 1 Unit): arrive at the 709.ID Reinforcement Hex D (60.000), the 709.ID Reinforcement Hex E (54.000), or the 709.ID Reinforcement Hex F (48.000), player's choice.

German Events:

Add *KG Hoffmann* and *Sturm AOK 7* attachment markers to the 709. Infanterie-Division Kampfgruppen Composition.

The 709. Infanterie-Division now has a Command Rating of 6 and a Dispatch Rating of 2.

Allied Reinforcements:

12th Infantry Regiment, 4th Infantry Division:

Leader *COL Reeder, A, B, C, D/1/12, E, F, G, H/2/12, I, K, L, M/3/12, Cannon, AT/12* (Leader + 14 Units): En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

Independent Units, 4th Infantry Division:

HQ Def 4ID, AC, Sct/4 Recon (3 Units): En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

359th Infantry Regiment, 90th Infantry Division (attached to 4th Infantry Division):

Leader *COL Fales, A, B, C, D/1/359* (Leader + 4 Units): En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

6th Armor Group, VII Corps Independent Units:

A/746 Tank: En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

1106th Engineer Group, VII Corps Independent Units:

501 Ponton: En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

Allied Events:

Add *12th Inf Rgt, 1st Bn 12th Inf, 2nd Bn 12th Inf, and 3rd Bn 12th Inf* attachment markers to the 4th Infantry Division Regimental Composition.

The 4th Infantry Division now has a Command Rating of 5 and a Dispatch Rating of 4.

Add *359th Inf Rgt* and *1st Bn 359th Inf* attachment markers to the 4th Infantry Division Regimental Composition.

The 359th Infantry Regiment must abide by Exclusive Rule #17.4 90th Infantry Division Deployment restrictions.

Add 2 *Rearguard* to the 4th Infantry Division Display.

Add *746th Tank Bn* attachment marker to the 82nd Airborne Division Regimental Composition.

1300, June 6, 1944

German Reinforcements:

KG Hoffman, 709. Infanterie-Division:

1., 2., 3., 4./Sturm AOK 7, mGrW., sGrW., Pak/StAOK7 (7 Units): arrive at the 709.ID Reinforcement Hex D (60.000), the 709.ID Reinforcement Hex E (54.000), or the 709.ID Reinforcement Hex F (48.000), player's choice.

German Events:

Add 1 *Nachhut* to the 709. Infanterie-Division Display.

Allied Reinforcements:

359th Infantry Regiment, 90th Infantry Division (attached to 4th Infantry Division):

I, K, L, M/3/359 (4 Units): En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

6th Armor Group, VII Corps Independent Units:

HHC, D, Svc/70 Tank (3 Units): En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

1106th Engineer Group, VII Corps Independent Units:

991 Treadway: En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

Raff's Crocker (see Scenario Special Rule #8) (Leader + 4 Units total)

Leader *COL Raff*: may be stacked with any unit of Raff's Crocker.

325th Glider Infantry Regiment, 82nd Airborne Division:

F/2/401: En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

6th Armor Group, VII Corps Independent Units:

B, C/746 Tank (2 Units): En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

4th Cavalry Squadron, VII Corps Independent Units:

1/B/4th Cav: En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

Allied Events:

Add *3rd Bn 359th Inf* attachment marker to the 359th Inf Rgt on the 4th Infantry Division Regimental Composition.

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

1500, June 6, 1944

German Reinforcements:

Independent Units, 709. Infanterie-Division:

4./s.St.Werf. 101, 4./s.St.Werf. 101 – Contact Pending, 5-6./s.St.Werf. 101, 5-6./s.St.Werf. 101 – Contact Pending, 7./s.St.Werf. 101, 7./s.St.Werf. 101 – Contact Pending, 8-9./s.St.Werf. 101, 8-9./s.St.Werf. 101 – Contact Pending (4 Units +4 Markers): arrive at the 243.ID Reinforcement Hex F (73.016).

1700, June 6, 1944

Allied Reinforcements:

Independent Units, VII Corps:

A, C/899 TD (2 Units): En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

Allied Events:

Add *899th TD Bn* attachment marker to the 4th Infantry Division Regimental Composition.

2100, June 6, 1944

German Reinforcements:

KG Rohrbach, 709.Infanterie-Division:

1., 2./Pi. 243 (2 Units): arrive at the 243.ID Reinforcement Hex F (73.016).

Allied Reinforcements:

Third Drop – A “Mission Elmira” (82nd) and “Mission Keokuk” (101st) (place units when the respective Airborne Division Activation Chit is drawn. 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.

Historical Note: MG Ridgway attempted to change the Third Drop LZ from W to O due to the presence of Germans on LZ W. Only half of the gliders got the message. If the player chooses to attempt the same change, roll a die for each unit (0-4 land on LZ O, 5-9 land on LZ W). If not, the units land on LZ W as originally scheduled. This applies to both Third Drop A and B.

Independent Units, 101st Airborne Division:

HQ 327 GIR, (Glider Land) (1 Unit +1 Marker): in LZ W – this unit attempts to withdraw to exit hex at St. Come-du-Mont (31.046)

Independent Units, 82nd Airborne Division:

C 80 AA/AT, (Glider Land) (1 Unit +1 Marker): in LZ W – this unit attempts to withdraw to exit hex at Chef-du-Pont bridge (45.039)

Recon 82, (Glider Land) (1 Unit +1 Marker): in LZ W – this unit attempts to withdraw to exit hex at Chef-du-Pont bridge (45.039)

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

Night, June 6, 1944

Allied Reinforcements:

Third Drop – B “Mission Elmira” cont. (place units when the 82nd Airborne Division 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:

319 Glider FA, 319 Glider FA – Contact Pending (Glider Land) (1 Unit +2 Markers): in LZ W or O – this unit attempts to withdraw at the Chef-du-Pont bridge (45.039)

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

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

Allied Events:

82nd Airborne Division is now limited to 2 *Rearguard*. Remove any excess above this number if they are located on the Division Display. If more than 2 are in play, they remain until lost or removed from the map.

101st Airborne Division is now limited to 4 *Rearguard*. Remove any excess above this number if they are located on the Division Display. If more than 4 are in play, they remain until lost or removed from the map.

0700, June 7, 1944

German Reinforcements:

KG Rohrbach, 709.Infanterie-Division:

Leader *Oberst Rohrbach, 8.III./Gren 920* (Leader + 1 Unit): arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), player’s choice.

Independent Units, 709.Infanterie-Division:

2-3./Art. 456, 2-3./Art. 456 – Contact Pending (1 Unit +1 Marker): arrives at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), player’s choice.

German Independent Regiments:

7., 8., 9.III./FJ.Ers. 1 (3 Units): arrive at the 709.ID Reinforcement Hex E (54.000), or the 709.ID Reinforcement Hex F (48.000), player’s choice.

German Events:

Add *KG Rohrbach* and *II./Gren 920* attachment markers to the 709.Infanterie-Division Kampfgruppen Composition.

The 709.Infanterie-Division now has a Command Rating of 8 and a Dispatch Rating of 3.

Add 1 *Nachhut* to the 709.Infanterie-Division Display.

Add *III./FJ.Ers. 1* to the 709.Infanterie-Division Kampfgruppen Composition.

Allied Reinforcements:

Fourth Drop – A “Mission Galveston” (82nd) (place units when the 82nd Airborne Division 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.

82nd Airborne Division Leaders:

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

325th Glider Infantry Regiment, 82nd Airborne Division:

HQ 325 GIR (Glider Land) (1 Unit +1 Marker): in LZ W – this unit attempts to withdraw at the La Fiere bridge (48.035)

A, B, C, HQ/1/325 (Glider Land) (4 Units +4 Markers): in LZ W – these units attempt to withdraw at the La Fiere bridge (48.035)

Independent Units, 82nd Airborne Division:

A/307 Eng (Glider Land) (1 Unit +1 Marker): in LZ W – this unit attempts to withdraw at the La Fiere bridge (48.035)

Allied Withdrawal:

506th Parachute Infantry Regiment, 101st Airborne Division:

All units and attachments must move south toward St-Côme-du-Mont (31.046). No unit can move in a northerly direction unless it is following a road that leads to the exit hex. These moves must be complete by the Night, June 7 turn. For each unit on the map at the end of the Night, June 8 turn, the 4th Infantry Division loses 1 VP.

Allied Events:

Place the *325th GIR – Rally Point* in any village, town, hill, or bridge site (not stream crossing) within 4 hexes of LZ W.

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

The 82nd Airborne Division does not increase the Command or Dispatch Ratings (remains at 1 RGT), as the 325th GIR is supporting the rest of the division west of le Merderet (River).

Add 4 *Divisional Trucks* markers to the 4th Infantry Division Display.

0900, June 7, 1944

German Reinforcements:

KG Rohrbach, 709.Infanterie-Division:

5., 6., 7./II./Gren 920, GrW./II./920 (4 Units): arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), player's choice.

German Events:

Add 1 *Nachhut* to the 709.Infanterie-Division Display.

Add 1 *Divisional Trucks* marker to the 709.Infanterie-Division Display.

Allied Reinforcements:

Independent Units, 4th Infantry Division:

20th FA Bn, 20th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex.

Fourth Drop – B “Mission Hackensack” (82nd) (place units when the 82nd Airborne Division 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:

E, F, G, HQ/2/325 (Glider Land) (4 Units +4 Markers): in LZ W

E, G, HQ/2/401 (Glider Land) (3 Units +3 Markers): in LZ W – these units attempt to withdraw at the La Fiere bridge (48.035)

Allied Events:

Add *2nd Bn 325th* attachment marker to the 505th PIR Regimental Composition.

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

Add 1 *Rearguard* to the 82nd Airborne Division Display.

1100, June 7, 1944

German Reinforcements:

German Independent Regiments: (Situational Objective)

1., 2., 3., 4./gem.Flak 653 (4 Units): arrive at the 709.ID Reinforcement Hex C (70.011). These units use *Tross(s)/Flak 30* as transports. These transports are Auto-Command units and follow Exclusive Rule #14.0

Allied Reinforcements:

359th Infantry Regiment, 90th Infantry Division:

E, F, G, H/2/359, Cannon, AT/359 (6 Units): arrive at the VII Corps Reinforcement Hex.

Independent Units, 90th Infantry Division:

C/315 Eng: arrives at the VII Corps Reinforcement Hex.

Allied Events:

Add *2nd Bn 359th Inf* attachment marker to the 359th IR Regimental Composition.

Add 1 *Roadblock* marker from the 90th Infantry Division to the 4th Infantry Division Display.

1300, June 7, 1944

Allied Withdrawals:

Raff's Crocker:

325th Glider Infantry Regiment, 82nd Airborne Division:

F/2/401: move to withdrawal hex at La Fiere bridge (48.035).

6th Armor Group, VII Corps Independent Units:

B, C/746 Tank (2 Units): move to withdrawal hex at St-Côme-du-Mont (31.046).

4th Cavalry Squadron, VII Corps Independent Units:

1/B/4th Cav. move to withdrawal hex at St-Côme-du-Mont (31.046).

Allied Events:

The 101st Airborne Division now has a Command Rating of 3 and a Dispatch Rating of 2.

Remove *746th Tank Bn* from the 82nd Airborne Division Regimental Composition.

A/746 Tank becomes a unit of the *505th PIR* for all command and activations.

Night, June 7, 1944

German Reinforcements:

KG Keil, 709.Infanterie-Division: (These units can be converted during any Night turn, starting with the Night, 7 June turn)

2./I./Gren 919: replaces Wn 1, Wn 2, Wn 2a, Wn 3, and Wn 6. If 4-5 are still in play, the 2-step unit is placed on any of the hexes. If 2-3 are still in play, a 1-step unit is placed on any of the hexes. If 1 or none are still in play, the unit is lost.

3./I./Gren 919: replaces Wn 4, Wn 5, Wn 7, Wn 8, and Stp 9. If 4-5 are still in play, the 2-step unit is placed on any of the hexes. If 2-3 are still in play, a 1-step unit is placed on any of the hexes. If 1 or none are still in play, the unit is lost.

4./I./Gren 919: replaces Wn 10, Wn 10a, Wn 11, Wn 11a, Stp 12, and Wn 13. If 4-6 are still in play, the 2-step unit is placed on any of the hexes. If 2-3 are still in play, a 1-step unit is placed on any of the hexes. If 1 or none are still in play, the unit is lost.

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.

7./II./Gren 919: replaces Wn 21, Wn 22, Wn 23, and Wn 24. If 4 are still in play, the 2-step unit is placed on any of the hexes. If 2-3 are still in play, a 1-step unit is placed on any of the hexes. If 1 or none are still in play, the unit is lost.

8./II./Gren 919: replaces Wn 17, Stp 18, Wn 19, and Wn 20. If 4 are still in play, the 2-step unit is placed on any of the hexes. If 2-3 are still in play, a 1-step unit is placed on any of the hexes. If 1 or none are still in play, the unit is lost.

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 B (73.012), or the 709.ID Reinforcement Hex C (70.011), 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.

Allied Withdrawal:

502nd Parachute Infantry Regiment, 101st Airborne Division:

All units and attachments must move to withdrawal hex at St-Côme-du-Mont (31.046). No unit can move in a northerly direction unless it is following a road that leads to the withdrawal hex. These moves must be complete by the Night, June 8 turn. For each unit on the map at the end of the Night, June 8 turn, the 4th Infantry Division loses 1 VP.

Allied Events:

All battalions currently attached to the 505th PIR, if not already attached, must be attached to the 4th Infantry Division by this turn using the 2 DP from the 82nd Airborne, reserved by Scenario Special Rule 7. Once this attachment is complete, remove the 82nd Airborne Division Display and all associated markers including any 82nd artillery units.

90th Infantry Division deployment restrictions end. Therefore, the 359th Infantry Regiment is free to act as a normal attachment to the 4th Infantry Division.

1300, June 8, 1944

German Reinforcements:

KG Keil, 709.Infanterie-Division:

14./Gren 739: arrives at the 709.ID Reinforcement Hex B (73.012), or the 709.ID Reinforcement Hex C (70.011), player's choice.

Allied Events:

The 101st Airborne Division now has a Command Rating of 1 and a Dispatch Rating of 0.

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 E (73.023), or the 243.ID Reinforcement Hex F (73.016), 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 3 (2 x AT type (white FP), and 1 x Infantry type (pink FP)) *Nachhut*, *Pzsrk/921* and *Pzsrk/922* to the 243.Infanterie-Division Display.

Add 2 *Divisional Trucks* markers 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 E (73.023), or the 243.ID Reinforcement Hex F (73.016), 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 E (73.023), or the 243.ID Reinforcement Hex F (73.016), player's choice.

German Events:

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

Add 1 AT type (white FP) *Nachhut*, *Pzsrk/920* to the 243.Infanterie-Division Display.

Night, June 8, 1944

German Reinforcements:

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).

Allied Events:

Remove the 101st Airborne Division Display and all associated markers from play. If there are any units left on the map, check to make sure they do not cost the 4th Infantry Division VPs.

0700, June 9, 1944

German Reinforcements:

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).

Independent Units, 709.Infanterie-Division:

1./Pz. 206: arrives at the 709.ID Reinforcement Hex B (73.012), or the 709.ID Reinforcement Hex C (70.011), player's choice.

7-9./III./Art.243, 7-9./III./Art.243 – Contact Pending (1 Unit +1 Marker): arrives at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), player's choice.

German Events:

Add *III./Gren 921* attachment marker to the *KG Simon Kampfgruppen Composition*.

Add *Pz. 206* attachment marker to the 709.Infanterie-Division Kampfgruppen Composition.

0900, June 9, 1944

German Reinforcements:

Independent Units, 709.Infanterie-Division:

2./Pz. 206: arrives at the 709.ID Reinforcement Hex B (73.012), or the 709.ID Reinforcement Hex C (70.011), 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 E (73.023), or the 243.ID Reinforcement Hex F (73.016), player's choice.

1100, June 9, 1944

German Reinforcements:

KG Beigang, 91.Luftlande-Division (if KG Beigang is attached to another division):

9., 10., 11., 12./III./Gren 1050, GrW./III./1050 (5 bicycle Units): arrive at *German Reinforcement A* (69.023).

Independent Units, 243.Infanterie-Division:

1./Pz.Jg. 243: arrives at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), 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 E (73.023), or the 243.ID Reinforcement Hex F (73.016), 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 E (73.023), or the 243.ID Reinforcement Hex F (73.016), player's choice.

1700, June 9, 1944

German Reinforcements:

KG Hoffmann, 709.Infanterie-Division:

5., 6., 7., 8./I./Gren 921, GrW./II./921 (5 Units): arrive at the 709.ID Reinforcement Hex B (73.012), or the 709.ID Reinforcement Hex C (70.011), 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 E (73.023), or the 243.ID Reinforcement Hex F (73.016), player's choice.

German Events:

Add II./Gren 921 attachment marker to the KG Hoffmann Kampfgruppen Composition.

Add 1 *Nachhut* to 709.Infanterie-Division Display.

Allied Reinforcements:

Independent Units, 90th Infantry Division (attached to 4th Infantry Division):

915th FA Bn (Step Loss), 915th FA Bn – Contact Pending (1 Unit +2 Markers): arrives at the VII Corps Reinforcement Hex.

0700, 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 709.ID Reinforcement Hex B (73.012), or the 709.ID Reinforcement Hex C (70.011), player's choice. These units can delay until 0900, June 10, in order to arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016).

German Events:

Add I./Gren 922 attachment marker to the KG Rohrbach Kampfgruppen Composition.

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 E (73.023), or the 243.ID Reinforcement Hex F (73.016), if not already arrived.

Allied Reinforcements:

39th Infantry Regiment, 9th Infantry Division:

Leader COL Flint, E, F, G, H/2/39 (Leader + 4 Units): arrive at VII Corps Reinforcement Hex.

Allied Events:

Add 39th Inf Rgt and 2nd Bn 39th Inf attachment markers to the 4th Infantry Division Regimental Composition once Scenario Special Rule 9 is satisfied.

Add 1 x 9th Infantry Division *Rearguard* to the 4th Infantry Division Display once Scenario Special Rule 9 is satisfied.

1100, June 10, 1944

Allied Reinforcements:

39th Infantry Regiment, 9th Infantry Division:

A, B, C, D/1/39, Cannon/39 (5 Units): arrive at VII Corps Reinforcement Hex.

Allied Events:

Add 1st Bn 39th Inf attachment marker to the 39th IR Regimental Composition once Scenario Special Rule 9 is satisfied.

Add 1 x 9th Infantry Division *Rearguard* to the 4th Infantry Division Display once Scenario Special Rule 9 is satisfied.

1300, June 10, 1944

German Reinforcements:

KG Brandt, 77.Infanterie-Division:

Leader Oberst Brandt, 5., 6., 7., 8./I./Gren 1050, GrW./II./1050, 14./Gren 1050 (Leader + 6 Units): arrive at German Reinforcement A (69.023).

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

Add 1 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/298 Eng (3 Units): arrive at VII Corps Reinforcement Hex.

Rcn/899 TD: arrives at VII Corps Reinforcement Hex.

Allied Events:

Add 298 Eng Bn attachment marker to the 4th Infantry Division Display.

1500, June 10, 1944

German Reinforcements:

KG Brandt, 77.Infanterie-Division:

9., 10., 11., 12./III./Gren, GrW./III./1049 (5 Units): arrives at German Reinforcement A (69.023).

Independent Units, 77.Infanterie-Division:

I./Art. 177, I./Art. 177 – Contact Pending (1 Unit +1 Marker): arrives at German Reinforcement A (69.023).

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 Reinforcements:

Independent Units, 9th Infantry Division:

A/15 Eng: arrives at VII Corps Reinforcement Hex.

Independent Units, VII Corps:

B/899 TD: arrives at VII Corps Reinforcement Hex.

Allied Events:

Add 2 *Roadblock* markers from the 9th Infantry Division to the 4th Infantry Division Display once Scenario Special Rule 9 is satisfied.

1700, June 10, 1944

Allied Reinforcements:

39th Infantry Regiment, 9th Infantry Division:

I, K, L, M/3/39, AT/39 (5 Units): arrive at VII Corps Reinforcement Hex.

Allied Events:

Add *3rd Bn 39th Inf* attachment marker to the 39th IR Regimental Composition once Scenario Special Rule 9 is satisfied.

1900, 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 *German Reinforcement A* (69.023).

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 and Dispatch Rating according to the Division Display for its current number of KGs.

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

Add 1 *Divisional Trucks* marker to the 77.Infanterie-Division Display.

2100, June 10, 1944

German Reinforcements:

KG Bacherer, 77.Infanterie-Division:

13., 14./Gren 1049 (2 Units): arrive at *German Reinforcement A* (69.023).

Independent Units, 77.Infanterie-Division:

II./Art. 177, II./Art. 177 – Contact Pending (1 Unit +1 Marker): arrives at *German Reinforcement A* (69.023).

German Events:

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

Night, June 10, 1944

German Reinforcements:

KG Bacherer, 77.Infanterie-Division:

5., 6., 7., 8./I./Gren 1049, GrW.II./1049 (5 Units): arrives at *German Reinforcement A* (69.023).

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.

0700, June 11, 1944

German Reinforcements:

KG Simon, 243.Infanterie-Division:

1., 2., 3., 4./Fldrs. 243 (4 Units): arrive at the 243.ID Reinforcement Hex E (73.023) or the 243.ID Reinforcement Hex F (73.016), player's choice.

German Reinforcements:

Independent Units, 77.Infanterie-Division:

1./Pi. 177: arrives at *German Reinforcement A* (69.023).

Independent Units, 77.Infanterie-Division:

2./Pi. 177: arrives at *German Reinforcement A* (69.023).

German Events:

Add *Fldrs. 243* attachment marker to the KG Simon Kampfgruppen Composition.

Add 2 *Sperre* markers to 77.Infanterie-Division Display.

Add 2 *Sperre* markers to 77.Infanterie-Division Display. These are additional to the line above and will make a total of 4 *Sperre* markers if the situational objective is used.

0900, June 11, 1944

Allied Reinforcements:

Independent Units, VII Corps:

HHC/899 TD: arrives at VII Corps Reinforcement Hex.

1500, June 11, 1944

Allied Reinforcements:

Independent Units, 9th Infantry Division (attached to the 4th Infantry Division):

84th FA Bn, 84th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at VII Corps Reinforcement Hex.

2100, June 11, 1944

Allied Reinforcements:

Independent Units, VII Corps:

HHC/801 TD: arrives at VII Corps Reinforcement Hex.

Allied Events:

Add *801st TD Bn* attachment marker to the 4th Infantry Division Regimental Composition.

Night, June 11, 1944**Allied Reinforcements:****Independent Units, VII Corps:**

980th FA Bn (Step Loss), 980th FA Bn – Contact Pending (1 Unit +2 Markers): arrives at VII Corps Reinforcement Hex. It must move immediately to the *B/980th FA* location. Once in the same hex, remove the *Step Loss* marker for the *980th FA Bn*, the *B/980th FA* unit, and its corresponding contact marker. *980th FA Bn* assumes the same contact status as *B/980th FA* (no contact roll necessary). *If B/980th FA has been destroyed, then 980th FA Bn arrives normally, but cannot become a 2-step unit.*

0700, June 12, 1944**Allied Withdrawals:****Independent Units, 90th Infantry Division (attached to 4th Infantry Division):**

915th FA Bn: this unit attempts to withdraw at the La Fiere bridge (48.035).

Independent Units, VII Corps:

C/746 Tank: this unit attempts to withdraw at the La Fiere bridge (48.035).

1500, June 13, 1944**Allied Reinforcements:****Independent Units, VII Corps:**

A/801 TD: arrives at VII Corps Reinforcement Hex.

Scenario Map Layouts

Advanced Scenario 1 & 2
"Westward Ho!" & "Was Leigh-Mallory Correct?"



Advanced Scenario 3
"The Ivy Creeps North"



- 5 Montebourg Map
- 8 St-Sauveur-le-Vicomte Map
- 9 Bricquebec Map
- E Ste-Mère-Église Scenario Map E
- F Valognes Map
- G Baupré Scenario Map G
- U1 Utah Beach - Actual
- U2 Utah Beach - Planned