The Greatest Day:
Utah Beach

Scenario Book 3:
Campaign Scenarios

THE GREATEST DAY:
UTAH BEACH

Scenario List

General Scenario Comments

For the scenarios, please remember the following:

All Units start at full strength, unless otherwise noted.

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

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

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

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

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

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

Half hexes are not in play unless otherwise noted.

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

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

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

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

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

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

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

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

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

"One Great Day"
Campaign Scenario #1
Night 6/5/44 - Night 6/6/44

This scenario covers just the first day of the campaign game and is ideal for 2-5 players. While it covers only one day, it was an eventful day. End the game at the conclusion of the Night turn on 6 June – when one chit remains in the mug.

Set-up

This scenario uses Campaign Game Map 5 (Montbourg Map), Map 6 (Isigny Map), Map 7 (Pont-l'Abbé Map), and 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. Play begins with Step H of the Sequence of Play. You will also need the 4th Infantry Division Display, the 82nd Airborne Division Display, the 101st Airborne Division Display, the 91.Luftlande Infanterie-Division Display, the 709.Infanterie-Division Display, the 352.Infanterie-Division Display (not a playable division for this scenario, but it does have a few units in play), 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 6 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 8 and a Dispatch Rating of 5. The Division starts with 3 Command Points and 0 Dispatch Points.

All Straggler totals are set to "0"

The Mug

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

Allied *Direct Command*, *82 ABN Div* Activation, *507th PIR* Formation Activation, *508th PIR* Formation Activation, *101 ABN Div* Activation, *501st PIR* Formation 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
German Attachments:

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

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*

KG Heydte: *I./FJR 6*; *III./FJR 6*

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

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

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

2./Pz.Jg. 709: 55.016

3./Pz.Jg. 709: *62.016

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 von Saldern, 91.Luftlande Infanterie-Division:

14./Gren 1057: 50.037

KG Beigang, 91.Luftlande Infanterie-Division:

1./I./Gren 1058: 54.017

2./I./Gren 1058: 48.026

3./I./Gren 1058: 56.023

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

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

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:

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

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

9./Geb.Art. 191: 53.040

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

2./I./FJR 6: 54.056

3./I./FJR 6: 62.061

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

GrW./I./FJR6: 56.056

9./III./FJR 6: 25.052

10./III./FJR 6: 32.058

11./III./FJR 6: 34.067

12./III./FJR 6: 28.064

(k)GrW./III./FJR6: 33.061

GrW./III./FJR6: 33.059

13./FJR 6: 49.066

14./FJR 6: 52.066

15./FJR 6: 52.063

Inf.Ges./FJR 6: 57.065

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 Heyna, 352.Infanterie-Division (units cannot cross north or west of la Douve (River) or the Canal de Vire et Taute):

6./II./Gren 914: 18.046

8./II./Gren 914: 23.052

Independent Units, 352.Infanterie-Division:

Wn 98: 16.043

Wn 99a: 18.044

Wn 99b: 17.042

Wn 99c: 17.043

Wn 100: 20.046

Maisy Art. Force marker: 01.034

Maisy I Bty, *Maisy I Bty – Contact Pending*, *Maisy II Bty*, *Maisy II Bty – Contact Pending* (2 Units +2 Markers): inside Artillery Park Maisy Bty on the 352.Infanterie-Division Display

German Independent Regiments:

3./Bau-Pi. 802: 38.019

4./Bau-Pi. 802: 29.030

Fla. Inst. Zg: 40.032

1./gem.Flak 153: 56.041

3./gem.Flak 153: 57.041

4./gem.Flak 153: 57.040

6. gem Flak 153: 58.042

6./gem.Flak 153: 58.042

2./le.Flak 931: 29.051

4./le.Flak 931: 28.052

5./gem.Flak 653: 29.049

6./gem.Flak 653: 22.053

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.

3 (2 x AT type (white FP); 1 x Infantry type (pink FP)) *Nachhut*, *Pzsrk/1057*, *Pzsrk/1058*, and 6 *Sperre* mark-

ers are placed on the 91.Luftlande Infanterie-Division Display.

2 (1 x KG Heydte AT type (white FP); 1 x KG Heydte Infantry type (pink FP)) *Nachhut*, 1. *Pzsrk/FJR 6*, and 2. *Pzsrk/FJR 6* 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*; *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 jumped into Normandy.

101st Airborne Division Leaders:

Leader *COL Johnson* may be stacked with any 501st PIR unit on DZ D, 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

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

501st Parachute Infantry Regiment and Independent Units, 101st Airborne Division:

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

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

C/326 Eng: in DZ D

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

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 each of the 82nd and 101st Airborne Division Displays

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 per rule #6.0 in the Exclusive Rules. 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. 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 respective 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 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

Optional: Landings on the Iles St. Marcouf:

See Optional Rule #18.10 Iles St. Marcouf Assault in the Exclusive Rules for the outcome of the invasion of the Iles St. Marcouf at 0430, 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 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 3 Command Points and 2 Dispatch Points 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 Division 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*, the *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 out the *Naval* Chit, place it back in the mug so that it may be drawn again in the 0700 turn.

For 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

Campaign Game Special Rules

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

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

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

German Reinforcement A (62.016)

German Reinforcement B (61.032)

German Reinforcement C (61.035)

German Reinforcement D (61.039)

German Reinforcement E (61.050)

German Reinforcement F (61.057)

82nd Airborne Division Objectives:

Primary: Capture and control the 3 hexes of Ste-Mère-Église (40.032, 41.031, 41.032) and the village of Beuzeville-au-Plain (37.026) by the end of the scenario.

Secondary: Control bridges near Cauquigny (48.035/49.034) and Chef du Pont (45.039/46.040).

Tertiary: Destroy bridges near Beuzeville-la-Bastille (47.043/48.044) and la Guenoderie (56.043/57.042) by the end of the scenario.

101st Airborne Division Objectives:

Primary: By the end of the 0900 turn, no German unit can project a FZ onto Causeways 1-4 from their western sides. Causeway #1 (19.033); Causeway #2 (21.028-22.031); Causeway #3 (23.026-26.028); Causeway #4 (26.023-29.024).

Secondary: Seize and hold the 2 bridges and 1 dam along la Douve (River) west of Brevands. Bridge 1 at

le Moulin (20.045/20.046); Bridge 2 (22.047/22.048); Dam at La Barquette (26.048/27.047).

Tertiary: Destroy the bridge at Pont de Douve (28.050/29.049).

4th Infantry Division Objectives:

Primary: Establish control of the VII Corps northern boundary by the end of the scenario. A line running along the roads from Grand Hameau des Dunes (32.017) to Ravenoville (35.020) to Cibrantot (40.024) to Saussetour (43.024) inclusive.

Secondary: Destroy all units of Ost 795.

Tertiary: Clear Utah Beach by 1100, per Exclusive Rule #4.3.2

709.Infanterie-Division Objectives:

Primary: Take and hold any one of the following at the end of the Scenario: Audouville-la-Hubert (29.030), Houdienville (22.032), or Pouppeville (20.034).

Secondary: The 4th Infantry Division has suffered at least 5 steps eliminated, and the 4th Infantry Division has 5 or fewer Command Points or 2 or fewer Dispatch Points on its display at the end of the scenario.

Tertiary: Utah beach has not cleared at the end of the 1100, June 6 turn in accordance with Exclusive Rule #4.3.2

91.Luftlande Infanterie-Division Objectives:

Primary: Retain Ste-Marie-du-Mont (25.036) at the end of the scenario.

Secondary: Retain control of one of the two primary bridges over le Merderet (River) at the end of the scenario. The bridges are near Cauquigny (48.035/49.034) and Chef-du-Pont (45.039/46.040).

Tertiary: A German unit occupies any hex of an LZ that is used to land gliders on either of the 2100 or Night, June 6 turns.

Master Reinforcement & Event Guide

0900, June 6, 1944

German Reinforcements:

Independent Units, 709.Infanterie-Division:

1./Pz.Jg. 709: arrives at *German Reinforcement A* (62.016). This unit can delay until 1100, June 6, in order to arrive at *German Reinforcement B* (61.032).

KG Heydte, German Independent Regiments:

1./I./FJR 6: arrives at *German Reinforcement F* (61.057). This unit can delay until 1100, June 6, in order to arrive at *German Reinforcement* E (61.050).

5., 6., 7., 8./II./FJR 6, (k)GrW, GrW./II./FJR6 (6 Units): arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex A (61.065). These units can delay until 1100, June 6, in order to arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067).

KG Beigang, 91.Luftlande Infanterie-Division:

4./I./Gren 1058: arrives at *German Reinforcement A* (62.016).

KG von Saldern, 91.Luftlande Infanterie-Division:

Leader *Obstlt von Saldern, 6./II./Gren 1057* (Leader + 1 Unit): arrive at *German Reinforcement B* (61.032).

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

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

German Events:

Add *KG von Saldern* and *II./Gren 1057* attachment markers to the KG von Saldern Kampfgruppen Composition.

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

Add 1 x KG Heydte Infantry type (pink FP) *Nachhut* to the 91.Luftlande Infanterie-Division Display.

The 91.Luftlande Infanterie-Division now has a Command Rating of 10 and a Dispatch Rating of 7.

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* attachment marker to either the 82nd Airborne Division, the 101st Airborne Division, or the 4th Infantry Division Display, player's choice.

Add *238 Eng Bn* attachment marker to either the 82nd Airborne Division, the 101st Airborne Division, or the 4th Infantry Division Display, player's choice.

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 per division 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.

Independent Units, 709.Infanterie-Division:

*1./Pz.Jg. 709: arrives at *German Reinforcement B* (61.032), if not already arrived.

KG Heydte, German Independent Regiments:

*1./I./FJR 6: arrives at *German Reinforcement* E (61.050), if not already arrived.

4./I./FJR 6: arrives at *German Reinforcement F* (61.057). This unit can delay until 1300, June 6, in order to arrive at *German Reinforcement* E (61.050).

*5., 6., 7., 8./II./FJR 6, (k)GrW./II./FJR6, GrW./II./FJR6 (6 Units): arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067), if not already arrived.

KG von Saldern, 91.Luftlande Infanterie-Division:

3., 4./I./Gren 1057, GrW./I./1057 (3 Units): arrive at *German Reinforcement* E (61.050).

5., 7., 8./II./Gren 1057, GrW./II./1057 (4 Units): arrive at *German Reinforcement B* (61.032).

9./III./Gren 1057, GrW./III./1057 (2 Units): arrive at *German Reinforcement D* (61.039).

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

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

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.

Add *I./Gren 1057* and *III./Gren 1057* attachment markers to the KG von Saldern Kampfgruppen Composition.

Add 2 (1 x AT type (white FP) and 1 x Infantry (pink FP)) *Nachhut*, to the 91.Luftlande Infanterie-Division Display.

Allied Reinforcements:

12nd 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/12, 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).

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 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.

KG von der Heydte, German Independent Regiments:

*4./I./FJR 6: arrives at *German Reinforcement* E (61.050), if not already arrived.

KG von Saldern, 91.Luftlande Infanterie-Division:

1., 2./I./Gren 1057 (2 Units): arrive at *German Reinforcement* E (61.050).

12./III./Gren 1057: arrives at *German Reinforcement D* (61.039).

13./Gren 1057: arrives at *German Reinforcement B* (61.032).

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

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

Independent Units, 91.Luftlande Infanterie-Division:

Div.Füs.Kp.191, 1./Geb.Art. 191, 1./Geb.Art. 191 – Contact Pending (2 Units +1 Marker): arrive at *German Reinforcement D* (61.039).

5./Geb.Art. 191, 5./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker): arrives at the *German Reinforcement A* (62.016).

German Events:

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

Allied Reinforcements:

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) – Treat as an independent unit of the 82nd Airborne Division.

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:

B/4th Cav: En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear) *Only if this unit did not seize the Île du Large per optional rule #18.10*

1/B/4th Cav: En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear) *Only if its parent unit did seize the Île du Large per optional rule #18.10. If the optional rule is not used at all, then this is the reinforcement that arrives.*

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).

Allied Events:

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

1500, June 6, 1944

German Reinforcements:

KG von Saldern, 91.Luftlande Infanterie-Division:

10., 11./III./Gren 1057 (2 Units): arrive at *German Reinforcement D* (61.039).

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 *German Reinforcement C* (61.035). This unit can delay until 1700, June 6, in order to arrive at *German Reinforcement A* (62.016).

Independent Units, 91.Luftlande Infanterie-Division:

2./Geb.Art. 191, 2./Geb.Art. 191 – Contact Pending (1 Unit +1 Marker) arrives at *German Reinforcement B* (61.032).

7./Geb.Art. 191: arrives at *German Reinforcement* E (61.050).

Allied Reinforcements:

327th Glider Infantry Regiment, 101st Airborne Division:

Leader *COL Wear, A, B, C, HQ/1/401* (Leader + 4 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/24th Cav: arrives at VII Corps Reinforcement Hex *Only if this unit did not seize the Île du Large per optional rule #18.10. If the optional rule is not used at all, then this does not arrive at this time.*

Allied Events:

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

1700, 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* (2 Units +2 Markers): arrive at *German Reinforcement A* (62.016), if not already arrived.

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 *German Reinforcement A* (62.016).

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

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, 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, 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

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 82nd 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.

Independent Units, 82nd Airborne Division:

319 Glider FA (*Glider Land*) (1 Unit +1 Marker): in LZ W or O

320 Glider FA (*Glider Land*) (1 Unit +1 Marker) : in LZ W or O

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

"We'll Take It From Here"
1300 6/6/44 - Night 6/13/44
Campaign Scenario #2

This scenario covers the entire campaign without having to play the naval invasion. It begins on the afternoon of 6 June, once the Americans had established a small beachhead and were pushing inland.

Set-up

This scenario uses Campaign Game Map 5 (Montbourg Map), Map 6 (Isigny Map), Map 7 (Pont-l'Abbé Map), Map 8 (St-Sauveur-le-Vicomte Map), Map 9 (Bricquebec Map), and Map F (Valognes Map). Play begins with Step C of the Sequence of Play. You will also need all 12 of the Division Displays, and the Utah Naval & Air Display.

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

Set-up, 1300, June 6, 1944

Markers

All Victory Tasks are "Pending"

Day is June 6, 1944

Time is 1300

Weather is Overcast

4th Infantry Division Troop Quality: 0

The 4th Infantry Division has a Command Rating of 5 and a Dispatch Rating of 4. The Division starts with 4 Command Points and 1 Dispatch Point.

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 8 Command Points and 2 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 8 Command Points and 2 Dispatch Points.

709.Infanterie-Division Troop Quality: 0

The 709.Infanterie-Division has a Command Rating of 6 and a Dispatch Rating of 2. The Division starts with 4 Command Points and 1 Dispatch Points.

91.Luftlande Infanterie-Division Troop Quality: 0

The 91.Luftlande Infanterie-Division has a Command Rating of 10 and a Dispatch Rating of 7. The Division starts with 2 Command Points and 0 Dispatch Points.

352.Infanterie-Division Troop Quality: 0

The 352.Infanterie-Division has a Command Rating of 3 and a Dispatch Rating of 1. The Division starts with 2 Command Points and 1 Dispatch Points.

Airborne Straggler Points and Straggler Recovery Points:

82nd Airborne Division Display

1st Bn 505th: 12 Straggler Points and 1 Straggler Recovery Point

2nd Bn 505th: 11 Straggler Points

3rd Bn 505th: 6 Straggler Points

1st Bn 507th: 14 Straggler Points

2nd Bn 507th: 6 Straggler Points and 1 Straggler Recovery Point

3rd Bn 507th: 10 Straggler Points

1st Bn 508th: 14 Straggler Points

2nd Bn 508th: 5 Straggler Points

3rd Bn 508th: 14 Straggler Points

101st Airborne Division Display

1st Bn 501st: 14 Straggler Points

2nd Bn 501st: 11 Straggler Points

3rd Bn 501st: 11 Straggler Points

1st Bn 502nd: 13 Straggler Points

2nd Bn 502nd: 8 Straggler Points and 1 Straggler Recovery Point

3rd Bn 502nd: 6 Straggler Points

1st Bn 506th: 9 Straggler Points

2nd Bn 506th: 7 Straggler Points

3rd Bn 506th: 11 Straggler Points

The Mug

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

Allied *Direct Command*, German *Direkter Befehl*, *82 ABN Div* Activation, *101 ABN Div* Activation, *4th Inf Div* Activation, *709.Inf.Div.* Activation, *91.LL.Inf.Div.* Activation, *352. Inf.Div.* Activation, *Naval* Chit, and the *Event!* Chit

Formation chits can be bought and added to the cup for the 1300, June 6 turn during Step D of the Sequence of Play.

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*; *II./Gren 919*; *Ost 795*

KG Hoffmann: *Sturm AOK 7*

91.Luftlande Infanterie-Division:

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

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

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

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

352.Infanterie-Division:

KG Heyna: *II./Gren 914*

American Attachments:

359th Inf Rgt is attached to the 4th Infantry Division

American 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*

12th IR: *1st Bn 12th Inf*; *2nd Bn 12th Inf*; *3rd Bn 12th Inf*

22nd IR: *1st Bn 22nd Inf*; *2nd Bn 22nd Inf*; *3rd Bn 22nd Inf*

359th IR: *1st Bn, 359th Inf*

4th Infantry Division additional formations: *87th Cml Bn*; *49 Eng Bn*; *238 Eng Bn*

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*

82nd Airborne Division additional formation: *746th Tank Bn*

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 (1-step): 28.041

GrW./I./919 (*Bocage*): 34.021

5./II./Gren 919: 34.022

GrW./II./919 (*Bocage*) (1 Unit +1 Marker): 36.023

13./Gren 919 (*Bocage*) (1 Unit +1 Marker): 37.020

14./Gren 919 (*Bocage*) (1 Unit +1 Marker): 34.018

2./Pi. 709: 39.026

1./Ost 795 (*Bocage*) (1 Unit +1 Marker): 36.031

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

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

4./Ost 795 (*IP*) (1 Unit +1 Marker): 39.034

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

Leader *Obstlt Keil* is placed with any KG Keil unit

KG Hoffmann, 709.Infanterie-Division:

Leader *Obstlt Hoffmann, Stab/StAOK7* (*Column*) (Leader + 1 Unit +1 Marker): 53.016

Independent Units, 709.Infanterie-Division:

Div.Kpf.Sch.709: 41.024

1./Pz.Jg. 709 (*Column*) (1 Unit +1 Marker): 47.024

2./Pz.Jg. 709 (*Bocage*) (1 Unit +1 Marker): 45.023

3./Pz.Jg. 709 (*Bocage*) (1 Unit +1 Marker): 41.020

1./Pi. 709: 47.026

3./Pi. 709: 41.024

Sperre: 29.031

Sperre: 33.023

Sperre: 43.023

Nachhut (*Bocage*) (1 Unit +1 Marker): 32.022

Nachhut (*Bocage*) (1 Unit +1 Marker): 35.023

Wn 01: 17.037

Wn 02: 18.035

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): 37.019

2-3./s.St.Werf.101, *2-3./s.St.Werf.101 – Contact Pending* (*Column*) (1 Unit +2 Markers): 42.018

Wurfgerät 40: 49.004

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 von Saldern, 91.Luftlande Infanterie-Division:

1./I./Gren 1057 (*Column*) (1 Unit +1 Marker): 62.051

2./I./Gren 1057 (*Column*) (1 Unit +1 Marker): 72.041

3./I./Gren 1057 (*Column*) (1 Unit +1 Marker): 56.048

4./I./Gren 1057 (*Column*) (1 Unit +1 Marker): 56.049

GrW./I./1057 (*Column*) (1 Unit +1 Marker): 58.050

5./II./Gren 1057: 54.032

6./II./Gren 1057: 54.035

7./II./Gren 1057 (*Column*) (1 Unit +1 Marker): 57.036

8./II./Gren 1057: 55.033

GrW./II./1057: 56.033

9./III./Gren 1057 (*Column*) (1 Unit +1 Marker): 56.041

10./III./Gren 1057 (*Column*) (1 Unit +1 Marker): 73.040

11./III./Gren 1057 (*Column*) (1 Unit +1 Marker): 68.038

12./III./Gren 1057 (*Column*) (1 Unit +1 Marker): 62.040

GrW./III./1057 (*Column*) (1 Unit +1 Marker): 57.041

13./Gren 1057 (*Column*) (1 Unit +1 Marker): 64.034

Leader *Obstlt von Saldern*: may be stacked with any KG Saldern unit

KG Beigang, 91.Luftlande Infanterie-Division:

1., 2./I./Gren 1058 (2 Units): 45.026

3./I./Gren 1058: 46.027

4./I./Gren 1058 (*Column*) (1 Unit +1 Marker): 49.021

GrW./I./1058: 46.026

5./II./Gren 1058 (*Column*) (1 Unit +1 Marker): 52.019

6./II./Gren 1058: 44.023

7./II./Gren 1058 (*Column*) (1 Unit +1 Marker): 52.018

8./II./Gren 1058 (*Column*) (1 Unit +1 Marker): 45.022

GrW./II./1058 (*Column*) (1 Unit +1 Marker): 47.021

13./Gren 1058: 46.025

Leader *Oberst Beigang*, *Art./StAOK7 – In-Contact* (Leader +1 Marker): may be stacked with any KG Beigang unit

Independent Units, 91.Luftlande Infanterie-Division:

Flak. Kp. 191: 48.043

Infantry type (pink FP) *Nachhut*: 49.034

Infantry type (pink FP) *Nachhut*: 50.036

Infantry type (pink FP) *Nachhut*: 54.033

AT type (white FP) *Nachhut*: 53.035

Artillery Park A: 44.022

1./Pz.E.u.A. 100: 48.042

2./Pz.E.u.A. 100: 50.048

3./Pz.E.u.A. 100: 51.037

1./Pi. 191: 50.039

2./Pi. 191: 50.034

Div.Füs.Kp.191 (*Column*) (1 Unit +1 Marker): 55.036

1./Geb.Art. 191 (*Column*/mounted), *1./Geb.Art. 191 – Contact Pending* (1 Unit +2 Markers): 74.042

2./Geb.Art. 191 (*Column*/mounted), *2./Geb.Art. 191 – Contact Pending* (1 Unit +2 Markers): 78.027

7./Geb.Art. 191 (*Column*/mounted) (1 Unit +1 Marker): 57.047

9./Geb.Art. 191 (*Bocage*) (1 Unit +1 Marker): 51.041

KG Heydte, German Independent Regiments:

1./I./FJR 6 (*Column*) (1 Unit +1 Marker): 36.054

2./I./FJR 6 (*Column*) (1 Unit +1 Marker): 27.052

3./I./FJR 6 (*Column*) (1 Unit +1 Marker): 41.054

4./I./FJR 6 (*Column*) (1 Unit +1 Marker): 34.054

(k)GrW./I./FJR6 (*Column*) (1 Unit +1 Marker): 33.054

GrW./I./FJR6 (*Column*) (1 Unit +1 Marker): 28.053

5./II./FJR 6 (*Column*) (1 Unit +1 Marker): 31.061

6./II./FJR 6 (*Column*) (1 Unit +1 Marker): 32.062

7./II./FJR 6 (*Column*) (1 Unit +1 Marker): 33.065

8./II./FJR 6 (*Column*) (1 Unit +1 Marker): 32.064

(k)GrW./II./FJR6 (*Column*) (1 Unit +1 Marker)*:* 33.064

GrW./II./FJR6 (*Column*) (1 Unit +1 Marker): 32.063

9./III./FJR 6 (*IP*) (1 Unit +1 Marker): 25.052

10./III./FJR 6 (*IP*) (1 Unit +1 Marker): 26.052

11./III./FJR 6: 28.052

12./III./FJR 6: 27.052

(k)GrW./III./FJR6 (*Bocage*) (1 Unit +1 Marker): 28.053

GrW./III./FJR6: 26.053

13./FJR 6: 27.053

14./FJR 6 (*Column*/mounted) (1 Unit +1 Marker): 32.058

15./FJR 6 (*Column*) (1 Unit +1 Marker): 32.054

Inf.Ges./FJR 6 (*Column*/mounted) (1 Unit +1 Marker): 33.060

9./III./Gren 1058 (*Bocage*) (1 Unit +1 Marker): 30.044

10./III./Gren 1058 (*Bocage*) (1 Unit +1 Marker): 33.041

11./III./Gren 1058 (1-step): 29.042

12./III./Gren 1058 (*Bocage*) (1 Unit +1 Marker): 30.046

GrW./III./1058 (*Bocage*) (1 Unit +1 Marker): 31.042

8./Geb.Art. 191 (*Column*/mounted) (1 Unit +1 Marker): 33.055

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

KG Heyna, 352.Infanterie-Division (units cannot cross north or west of la Douve (River) or the Canal de Vire et Taute until 8 June):

5./II./Gren 914 (*Bocage*) (1 Unit +1 Marker): 19.049

6./II./Gren 914 (*Bocage*) (1 Unit +1 Marker): 19.046

7./II./Gren 914 (*IP*) (1 Unit +1 Marker): 10.049

8./II./Gren 914 (*IP*) (1 Unit +1 Marker): 23.052

GrW./II./914 (*Bocage*) (1 Unit +1 Marker): 18.049

Leader *Obstlt Heyna*: may be stacked with any KG Heyna unit

Independent Units, 352.Infanterie-Division (units cannot cross north or west of la Douve (River) or the Canal de Vire et Taute until 8 June):

Wn 93: 06.043

Wn 94: 07.049

Wn 94a: 03.045

Wn 95: 08.049

Wn 96: 05.044

Wn 96a: 07.047

Wn 97: 11.043

Wn 98: 16.043

Wn 99a: 18.044

Wn 99b: 17.042

Wn 99c: 17.043

4./II./Art. 352, *4./II./Art. 352 – Contact Pending* (1 Unit +1 Marker): 01.038

5./II./Art. 352, *5./II./Art. 352 – Contact Pending* (1 Unit +1 Marker): 01.041

6./II./Art. 352, *6./II./Art. 352 – Contact Pending* (1 Unit +1 Marker): 02.040

Maisy Art. Force marker: 01.034

Maisy I Bty, Maisy I Bty – Contact Pending, Maisy II Bty, Maisy II Bty – Contact Pending (2 Units +2 Markers): inside Artillery Park Maisy Bty on the 352.Infanterie-Division Display

German Independent Regiments:

3./Bau-Pi. 802 (*Bocage*) (1 Unit +1 Marker): 34.021

4./Bau-Pi. 802: 30.031

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

2./le.Flak 931: 29.051

4./le.Flak 931: 28.052

5./gem.Flak 653: 29.049

6./gem.Flak 653: 22.053

4./Geb.Art. 191 (*Column*/mounted), *4./Geb.Art. 191 – Contact Pending* (1 Unit +1 Marker): 32.045

5./Geb.Art. 191 (*Column*/mounted), *5./Geb.Art. 191 – Contact Pending* (1 Unit +1 Marker): 67.017

Art./StAOK7: inside Artillery Park A on 91.Luftlande Infanterie-Division Display

Supporting Assets:

3 *Sperre* markers are placed on the 709.Infanterie-Division Display.

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

3 (1 x KG Heydte AT type (white FP); 2 x KG Heydte Infantry type (pink FP)) *Nachhut*, 1. *Pzsrk/FJR 6*, and *2. Pzsrk/FJR 6* are placed on the 91.Luftlande Infanterie-Division Display.

1 *Nachhut* is placed on the 352.Infanterie-Division Display.

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.

22 *Minen* markers are placed, one in each of the following hexes: 29.030, 39.026, 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, 82.045, 86.044, 86.045

Allied Set-up:

82nd Airborne Rally Points

1st Bn 505th: 47.033

2nd Bn 505th: 42.031

3rd Bn 505th: 41.031

1st Bn 507th: 47.030

2nd Bn 507th: 53.033

3rd Bn 507th: 47.032

1st Bn 508th: 50.037

2nd Bn 508th: 48.040

3rd Bn 508th: 45.039

505th Parachute Infantry Regiment, 82nd Airborne Division:

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

B/1/505 (1-step): 47.033

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

D/2/505 (1-step) (*IP*) (1 Unit +1 Marker): 44.028

E/2/505: 42.031

F/2/505 (1-step): 41.030

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

G/3/505: 40.032

H/3/505: 41.033

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

Leader *LTC Ekman*, *HQ/3/505* (1-step) (Leader + 1 Unit): 41.031

507th Parachute Infantry Regiment, 82nd Airborne Division:

A/1/507 (1-step): 45.038

C/1/507 (1-step): 47.030

D/2/507 (1-step): 53.033

Leader *COL Millett*, *E/2/507* (1-step) (Leader + 1 Unit): 53.033

F/2/507 (1-step): 52.032

G/3/507 (1-step): 47.032

I/3/507 (1-step): 44.038

508th Parachute Infantry Regiment, 82nd Airborne Division:

A/1/508 (1-step): 50.037

B/1/508: (1-step): 49.038

E/2/508 (1-step): 48.040

F/2/508 (1-step): 47.039

Leader *COL Lindquist*, *HQ/2/508* (1-step) (Leader + 1 Unit): 48.040

H/3/508 (1-step): 45.039

Independent Units, 82nd Airborne Division:

A 80 AA/AT (*Step Loss*) (1 Unit +1 Marker): 41.032

Rearguard: 34.028

Rearguard: 37.029

Rearguard: 38.039

Rearguard: 40.029

Rearguard: 41.037

Rearguard: 42.030

Rearguard: 45.047

Rearguard: 49.036

Rearguard: 51.030

Rearguard: 52.026

Rearguard: 52.034

Rearguard: 52.043

Rearguard: 53.042

82nd Airborne Division Display; Stragglers Box:

HQ/1/505

B/1/507

HQ/1/507

HQ/2/507

H/3/507

HQ/3/507

C/1/508

HQ/1/508

D/2/508

G/3/508

I/3/508

HQ/3/508

B/307 Eng

B 80 AA/AT

Divisional Jeeps (1 Marker): Independent, 82nd Airborne Division

101st Airborne Rally Points

1st Bn 501st: 28.046

2nd Bn 501st: 28.043

3rd Bn 501st: 26.038

1st Bn 502nd: 33.024

2nd Bn 502nd: 31.027

3rd Bn 502nd: 32.031

1st Bn 506th: 29.038

2nd Bn 506th: 27.033

3rd Bn 506th: 22.047

501st Parachute Infantry Regiment, 101st Airborne Division:

Leader *COL Johnson*, *C/1/501* (1-step): 28.046

D/2/501 (1-step): 28.043

E/2/501 (1-step): 29.043

F/2/501 (1-step): 29.044

HQ/2/501 (1-step): 28.044

G/3/501 (1-step): 20.035

H/3/501 (1-step): 26.038

I/3/501 (1-step): 21.034

HQ/3/501 (1-step): 25.036

502nd Parachute Infantry Regiment, 101st Airborne Division:

A/1/502 (1-step): 33.023

B/1/502 (1-step): 34.025

C/1/502 (1-step): 32.027

D/2/502 (1-step): 32.029

Leader *LTC Michaelis* (Replacement leader for *COL Moseley*), *E/2/502* (1-step) (Leader + 1 Unit): 31.027

F/2/502 (1-step): 29.025

G/3/502: 29.026

H/3/502 (1-step): 28.029

I/3/502: 32.031

HQ/3/502 (1-step): 32.031

506th Parachute Infantry Regiment, 101st Airborne Division:

A/1/506 (1-step): 28.037

B/1/506 (1-step): 23.034

C/1/506 (1-step): 29.038

Leader *COL Sink*, *D/2/506* (Leader + 1 Unit): 27.033

E/2/506 (1-step): 23.032

F/2/506 (1-step): 23.033

HQ/2/506 (1-step): 26.033

G/3/506 (1-step) (*IP*) (1 Unit +1 Marker): 20.045

H/3/506 (1-step) (*IP*) (1 Unit +1 Marker): 22.047

I/3/506 (1-step) (*IP*) (1 Unit +1 Marker): 21.045

HQ/3/506 (1-step): 22.044

Independent Units, 101st Airborne Division:

Rearguard: 15.054

Rearguard: 20.038

Rearguard: 20.046

Rearguard: 24.040

Rearguard: 26.047

Rearguard: 26.048

Rearguard: 28.032

Rearguard: 28.058

Rearguard: 30.035

Rearguard: 31.038

Rearguard: 33.022

Rearguard: 33.034

Rearguard: 34.024

Rearguard: 34.038

Rearguard: 36.027

Rearguard: 38.044

101st Airborne Division Display; Stragglers Box:

A/1/501

B/1/501

HQ/1/501

HQ/1/502

HQ/2/502

HQ/1/506

C/326 Eng

A 81 AA/AT

B 81 AA/AT

377 Para FA

Divisional Jeeps (1 Marker): Independent, 101st Airborne Division

8th Infantry Regiment, 4th Infantry Division:

A/1/8 (*Column*) (1 Unit +1 Marker): 25.027

B/1/8: 27.029

C/1/8: 27.028

D/1/8 (*Column*) (1 Unit +1 Marker): 26.028

E/2/8: 20.034

F/2/8: 19.033

G/2/8: 18.033

H/2/8: 19.032

Leader *COL Van Fleet, I/3/8* (Leader + 1 Unit): 23.031

K/3/8 (*Column*) (1 Unit +1 Marker): 22.031

L/3/8: 22.032

M/3/8 (*Column*) (1 Unit +1 Marker): 22.030

AT/8 (*Column*/mounted) (1 Unit +1 Marker): 19.031

Cannon/8 (*Column*/mounted) (1 Unit +1 Marker): 19.030

12th Infantry Regiment, 4th Infantry Division:

Leader *COL Reeder, A/1/12* (Leader + 1 Unit): 28.025

B/1/12: 27.024

C, D/1/12 (2 Units): 27.025

E/2/12: 26.026

F, H/2/12 (2 Units): 26.025

G/2/12: 26.024

I, M/3/12 (2 Units): 25.024

K, L/3/12 (2 Units): 25.025

AT/12 (*Column*/mounted) (1 Unit +1 Marker): 22.026

Cannon/12 (*Column*/mounted) (1 Unit +1 Marker): 21.026

22nd Infantry Regiment, 4th Infantry Divison:

A/1/22: 32.025

B, C/1/22 (2 Units): 33.024

D/1/22: 31.025

E, F/2/22 (2 Units): 32.024

Leader *COL Tribolet, G/2/22* (Leader + 1 Unit): 31.024

H/2/22: 30.025

I/3/22: 26.022

K/3/22: 25.022

L/3/22: 26.023

M/3/22: 25.023

AT/22 (*Column*/mounted) (1 Unit +1 Marker): 23.025

Cannon/22 (*Column*/mounted) (1 Unit +1 Marker): 22.025

Independent Units, 4th Infantry Division:

HQ Def 4ID: 21.025

AC/4 Recon (*Column*) (1 Unit +1 Marker): 24.025

Sct/4 Recon (*Column*) (1 Unit +1 Marker): 20.029

A/4 Eng: 23.030

B/4 Eng: 24.026

C/4 Eng: 25.023

29th FA Bn (*Column*), *29th FA Bn – Contact Pending* (1 Unit +2 Markers): 20.030

42nd FA Bn (*Column*), *42nd FA Bn – Contact Pending* (1 Unit +2 Markers): 21.027

44th FA Bn (*Column*), *44th FA Bn – Contact Pending* (1 Unit +2 Markers): 21.028

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

A/1/359 (*Column*) (1 Unit +1 Marker): 20.027

Leader *COL Fales, B, D/1/359* (Leader + 2 Units): 20.028

C/1/359 (*Column*) (1 Unit +1 Marker): 19.028

6th Armor Group, VII Corps Independent Units:

A/70 Tank (*Column*) (1 Unit +1 Marker): 24.027

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

C/70 Tank (*Column*) (1 Unit +1 Marker): 19.033

En/70 Tank: 21.027

A/746 Tank (*Column*) (1 Unit +1 Marker): 20.028

1106th Engineer Group, VII Corps Independent Units:

A/237 Eng: 21.029

B/237 Eng (*Step Loss*) (1 Unit +1 Marker): 21.028

C/237 Eng: 20.029

B/299 Eng: 20.028

A/49 Eng: 18.031

B/49 Eng: 17.030

C/49 Eng: 18.030

A/238 Eng: 23.024

B/238 Eng: 24.023

C/238 Eng: 24.024

501 Ponton (mounted): 20.027

Independent Units, VII Corps:

A/87 Cml: 21.026

B/87 Cml: 19.029

C/87 Cml: 19.028

D/87 Cml: 20.027

65th Arm FA (*Column*), *65th Arm* FA – *Contact Pending* (1 Unit +1 Marker): 23.026

B */ 980 FA* (mounted): 19.028

Supporting Assets:

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

6 *Rearguard* and 5 *Roadblock* markers are placed on the 4th Infantry 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*: any legal box of Assault Force Utah - South (UtS) of the Utah Beach Naval & Air Display

Events

Random events occur per rule #6.0 in the Exclusive Rules. Other events are noted in the Master Reinforcement, Withdrawal, & 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.

Campaign Game Special Rules

1. Both of the Airborne Divisions were scattered across the Cotentin Peninsula and suffered unusually high rates of stragglers and small elements spread across the invasion zone. They each start with more than 12 Rearguards deployed on the map. The current number of Rearguards that each Division is authorized at the start of the game is 12. Therefore, as a Rearguard is removed from play, it is not returned to the Division Display, but is removed from the counter mix, until the total number of Rearguards left for each division is at or below the authorized number (this number will also change based on set events in the Master Reinforcement, Withdrawal, & Event Guide).

2. Hex 01.044 is a reinforcement hex for both sides. Initially, it supports the 352.Infanterie-Division. On the 0700, 9 June turn it becomes a V Corps Reinforcement Hex. The restriction about staying more than 2 hexes away from a reinforcement hex only applies to the German units that can move starting on 0700, 9 June. That means that any German unit entering the map at this reinforcement hex must move outside of the 2 hex range as quickly as possible prior to that turn (the one exception is Wn 94a, which cannot move).

3. German units cannot "Entrench" within 2 hexes of either of the Isigny bridge hexes (03.045 or 03.046).

4. For purposes of the Master Reinforcement, Withdrawal & Event Guide, Optional Rule #18.10 Îles St. Marcouf Assault is not used. This will determine which reinforcements to use when on a couple of instances.

Objectives: Use the objectives from Campaign Scenario #3 – "The Greatest Day: Utah Beach"

Master Reinforcement, Withdrawal, & Event Guide

Use the Master Reinforcement, Withdrawal, & Event Guide in Campaign Scenario #3, starting with 1300, June 6, 1944.

"The Greatest Day: Utah Beach"
Night 6/5/44 - Night 6/13/44
Campaign Scenario #3

This is the entire shooting match. This is the historical invasion of Hitler's Atlantic Wall on the Cotentin Peninsula, where the VII Corps assaulted Utah Beach. It involves two American Airborne Divisions, the 82nd and the 101st dropping on the night of 5 June, followed closely by the 4th Infantry Division assaulting Utah Beach.

This scenario is ideal for multiple players between 2 and 10, and can handle as many as 12 players effectively. The scenario ends at the conclusion of the Night turn on 13 June – when one chit remains in the mug.

Set-up

This scenario uses Campaign Game Map 5 (Montbourg Map), Map 6 (Isigny Map), Map 7 (Pont-l'Abbé Map), Map 8 (St-Sauveur-le-Vicomte Map), Map 9 (Bricquebec Map), Map F (Valognes Map), and 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. Play begins with Step H of the Sequence of Play. You will also need all 12 of the Division Displays, 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 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.

352.Infanterie-Division Troop Quality: -2

The 352.Infanterie-Division has a Command Rating of 3 and a Dispatch Rating of 1. The Division starts with 0 Command Points and 0 Dispatch Points.

All Straggler totals are set to "0"

The Mug

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

Allied *Direct Command*, *82 ABN Div* Activation, *507th PIR* Formation Activation, *508th PIR* Formation Activation, *101 ABN Div* Activation, *501st PIR* Formation 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.

The 352.Infanterie-Division is not active during the Night, 5 June turn. Therefore its Division Activation chit is not placed in the mug.

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*; *II./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*; *II./Gren 1058*; *III./Gren 1058*

KG Heydte: *I./FJR 6*; *III./FJR 6*

91.Luftlande Infanterie-Division additional formation:

Pz.E.u.A. 100

352.Infanterie-Division:

KG Heyna: II./Gren 914

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

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 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:

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

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

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:

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

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

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

9./III./FJR 6: 25.052

10./III./FJR 6: 32.058

11./III./FJR 6: 34.067

12./III./FJR 6: 28.064

(k)GrW./III./FJR6: 33.061

GrW./III./FJR6: 33.059

13./FJR 6: 49.066

14./FJR 6: 52.066

15./FJR 6: 52.063

Inf.Ges./FJR 6: 57.065

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 Heyna, 352.Infanterie-Division (units cannot cross north or west of la Douve (River) or the Canal de Vire et Taute until 8 June):

5./II./Gren 914: 14.049

6./II./Gren 914: 18.046

7./II./Gren 914: 10.049

8./II./Gren 914: 23.052

GrW./II./914: 15.049

Leader *Obstlt Heyna*: may be stacked with any KG Heyna unit (historically – off-map)

Independent Units, 352.Infanterie-Division (units cannot cross north or west of la Douve (River) or the Canal de Vire et Taute until 8 June):

Wn 93: 06.043

Wn 94: 07.049

Wn 94a: 03.045

Wn 95: 08.049

Wn 96: 05.044

Wn 96a: 07.047

Wn 97: 11.043

Wn 98: 16.043

Wn 99a: 18.044

Wn 99b: 17.042

Wn 99c: 17.043

Wn 100: 20.046

4./II./Art. 352, *4./II./Art. 352 – Contact Pending* (1 Unit +1 Marker): 01.038

5./II./Art. 352, *5./II./Art. 352 – Contact Pending* (1 Unit +1 Marker): 01.041

6./II./Art. 352, *6./II./Art. 352 – Contact Pending* (1 Unit +1 Marker): 02.040

Maisy Art. Force marker: 01.034

Maisy I Bty, *Maisy I Bty – Contact Pending*, *Maisy II Bty*, *Maisy II Bty – Contact Pending* (2 Units +2 Markers): inside Artillery Park Maisy Bty on the 352.Infanterie-Division Display

German Independent Regiments:

3./Bau-Pi. 802: 38.019

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

2./le.Flak 931: 29.051

4./le.Flak 931: 28.052

5./gem.Flak 653: 29.049

6./gem.Flak 653: 22.053

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

5 (3 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

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

1 *Nachhut* is placed on the 352.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.

20 *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, 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 jumped into Normandy.

101st Airborne Division Leaders:

Leader *COL Johnson* may be stacked with any 501st PIR unit on DZ D, 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

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

501st Parachute Infantry Regiment and Independent Units, 101st Airborne Division:

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

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

C/326 Eng: in DZ D

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

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 each of the 82nd and 101st Airborne Division Displays

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 per rule #6.0 in the Exclusive Rules when the *Event!* Chit is pulled. Other events are noted in the Master Reinforcement, Withdrawal, & 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. 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 respective 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 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

Optional: Landings on the Iles St. Marcouf:

See Optional Rule #18.10 Iles St. Marcouf Assault in the Exclusive Rules for the outcome of the invasion of the Iles St. Marcouf at 0430, 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 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 6 Command Points and 3 Dispatch Points 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 352.Infanterie-Division Troop Quality to: 0

Add 0 Command Points and 0 Dispatch Points to the 352. 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, *352.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

Campaign Game Special Rules

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

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

Hex 01.044 is a reinforcement hex for both sides. Initially, it supports the 352.Infanterie-Division. On the 0700, 9 June turn it becomes a V Corps Reinforcement Hex. The restriction about staying more than 2 hexes away from a reinforcement hex only applies to the German units that can move starting on 0700, 9 June. That means that any German unit

entering the map at this reinforcement hex must move outside of the 2 hex range as quickly as possible prior to that turn (the one exception is Wn 94a, which cannot move).

German units cannot "Entrench" within 2 hexes of either of the Isigny bridge hexes (03.045 or 03.046).

82nd Airborne Division Objectives:

Primary: Seize and hold the 4 hexes of Pont-l'Abbé (56.040, 56.041, 57.040, and 57.041) and the bridge along la Douve (River) near la Guenoderie (56.043/57.042) at the end of the scenario.

Secondary: Seize and hold the bridge along la Douve (River) near Beuzeville-la-Bastille (47.043/48.043) and the town of Cretteville (50.047) at the end of the scenario.

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: Seize and hold all 6 hexes of Carentan (24.052, 24.053, 25.052, 25.053, 26.052, 26.053) at the end of the scenario.

Secondary: Seize and hold 2 bridges, the first over the Canal de Vire et Taut (23.052/24.053) and the second over la Vire (River) (08.049/09.049) at the end of the scenario.

Tertiary: Capture and control the town of Baupte (44.054) at the end of the scenario.

4th Infantry Division Objectives:

Primary: Establish control of the VII Corps northern boundary by the end of the scenario. The boundary consists of a line running along the roads from Hameau du Nord (36.012) to Hameau de Fontenay (39.011) to Dangueville (42.015) to Fontenay-sur-Mer (44.015) to Montebourg (53.016 and 54.017) inclusive.

Secondary: Destroy the following coastal artillery batteries: *St-Martin Bty* (30.027 – this battery is not applicable to Campaign Scenario #2), *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.

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 le Ham (58.025) to a road junction (62.027) to Orglandes (62.032) to la Bonneville (62.038) inclusive.

Secondary: Seize and hold 2 bridges over le Merderet (River) near Hemevez (62.024/62.025 and 63.024/62.025) at the end of the scenario.

Tertiary: Seize and hold the town of Ste-Colombe (74.034) at 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 the roads from Montebourg (54.017) to Eroudeville (55.019) to le Ham (58.025) inclusive.

Secondary: Seize and hold the town of Flottemanville (65.021) and the village of Lieusaint (69.021) at the end of the scenario.

Tertiary: Seize and hold the city of Valognes (68.014, 68.015, 69.013, 69.014, 69.015, 70.014, and 70.015) at the end of the scenario.

V Corps Assets Objectives:

Primary: Eliminate all German units east of la Vire (River), running from 07.038 – 01.060) by the end of the scenario.

Secondary: Seize and hold 2 bridges over the Canal de Vire et Taut near the village of la Tringale (07.061/07.062) and near the village of le Courval (16.060/16.061) at the end of the scenario.

Tertiary: Seize and hold the village of Goucherie (10.065) at the end of the scenario.

709.Infanterie-Division Objectives:

Primary: 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.

Secondary: Retain the following coastal artillery batteries: *Azeville Bty* (42.021) and *Crisbecq Bty* (41.016) at the end of the scenario.

Tertiary: Maintain a line of 5 to 7 WNs and Stps along the coast by the end of the scenario. These include: *Wn 13* (32.017), *Wn 14* (35.014), *Wn 14a (N)* and *Wn 14a (S)* (36.013), *Stp 16* (36.012), *Wn 17* (38.011), and *Stp 18* (40.009).

243.Infanterie-Division Objectives:

Primary: Contain the American advance to the west by the end of the scenario. The containment boundary consists of a line running along the roads from the bridge near le Ham (59.025) to a road junction (62.027) to Orglandes (62.032) to la Bonneville (62.038) to a road junction (62.040) to Étienville (58.042) inclusive.

Secondary: Retain either the town of Amfreville (53.033) or the village of Gourbesville (56.031) at the end of the scenario.

Tertiary: Control one of the following two bridges: near Cauquigny (48.035/49.034) or near Chef-du-Pont (45.039/46.040) at the end of the scenario.

352.Infanterie-Division Objectives:

Primary: Prevent the linkup of the American V and VII Corps throughout the scenario. No units from the V Corps Independent formations can be stacked with any units from a Division in VII Corps (82nd Airborne, 101st Airborne, 4th Infantry, 9th Infantry, or 90th Infantry).

Secondary: Control two bridges along la Vire (River) (08.049/09.049) and (05.059/06.060) at the end of the scenario.

Tertiary: Retain the village of Brévands (18.046) at the end of the scenario.

91.Luftlande Infanterie-Division Objectives:

Primary: Eliminate any American unit that has moved south of la Douve (River) and west of the Canal d'Auvers by the end of the scenario. This area is generally west of hex 35.048.

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

Tertiary: Control the bridge near Chef-du-Pont (45.039/46.040) at the end of the scenario.

77.Infanterie-Division Objectives:

Primary: Contain the American advance to the northwest by the end of the scenario. The containment boundary consists of a line running along the roads from Montebourg (53.016 and 54.017) to Éroudeville (55.019) to le Ham (58.025) inclusive.

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

Tertiary: Control the bridge along le Merderet (River) near le Port-Bréhay-Gare (52.028/53.028) at the end of the scenario.

17.SS-Panzergrenadier-Division Objectives:

Primary: Contain the American advance to the southwest by the end of the scenario. The containment boundary consists of a line running through the following hexes (31.053 – 30.054 – 29.054 – 29.055 – 29.056 – 28.057 – 27.057) inclusive. No American unit can be on one of these hexes or to the south, southwest, or west of one of these hexes.

Secondary: Retain control of the 6 hexes of Carentan (24.052, 24.053, 25.052, 25.053, 26.052, and 26.053) at the end of the scenario.

Tertiary: Control two bridges, the first along la Douve (River) near Pont de Douve (28.050/29.049) and the second along the Canal de Vire et Taut near Carentan (23.052/24.053) at the end of the scenario.

Master Reinforcement, Withdrawal, & Event Guide

0900, June 6, 1944
(Start here If playing Campaign Game #3)

German Reinforcements:

KG Heydte, German Independent Regiments:

5., 6., 7., 8./II./FJR 6, (k)GrW, GrW./II./FJR6 (6 Units): arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex A (62.065). These units can delay until 1100,

June 6, in order to arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067).

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

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

German Events:

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

Add 1 x KG Heydte Infantry type (pink FP) *Nachhut* to the 91.Luftlande Infanterie-Division Display.

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

Add *238 Eng Bn* attachment marker to either the 82nd Airborne Division, the 101st Airborne Division, or the 4th Infantry Division Regimental Composition, player's choice.

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 per division 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.

KG Heydte, German Independent Regiments:

**5., 6., 7., 8./II./FJR 6, (k)GrW./II./FJR6, GrW./II./FJR6* (6 Units): arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067), if not already arrived.

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

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

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.

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
(Start here if playing Campaign Game #2)
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.

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). These units can delay until 1500, June 6, in order to arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016).

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

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

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).

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:

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).

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:

B/4th Cav: En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear) *Only if this unit did not seize the Île du Large per optional rule #18.10*

1/B/4th Cav: En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah

Beach is clear) *Only if its parent unit did seize the Île du Large per optional rule #18.10. If the optional rule is not used at all, then this is the reinforcement that arrives.*

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).

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* (2 Units +2 Markers): arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), if not already arrived.

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), or the 243.ID Reinforcement Hex F (73.016).

Allied Reinforcements:
327th Glider Infantry Regiment, 101st Airborne Division:

Leader *COL Wear, A, B, C, HQ/1/401* (Leader + 4 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/24th Cav: arrives at VII Corps Reinforcement Hex *Only if this unit did not seize the Île du Large per optional rule #18.10. If the optional rule is not used at all, then this unit does not arrive at this time.*

Allied Events:

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.

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:

Independent Units, 101st Airborne Division:

D, E, F 81 AA/AT (3 Units): En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

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, 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, 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

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 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

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 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 per division 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./II./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:

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), 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.

1., 2., 3., 4./Ost 635 (4 Units): arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex A (62.065). These units can delay until 1100, June 7, in order to arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067).

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* attachment marker to the 709.Infanterie-Division Kampfgruppen Composition.

Add *Ost 635* attachment marker to either the 709.Infanterie-Division or the 243.Infanterie-Division Kampfgruppen Composition, player's choice.

Allied Reinforcements:

6th Armor Group, VII Corps Independent Units:

D, HHC/746 Tank (2 Units): arrive at the VII Corps Reinforcement Hex.

1110th Engineer Group, VII Corps Independent Units:

A, B, C/148 Eng (3 Units): arrive at the VII Corps Reinforcement Hex.

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

Add *148 Eng Bn* attachment marker to either the 82nd Airborne Division, the 101st Airborne Division, or the 4th Infantry Division Regimental Composition, player's choice.

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.

6th Armor Group, VII Corps Independent Units:

Svc/746 Tank: 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

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.

1100, June 7, 1944

German Reinforcements:

German Independent Regiments:

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

*1., 2., 3., 4./Ost 635 (4 Units): arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067), if not already arrived.

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

1300, June 7, 1944

Allied Reinforcements:

Independent Units, 82nd Airborne Division:

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

1120th Engineer Group, VII Corps Independent Units:

A, B, C/294 Eng (3 Units): arrive at the VII Corps Reinforcement Hex.

Allied Events:

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

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

Add *294th Eng Bn* attachment marker to either the 82nd Airborne Division, the 101st Airborne Division, the 4th Infantry Division, or the 90th Infantry Division Regimental Composition, player's choice.

1500, June 7, 1944
German Reinforcements:
KG Heyna, 352.Infanterie-Division:

1., 2., 3., 4., GrW./Ost 439 (5 Units): arrive at the 352. ID Reinforcement Hex A (01.044).

German Events:

Add *Ost 439* attachment marker to the KG Heyna Kampfgruppen Composition.

Add 1 *Nachhut* to the 352.Infanterie-Division Display.

Allied Reinforcements:
327th Glider Infantry Regiment, 101st Airborne Division:

A/1/327: arrives at the VII Corps Reinforcement Hex.

G/2/327: arrives at the VII Corps Reinforcement Hex.

Independent Units, 101st Airborne Division:

B/326 Eng: arrives at the VII Corps Reinforcement Hex.

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.

1900, June 7, 1944
Allied Reinforcements:
Independent Units, 82nd Airborne Division:

D, E, F 80 AA/AT (3 Units): arrive at the VII Corps Reinforcement Hex.

327th Glider Infantry Regiment, 101st Airborne Division:

E, F, HQ/2/327 (3 Units): arrive at the VII Corps Reinforcement Hex.

Independent Units, 101st Airborne Division:

A/326 Eng: arrives at the VII Corps Reinforcement Hex.

Allied Events:

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

2100, June 7, 1944
Allied Reinforcements:
327th Glider Infantry Regiment, 101st Airborne Division:

B, HQ/1/327 (2 Units): arrive at the VII Corps Reinforcement Hex.

Allied Events:

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

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.

All movement restrictions for the 352.Infanterie-Division are removed. Their units are free to move west and north of la Douve (River) and the Canal de Vire et Taute.

Allied Events:

90th Infantry Division deployment restrictions end. However, the 359th IR is still attached to the 4th Infantry Division until released using the attachment rules (per Rules 13.1 and 13.2).

1100, June 8, 1944

Allied Reinforcements:

Independent Units, 90th Infantry Division:

AC, Sct/90 Recon (2 Units): arrive at the VII Corps Reinforcement Hex.

1120th Engineer Group, VII Corps Independent Units:

A, B, C/297 Eng (3 Units): arrive at the VII Corps Reinforcement Hex.

Allied Events:

Add *297 Eng Bn* attachment marker to either the 82nd Airborne Division, the 101st Airborne Division, the 4th Infantry Division, or the 90th Infantry Division Regimental Composition, player's choice.

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 Reinforcements:

Independent Units, 90th Infantry Division:

A, B/315 Eng (2 Units): arrive at the VII Corps Reinforcement Hex.

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 the VII Corps Reinforcement Hex.

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

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.

Allied Reinforcements:

358th Infantry Regiment, 90th Infantry Division:

I, K, L, M/3/358, Cannon, AT/358 (6 Units): arrive at the VII Corps Reinforcement Hex.

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:

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.

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 the VII Corps Reinforcement Hex.

Independent Units, 90th Infantry Division:

HQ Def 90ID: arrives at the VII Corps Reinforcement Hex.

Independent Units, VII Corps:

B/24th Cav: arrives at VII Corps Reinforcement Hex *Only if this unit did seize the Île du Large per optional rule #18.10 or if the optional rule was not used.*

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).

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 *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 the VII Corps Reinforcement Hex.

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:

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

KG Heyna, 352.Infanterie-Division:

1., 3./I./Gren 914 (2 Units): arrive at the 352.ID Reinforcement Hex A (01.044).

2./I./Gren 914 (*1-step*): arrives at the 352.ID Reinforcement Hex A (01.044).

4./I./Gren 914 (*1-step*): arrives at the 352.ID Reinforcement Hex A (01.044).

GrW./I./914 (*1-step*): arrives at the 352.ID Reinforcement Hex A (01.044).

Independent Units, 352.Infanterie-Division:

1., 2./LanBau-Pi 17 (2 Units): arrive at the 352.ID Reinforcement Hex A (01.044).

German Events:

Add *I./Gren 914* attachment marker to the KG Heyna Regimental Composition.

Add 1 *Nachhut* to the 352.Infanterie-Division Display.

Add 1 *Sperre* marker to the 352.Infanterie-Division Display.

Allied Reinforcements:

327th Glider Infantry Regiment, 101st Airborne Division:

C/1/327: arrives at the VII Corps Reinforcement Hex.

Independent Units, 101st Airborne Division:

321 Glider FA, 321 Glider FA – Contact Pending (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex.

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.

Allied Reinforcements:

Independent Units, 90th Infantry Division:

344th FA Bn, 344th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex.

175th Infantry Regiment, 29th Infantry Division:

Leader *COL Goode, K/3/175* (Leader + 1 Unit): arrives at the V Corps Reinforcement Hex A (01.044). *This unit will start to withdraw at 1900, 9 June to the southeast of the map.*

Allied Events:

Set the V Corps Assets Troop Quality to: 0

The V Corps Assets start with a Command Rating of 2 and a Dispatch Rating of 2. Add 3 Command Points and 1 Dispatch Point to the Division Display.

Add the *V Corps Assets* Activation chit to the mug.

Add *175th Inf Rgt* and *3rd Bn 175th Inf* attachment markers to the V Corps Assets Regimental 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.

German Independent Regiments:

2., 3., 6./gem.Flak 497 (3 Units): arrive at the 352.ID Reinforcement Hex B (01.065).

Allied Reinforcements:

Independent Units, 90th Infantry Division:

345th FA Bn, *345th FA Bn – Contact Pending* (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex.

175th Infantry Regiment, 29th Infantry Division:

I, L/3/175 (2 Units): arrives at the V Corps Reinforcement Hex A (01.044). *I/3/175 will start to withdraw at 1900, 9 June to the southeast of the map.*

Allied Events:

Add 1 x 29th Infantry Division *Rearguard* to the V Corps Assets Display.

1100, June 9, 1944

German Reinforcements:

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.

Allied Reinforcements:

Independent Units, 101st Airborne Division:

C 81 AA/AT: arrives at the VII Corps Reinforcement Hex.

175th Infantry Regiment, 29th Infantry Division:

M/3/175: arrives at the V Corps Reinforcement Hex A (01.044). *This unit will start to withdraw at 1900, 9 June to the southeast of the map.*

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.

Allied Reinforcements:

Independent Units, 90th Infantry Division:

343rd FA Bn, *343rd FA Bn – Contact Pending* (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex.

175th Infantry Regiment, 29th Infantry Division:

B, C/1/175 (2 Units): arrive at the V Corps Reinforcement Hex A (01.044). *B/1/175 will start to withdraw at 2100, 9 June to the southeast of the map.*

Allied Events:

Add *1st Bn 175th Inf* attachment marker to the 175th IR, V Corps Assets Regimental Composition.

Add 1 x 29th Infantry Division *Rearguard* to the V Corps Assets Display.

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.

German Independent Regiments:

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 the VII Corps Reinforcement Hex.

175th Infantry Regiment, 29th Infantry Division:

A, D/1/175 (2 Units): arrive at the V Corps Reinforcement Hex A (01.044). *These units will start to withdraw at 2100, 9 June to the southeast of the map.*

1700, June 9, 1944

German Reinforcements:

KG Hoffmann, 709.Infanterie-Division:

5., 6., 7., 8./II./Gren 921, GrW./II./921 (5 Units): arrive at the 709.ID Reinforcement Hex 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, 82nd Airborne Division:

456 Para FA, 456 Para FA – Contact Pending (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex.

Independent Units, 90th Infantry Division:

915th FA Bn, 915th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex.

175th Infantry Regiment, 29th Infantry Division:

E, F/2/175 (2 Units): arrive at the V Corps Reinforcement Hex A (01.044).

Allied Events:

Add *2nd Bn 175th Inf* attachment marker to the 175th IR, V Corps Assets Regimental Composition.

1900, June 9, 1944

Allied Reinforcements:

Independent Units, 101st Airborne Division:

907 Glider FA, 907 Glider FA – Contact Pending (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex.

175th Infantry Regiment, 29th Infantry Division:

G, H/2/175 (2 Units): arrive at the V Corps Reinforcement Hex A (01.044).

Allied Withdrawals:

175th Infantry Regiment, 29th Infantry Division:

I, K, M/3/175 (3 Units): must exit the map to the southeast (01.056 or 01.057) as soon as possible. These units pushed toward Saint-Lô.

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.

Allied Reinforcements:

175th Infantry Regiment, 29th Infantry Division:

AT/175: arrives at the V Corps Reinforcement Hex A (01.044).

Allied Withdrawals:

175th Infantry Regiment, 29th Infantry Division:

A, B, D/1/175 (3 Units): must exit the map to the southeast (01.056 or 01.057) as soon as possible. These units pushed toward Saint-Lô.

Allied Events:

Remove 1 x 29th Infantry Division *Rearguard* from the V Corps Assets 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 Withdrawals:

German Independent Regiments:

4./Geb.Art. 191: must exit any road to the south of the map as soon as possible. This was a mountain howitzer which was out of ammunition.

Remove the *4./Geb.Art. 191 – Contact Pending* marker from play.

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, 29th Infantry Division:

AC, Sct/29 Recon (2 Units): arrive at the V Corps Reinforcement Hex A (01.044). *These units will start to withdraw at 2100, 10 June to the southeast of the map.*

175th Infantry Regiment, 29th Infantry Division:

Cannon/175: arrives at the V Corps Reinforcement Hex A (01.044).

Independent Units, VII Corps:

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

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).

Independent Units, 17.SS-Panzergrenadier-Division:

1./SS-Pz.Auf. 17: arrives at the 352.ID Reinforcement Hex B (01.065) *This unit starts to withdraw at Night, 10 June to the southeast of the map.*

German Events:

Set the 17.SS-Panzergrenadier-Division Troop Quality to: -2

Add *17.SS-PzGr.Div.* Activation chit to the mug. During the division activations, do not roll for Dispatch Points until 1700, June 10. Do not roll for Command Points until 1100, June 11.

Add *I./Gren 922* attachment marker to the KG Rohrbach Kampfgruppen Composition.

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:

Independent Units, 29th Infantry Division:

C/121 Eng: arrives at the V Corps Reinforcement Hex A (01.044).

4th Cavalry Squadron, VII Corps Independent Units:

B/4th Cav (*1-step*): arrives at VII Corps Reinforcement Hex. *Only if this unit did seize the Île du Large per Exclusive Rule #18.10.* 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.*

Allied Events:

Add 1 V Corps *Roadblock* marker to the V Corps Assets Display.

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.

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 VII Corps Reinforcement Hex.

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

Independent Units, 352.Infanterie-Division:

1., 2., 3./Pi. Angers (3 Units): arrive at the 352.ID Reinforcement Hex B (01.065).

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.

Add 2 *Sperre* markers to 352.Infanterie-Division Display.

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.

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, 29th Infantry Division:

224th FA Bn, 224th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at the V Corps Reinforcement Hex A (01.044).

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 any Allied Division Display, currently in play, other than the V Corps Assets.

1500, June 10, 1944

German Reinforcements:

KG Horstmann, 17.SS-Panzergrenadier-Division:

16./SS-PG 38: arrives at the 17.SS Reinforcement Hex C (05.066).

Allied Reinforcements:

Independent Units, 9th Infantry Division:

A, B, C/15 Eng (3 Units): arrive at VII Corps Reinforcement Hex.

Independent Units, VII Corps:

B/899 TD: arrives at VII Corps Reinforcement Hex.

Allied Events:

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

1700, June 10, 1944

German Reinforcements:

KG Fick, 17.SS-Panzergrenadier-Division:

16./SS-PG 37: arrives at the 17.SS Reinforcement Hex A (26.067).

KG Horstmann, 17.SS-Panzergrenadier-Division:

Leader *Ostubaf Horstmann, 5./II./SS-PG 38* (Leader + 1 Unit): arrive at the 17.SS Reinforcement Hex C (05.066). Optional Rule #16.6 applies if the players are using it.

German Events:

Add *KG Horstmann* and *II./SS-PG 38* attachment markers to the 17.SS-Panzergrenadier-Division Kampfgruppen Composition.

The 17.SS-Panzergrenadier-Division starts with a Command Rating of 6 and a Dispatch Rating of 3. Add 1 Command Point and 0 Dispatch Points to the Division.

Begin Dispatch Point rolls for the 17.SS-Panzergrenadier-Division, during the division activation.

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.

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

2100, June 10, 1944

Allied Withdrawals:

Independent Units, 29th Infantry Division:

AC, Sct/29 Recon (2 Units): must exit the map to the southeast (01.056 or 01.057) as soon as possible. These units pushed toward Saint-Lô.

Night, June 10, 1944

German Withdrawals:

Independent Units, 17.SS-Panzergrenadier-Division:

1./SS-Pz.Auf. 17: must exit the map to the southeast (01.065 or 05.066) as soon as possible. This unit rejoined its Abteilung north of Saint-Lô.

German Reinforcements:

KG Horstmann, 17.SS-Panzergrenadier-Division:

15./SS-PG 38: arrives at the 17.SS Reinforcement Hex C (05.066). Optional Rule #16.6 applies if the players are using it.

German Events:

Add 3 *Sperre* markers to the 17.SS-Panzergrenadier-Division Display.

0700, June 11, 1944
(Start using this Guide if playing Campaign Game #5)

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), 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), player's choice.

KG Horstmann, 17.SS-Panzergrenadier-Division:

6./II./SS-PG 38, GrW/II./SS 38 (2 Units): arrive at the 17.SS Reinforcement Hex C (05.066). Optional Rule #16.6 applies if the players are using it.

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 VII Corps Reinforcement Hex.

Allied Events:

If playing Campaign Scenario #5: 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

German Reinforcements:

KG Horstmann, 17.SS-Panzergrenadier-Division:

7./II./SS-PG 38: arrives at the 17.SS Reinforcement Hex C (05.066). Optional Rule #16.6 applies if the players are using it.

Allied Reinforcements:

Independent Units, VII Corps:

HHC/899 TD: arrives at VII Corps Reinforcement Hex.

1100, June 11, 1944

German Reinforcements:

KG Horstmann, 17.SS-Panzergrenadier-Division:

8./II./SS-PG 38: arrives at the 17.SS Reinforcement Hex C (05.066).

German Events:

Begin Command Point rolls for the 17.SS-Panzergrenadier-Division, during the division activation.

Add 2 *Nachhut* to the 17.SS-Panzergrenadier-Division Display.

Allied Reinforcements:

Independent Units, 9th Infantry Division:

26th FA Bn, *26th FA Bn – Contact Pending* (1 Unit +1 Marker): arrives at VII Corps Reinforcement Hex.

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 VII Corps Reinforcement Hex.

1500, June 11, 1944

German Reinforcements:

KG Horstmann, 17.SS-Panzergrenadier-Division:

1., 2./I./SS-PG 38 (2 Units): arrive at the 17.SS Reinforcement Hex B (16.067). Optional Rule #16.6 applies if the players are using it.

14./SS-PG 38: arrives at the 17.SS Reinforcement Hex C (05.066).

German Events:

Add *I./SS-PG 38* attachment marker to the KG Horstmann Kampfgruppen Composition.

Allied Reinforcements:

Independent Units, 9th Infantry Division:

84th FA Bn, *84th FA Bn – Contact Pending* (1 Unit +1 Marker): arrives at VII Corps Reinforcement Hex.

1700, June 11, 1944

German Reinforcements:

KG Horstmann, 17.SS-Panzergrenadier-Division:

GrW/I./SS 38: arrives at the 17.SS Reinforcement Hex B (16.067). Optional Rule #16.6 applies if the players are using it.

KG Fick, 17.SS-Panzergrenadier-Division:

15./SS-PG 37: arrives at the 17.SS Reinforcement Hex A (26.067).

German Events:

Add 3 *Sperre* markers to the 17.SS-Panzergrenadier-Division Display.

Allied Reinforcements:

Independent Units, VII Corps:

188th FA Bn, *188th FA Bn – Contact Pending* (1 Unit +1 Marker): arrives at VII Corps Reinforcement Hex.

552 Ponton: arrives at VII Corps Reinforcement Hex.

1900, June 11, 1944

German Reinforcements:

KG Horstmann, 17.SS-Panzergrenadier-Division:

3., 4./I./SS-PG 38 (2 Units): arrive at the 17.SS Reinforcement Hex B (16.067). Optional Rule #16.6 applies to *3./I./SS-PG 38*, if the players are using it.

Allied Reinforcements:

Independent Units, 9th Infantry Division:

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

2100, June 11, 1944

German Reinforcements:

KG Heintz, German Independent Regiments:

Leader *Oberst Heintz, 1., 2., 3., 4./I./Gren 984, GrW./I./984* (Leader + 5 Units): arrive at the 17.SS Reinforcement Hex C (05.066).

German Events:

Add *KG Heintz* and *I./Gren 984* attachment markers to any German Kampfgruppen Composition that has a box available, player's choice.

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

Add 1 x KG Heintz Infantry type (pink FP) *Nachhut* to the Division Display that KG Heintz is attached to.

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

German Reinforcements:

KG Horstmann, 17.SS-Panzergrenadier-Division:

13./SS-PG 38: arrives at the 17.SS Reinforcement Hex B (16.067).

KG Heintz, German Independent Regiments:

5., 6., 7., 8./II./Gren 984, GrW./II./984, 14./Gren 984 (6 Units): arrive at the 17.SS Reinforcement Hex C (05.066).

1., 2., 3., 4./Füs. 275, GrW./Füs. 275 (5 Units): arrive at the 17.SS Reinforcement Hex B (16.067).

German Events:

Add *II./Gren 984* and *Füs. 275* attachment markers to the KG Heintz Kampfgruppen Composition.

Add 1 x KG Heintz Infantry type (pink FP) *Nachhut* and *Pzsrk/984* to the Division Display that KG Heintz is attached to.

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

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.

KG Horstmann, 17.SS-Panzergrenadier-Division:

9./III./SS-PG 38: arrives at the 17.SS Reinforcement Hex C (05.066). Optional Rule #16.6 applies if the players are using it.

KG Heintz, German Independent Regiments:

Pz.Jg. 275: arrives at the 17.SS Reinforcement Hex B (16.067), or the 17.SS Reinforcement Hex C (05.066), player's choice.

German Events:

Set the 17.SS-Panzergrenadier-Division Troop Quality to: -1

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

Leader *COL Smythe*, *I, M/3/47* (Leader + 2 Units): arrive at VII Corps Reinforcement Hex.

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

German Reinforcements:

KG Fick, 17.SS-Panzergrenadier-Division:

Leader *Ostubaf Fick, 6./II./SS-PG 37* (Leader + 1 Unit): arrive at the 17.SS Reinforcement Hex A (26.067). Optional Rule #16.6 applies if the players are using it.

KG Heintz, German Independent Regiments:

1., 2., 3./Pi. 275 (3 Units): arrive at the 17.SS Reinforcement Hex C (05.066).

German Events:

Add *KG Fick* and *II./SS-PG 37* attachment markers to the 17.SS-Panzergrenadier-Division Kampfgruppen Composition.

The 17.SS-Panzergrenadier-Division increases its Command Rating and Dispatch Rating according to the Division Display for its current number of KGs.

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

K, L/3/47 (2 Units): arrive at VII Corps Reinforcement Hex.

1100, June 12, 1944

German Reinforcements:

KG Fick, 17.SS-Panzergrenadier-Division:

5./II./SS-PG 37, *GrW/II./SS 37* (2 Units): arrive at the 17.SS Reinforcement Hex A (26.067). Optional Rule #16.6 applies if the players are using it.

German Independent Regiments:

III./Art. 275, *III./Art. 275 – Contact Pending* (1 Unit +1 Marker): arrives at the 17.SS Reinforcement Hex B (16.067), or the 17.SS Reinforcement Hex C (05.066), player's choice.

Allied Reinforcements:

Independent Units, 9th Infantry Division:

HQ Def 9ID: arrives at VII Corps Reinforcement Hex.

Independent Units, VII Corps:

951st FA Bn, *951st FA Bn – Contact Pending* (1 Unit +1 Marker): arrives at VII Corps Reinforcement Hex.

988 Treadway: arrives at VII Corps Reinforcement Hex.

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.

KG Fick, 17.SS-Panzergrenadier-Division:

7./II./SS-PG 37: arrives at the 17.SS Reinforcement Hex A (26.067). Optional Rule #16.6 applies if the players are using it.

Allied Reinforcements:

47th Infantry Regiment, 9th Infantry Division:

B, D/1/47 (2 Units): arrive at VII Corps Reinforcement Hex.

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 Fick, 17.SS-Panzergrenadier-Division:

8./II./SS-PG 37, 14./SS-PG 37 (2 Units): arrive at the 17.SS Reinforcement Hex A (26.067).

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 2 *Nachhut* to the 17.SS-Panzergrenadier-Division Display.

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 VII Corps Reinforcement Hex.

1700, June 12, 1944

German Reinforcements:

KG Fick, 17.SS-Panzergrenadier-Division:

1., 2./I./SS-PG 37, GrW/I./SS 37 (3 Units): arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067).

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 *I./SS-PG 37* attachment marker to the KG Fick Kampfgruppen Composition.

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 VII Corps Reinforcement Hex.

1900, June 12, 1944

German Reinforcements:

KG Fick, 17.SS-Panzergrenadier-Division:

3., 4./I./SS-PG 37 (2 Units): arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067). Optional Rule #16.6 applies to *3./I./SS-PG 37*, if the players are using it.

13./SS-PG 37: arrives at the 17.SS Reinforcement Hex A (26.067).

Independent Units, 17.SS-Panzergrenadier-Division:

II./SS-Art. 17, II./SS-Art. 17 – Contact Pending (1 Unit +1 Marker): arrives at the 17.SS Reinforcement Hex C (05.066).

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 VII Corps Reinforcement Hex.

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:

Independent Units, 17.SS-Panzergrenadier-Division:

I./SS-Art. 17, I./SS-Art. 17 – Contact Pending (1 Unit +1 Marker): arrives at the 17.SS Reinforcement Hex A (26.067).

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 VII Corps Reinforcement Hex.

Night, June 12, 1944

German Reinforcements:

Independent Units, 17.SS-Panzergrenadier-Division:

1., 2./SS-Pz. 17 (2 Units): arrive at the 17.SS Reinforcement Hex A (26.067).

Stab/SS-Art. 17: arrives at the 17.SS Reinforcement Hex A (26.067) or the 17.SS Reinforcement Hex B (16.067), player's choice.

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

German Reinforcements:

Independent Units, 17.SS-Panzergrenadier-Division:

SS-Div.Sich. 17, Flak/Div.Sich. 17 (2 Units): arrive at the 17.SS Reinforcement Hex A (26.067) or the 17.SS Reinforcement Hex B (16.067), player's choice.

German Events:

Set the 17.SS-Panzergrenadier-Division Troop Quality to: 0

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

Leader COL *de Rohan*, *L, M/3/60* (Leader + 2 Units): arrive at VII Corps Reinforcement Hex.

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

German Reinforcements:

Independent Units, 17.SS-Panzergrenadier-Division:

Stab/SS-Pz. 17: arrives at the 17.SS Reinforcement Hex A (26.067) or the 17.SS Reinforcement Hex B (16.067), player's choice.

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

I, *K/3/60* (2 Units): arrive at VII Corps Reinforcement Hex.

Independent Units, 2nd Armored Division:

14th Arm FA, *14th Arm FA – Contact Pending* (1 Unit +1 Marker): arrives at the V Corps Reinforcement Hex A (01.044).

1100, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

F, *H/2/60* (2 Units): arrive at VII Corps Reinforcement Hex.

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 VII Corps Reinforcement Hex.

Combat Command A, 2nd Armored Division:

Leader *BG Rose, F, I/1/66 AR, G/3/41 AIR* (Leader + 3 Units): arrive at the V Corps Reinforcement Hex A (01.044).

Allied Events:

Add *CCA 2nd AD*; *1st Bn 66th AR*; and *3rd Bn 41st AIR* attachment markers to the V Corps Assets Regimental Composition.

The V Corps Assets increase its Command Rating to 3 and Dispatch Rating to 3. Add 2 Command Points and 0 Dispatch Points.

1500, June 13, 1944

Allied Reinforcements:

Independent Units, VII Corps:

A/801 TD: arrives at VII Corps Reinforcement Hex.

Combat Command A, 2nd Armored Division:

C, HHC/1/66 AR, *D, E/2/66 AR, H/3/41 AIR* (5 Units): arrive at the V Corps Reinforcement Hex A (01.044).

Allied Events:

Add *2nd Bn 66th AR* attachment marker to the CCA Regimental Composition.

Add 1 x 2nd Armored Division *Rearguard* to the V Corps Assets Division Display.

1700, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

G*/2/60, Cannon/60* (2 Units): arrive at VII Corps Reinforcement Hex.

Combat Command A, 2nd Armored Division:

A, HHC/2/66 AR, I/3/41 AIR (3 Units): arrive at the V Corps Reinforcement Hex A (01.044).

Independent Units, 2nd Armored Division:

A/17 AR Eng: arrives at the V Corps Reinforcement Hex A (01.044).

1900, June 13, 1944

Allied Reinforcements:

60th Infantry Regiment, 9th Infantry Division:

B, D*/1/60* (2 Units): arrive at VII Corps Reinforcement Hex.

Independent Units, 2nd Armored Division:

C/17 AR Eng: arrives at the V Corps Reinforcement Hex A (01.044).

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 VII Corps Reinforcement Hex.

Combat Command A, 2nd Armored Division:

Rcn/66 AR: arrives at the V Corps Reinforcement Hex A (01.044).

Independent Units, 2nd Armored Division:

E/17 AR Eng: arrives at the V Corps Reinforcement Hex A (01.044).

Night, June 13, 1944

Allied Reinforcements:

Independent Units, VII Corps:

957th FA Bn, *957th FA Bn – Contact Pending* (1 Unit +1 Marker): arrive at VII Corps Reinforcement Hex.

"What Might Have Been"
Night 6/5/44 - Night 6/6/44
Campaign Scenario #4

Prior to 24 May 1944, the Allies were planning an airborne landing that would effectively cut the base of the Cotentin Peninsula, isolating Cherbourg as early as 6 June. In mid-May, Allied intelligence discovered the presence of the 91.Luftlande Infanterie-Division, whose mission was to counter airborne operations. It was almost as if the Germans knew what the Americans were planning and believed they could throw them back into the sea. The Germans were going to give it their best shot. This is a hypothetical scenario and covers just the first day of the invasion, if the American leadership had not changed the plan at the last minute.

Set-up

This scenario uses Campaign Game Map 5 (Montbourg Map), Map 6 (Isigny Map), Map 7 (Pont-l'Abbé Map), Map 8 (St-Sauveur-le-Vicomte Map), Map 9 (Bricquebec Map), Map F (Valognes Map), and 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. Play begins with Step H of the Sequence of Play. You will also need the 4th Infantry Division Display, the 82nd Airborne Division Display, the 101st Airborne Division Display, the 91.Luftlande Infanterie-Division Display, the 709.Infanterie-Division Display, the 243.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 6 June, 1944 is not played.

Set-up, Night, June 5, 1944

Markers

All Victory Tasks are "Pending"

Date is June 5, 1944

Time is Night

Weather is Overcast

82nd Airborne Division Troop Quality: 0

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

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 **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 *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 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
German Attachments:

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

Regimental Composition
German Composition
709.Infanterie-Division:

KG Keil: *I./Gren 919*; *II./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*; *II./Gren 1058*; *III./Gren 1058*

KG Heydte: *I./FJR 6*; *III./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

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 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:

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

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

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:

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*: 53.033

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

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

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

9./III./FJR 6: 25.052

10./III./FJR 6: 32.058

11./III./FJR 6: 34.067

12./III./FJR 6: 28.064

(k)GrW./III./FJR6: 33.061

GrW./III./FJR6: 33.059

13./FJR 6: 49.066

14./FJR 6: 52.066

15./FJR 6: 52.063

Inf.Ges./FJR 6: 57.065

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 Heyna, 352.Infanterie-Division (units cannot cross north or west of la Douve (River) or the Canal de Vire et Taute) All units are treated as German Independents:

6./II./Gren 914: 18.046

8./II./Gren 914: 23.052

Independent Units, 352.Infanterie-Division:

Wn 98: 16.043

Wn 99a: 18.044

Wn 99b: 17.042

Wn 99c: 17.043

Wn 100: 20.046

Maisy Art. Force marker: 01.034

Maisy I Bty, *Maisy I Bty – Contact Pending*, *Maisy II Bty*, *Maisy II Bty – Contact Pending* (2 Units +2 Markers): inside Artillery Park Maisy Bty on the 352.Infanterie-Division Display

German Independent Regiments:

3./Bau-Pi. 802: 38.019

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

2./le.Flak 931: 29.051

4./le.Flak 931: 28.052

5./gem.Flak 653: 29.049

6./gem.Flak 653: 22.053

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

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

1 Infantry type (pink FP) *Nachhut* is placed on the 243. 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.

20 *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, 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 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 per rule #6.0 in the Exclusive Rules. 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. 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

Events prior to 0700, June 6, 1944

Optional: Landings on the Iles St. Marcouf:

See Optional Rule #18.10 Iles St. Marcouf Assault in the Exclusive Rules for the outcome of the invasion of the Iles St. Marcouf at 0430, 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 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 6 Command Points and 3 Dispatch Points 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 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 once 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, *243.Inf.Div.* Activation, *352.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

Campaign Game Special Rules

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

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

Optional Rule #18.10 is not available. It is assumed that the historical assault on the Îles St. Marcouf occurred. The Master Reinforcement & Event Guide is organized based on this action.

82nd Airborne Division Objectives (only 1 of the 2 tertiary objectives can be used – Allied player's choice decided at the start of the 1300 turn): These objectives were the planned objectives of the 82nd Airborne Division as of 24 May 1944. They were very aggressive – Good Luck!

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

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

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

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

101st Airborne Division Objectives:

Primary: By the end of the 0900 turn, no German unit can project a FZ onto Causeways 1-4 from their western sides. Causeway #1 (19.033); Causeway #2 (21.028-22.031); Causeway #3 (23.026-26.028); Causeway #4 (26.023-29.024).

Secondary: Seize and hold the 3 hexes of Ste-Mère-Église (40.032, 41.031, 41.032) and control bridges at Cauquigny (48.035/49.034) and Chef-du-Pont (45.039/46.040) at the end of the scenario.

Tertiary: Seize and hold St. Côme-du-Mont (31.046) at the end of the scenario.

4th Infantry Division Objectives:

Primary: Establish control of the VII Corps northern boundary by the end of the scenario. A line running along the roads from Grand Hameau des Dunes (32.017) to Ravenoville (35.020) to Cibrantot (40.024) to Saussetour (43.024) inclusive.

Secondary: Destroy all units of Ost 795.

Tertiary: Clear Utah Beach by 1100, per Exclusive Rule #4.3.2

709.Infanterie-Division Objectives:

Primary: Take and hold any one of the following at the end of the Scenario: Audouville-la-Hubert (29.030), Houdienville (22.032), or Pouppeville (20.034).

Secondary: The 4th Infantry Division has suffered at least 5 steps eliminated, and the 4th Infantry Division has 5 or fewer Command Points or 2 or fewer Dispatch Points on its display at the end of the scenario.

Tertiary: Utah beach has not cleared at the end of the 1100, June 6 turn in accordance with Exclusive Rule #4.3.2

243.Infanterie-Division Objectives:

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

Secondary: Retain Neuville-en-Beaumont (83.051) or Néhou (77.034) by the end of the scenario.

Tertiary: A German unit occupies any hex of an LZ that is used to land gliders on either of the 2100 or Night, June 6 turns.

91.Luftlande Infanterie-Division Objectives:

Primary: Retain Ste-Marie-du-Mont (25.036) at the end of the scenario.

Secondary: Retain control of both of the two primary bridges over le Merderet (River) at the end of the scenario. The bridges are near Cauquigny (48.035/49.034) and Chef-du-Pont (45.039/46.040).

Tertiary: A German unit occupies any hex of an LZ that is used to land gliders on either of the 2100 or Night, June 6 turns.

Master Reinforcement & Event Guide

0900, June 6, 1944

German Reinforcements:

KG Heydte, German Independent Regiments:

5., 6., 7., 8./II./FJR 6, (k)GrW, GrW./II./FJR6 (6 Units): arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex A (62.065). These units can delay until 1100, June 6, in order to arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067).

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

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

German Events:

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

Add 1 x KG Heydte Infantry type (pink FP) *Nachhut* to the 91.Luftlande Infanterie-Division Display.

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

Add *238 Eng Bn* attachment marker to either the 82nd Airborne Division, the 101st Airborne Division, or the 4th Infantry Division Regimental Composition, player's choice.

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 per division 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.

KG Heydte, German Independent Regiments:

**5., 6., 7., 8./II./FJR 6, (k)GrW./II./FJR6, GrW./II./FJR6* (6 Units): arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067), if not already arrived.

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 *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.

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.

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/12, 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.

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.

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). These units can delay until 1500, June 6, in order to arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016).

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

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

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

KG Simon, 243.Infanterie-Division:

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

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

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

German Events:

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

Allied Reinforcements:

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).

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).

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).

Allied Events:

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* (2 Units +2 Markers): arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), if not already arrived.

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), or 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 D (82.024). These units can delay until 1700, June 6, in order to arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016).

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).

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 1 AT type (white FP) *Nachhut* and *Pzsrk/922* to

the 243.Infanterie-Division Display.

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

Allied Reinforcements:
327th Glider Infantry Regiment, 101st Airborne Division:

Leader *COL Wear, A, B, C, HQ/1/401* (Leader + 4 Units): En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

Allied Events:

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

1700, June 6, 1944
German Reinforcements:
KG Müller, 243.Infanterie-Division:

*Leader Obstlt Müller, 9., 10., 11., 12./III./Gren 922, GrW./III./922, 13., 14./Gren 922 (Leader + 7 Units): arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), if not already arrived.

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

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). This unit can delay until 1900, June 6, 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 *III./Gren 739* attachment marker to the KG Müller Kampfgruppen Composition.

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.

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).

Independent Units, 709.Infanterie-Division:

*7-9./III./Art.243, 7-9./III./Art.243 – Contact Pending (1 Unit +1 Marker): arrives at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), if not already arrived.

German Events:

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

Add 2 (1 x AT type (white FP); 1 x Infantry type (pink FP)) *Nachhut* and *Pzsrk/920* to the 243.Infanterie-Division Display.

2100, June 6, 1944
Allied Reinforcements:
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

Night, June 6, 1944
Allied Reinforcements:
Third Drop – B "Mission Elmira" (82nd) (place units when the *82 ABN Div* Activation Chit is drawn. Units are mounted or not (owning player's choice). Roll on the Drop Table when they first become active)**:**

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

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

Independent Units, 82nd Airborne Division:

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

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

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

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

"There But for the Grace of God"
Night 6/5/44 - Night 6/13/44
Campaign Scenario #5

This scenario involves the initial airborne plan to cut the Cotentin Peninsula shortly after landing in Normandy and isolate the port of Cherbourg from reinforcement. It includes five American divisions and five German divisions, both with elements from additional divisions and corps. This is the hypothetical full monte.

This scenario is ideal for multiple players between 2 and 10, and can handle as many as 12 players effectively. The scenario ends at the conclusion of the Night turn on 13 June – when one chit remains in the mug.

Set-up

This scenario uses Campaign Game Map 5 (Montbourg Map), Map 6 (Isigny Map), Map 7 (Pont-l'Abbé Map), Map 8 (St-Sauveur-le-Vicomte Map), Map 9 (Bricquebec Map), Map F (Valognes Map), and 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. Play begins with Step H of the Sequence of Play. You will also need all 12 of the Division Displays, 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.

352.Infanterie-Division Troop Quality: -2

The 352.Infanterie-Division has a Command Rating of 3 and a Dispatch Rating of 1. 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 **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, 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.

The 352.Infanterie-Division is not active during the Night, 5 June turn. Therefore its Division Activation chit is not placed in the mug.

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*; *II./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*; *II./Gren 1058*; *III./Gren 1058*

KG Heydte: *I./FJR 6*; *III./FJR 6*

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

243.Infanterie-Division:

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

352.Infanterie-Division:

KG Heyna: *II./Gren 914*

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

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 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:

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

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

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:

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*: 53.033

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

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

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

9./III./FJR 6: 25.052

10./III./FJR 6: 32.058

11./III./FJR 6: 34.067

12./III./FJR 6: 28.064

(k)GrW./III./FJR6: 33.061

GrW./III./FJR6: 33.059

13./FJR 6: 49.066

14./FJR 6: 52.066

15./FJR 6: 52.063

Inf.Ges./FJR 6: 57.065

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

KG Heyna, 352.Infanterie-Division (units cannot cross north or west of la Douve (River) or the Canal de Vire et Taute until 8 June):

5./II./Gren 914: 14.049

6./II./Gren 914: 18.046

7./II./Gren 914: 10.049

8./II./Gren 914: 23.052

GrW./II./914: 15.049

Leader *Obstlt Heyna*: may be stacked with any KG Heyna unit (historically – off-map)

Independent Units, 352.Infanterie-Division (units cannot cross north or west of la Douve (River) or the Canal de Vire et Taute until 8 June):

Wn 93: 06.043

Wn 94: 07.049

Wn 94a: 03.045

Wn 95: 08.049

Wn 96: 05.044

Wn 96a: 07.047

Wn 97: 11.043

Wn 98: 16.043

Wn 99a: 18.044

Wn 99b: 17.042

Wn 99c: 17.043

Wn 100: 20.046

4./II./Art. 352, 4./II./Art. 352 – Contact Pending (1 Unit +1 Marker): 01.038

5./II./Art. 352, 5./II./Art. 352 – Contact Pending (1 Unit +1 Marker): 01.041

6./II./Art. 352, 6./II./Art. 352 – Contact Pending (1 Unit +1 Marker): 02.040

Maisy Art. Force marker: 01.034

Maisy I Bty, Maisy I Bty – Contact Pending, Maisy II Bty, Maisy II Bty – Contact Pending (2 Units +2 Markers): inside Artillery Park Maisy Bty on the 352.Infanterie-Division Display

German Independent Regiments:

3./Bau-Pi. 802: 38.019

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

2./le.Flak 931: 29.051

4./le.Flak 931: 28.052

5./gem.Flak 653: 29.049

6./gem.Flak 653: 22.053

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

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

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

1 *Nachhut* is placed on the 352.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.

20 *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, 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 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 per rule #6.0 in the Exclusive Rules. Other events are noted in the Master Reinforcement, Withdrawal, & 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. 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

Events prior to 0700, June 6, 1944

Optional: Landings on the Iles St. Marcouf:

See Optional Rule #18.10 Iles St. Marcouf Assault in the Exclusive Rules for the outcome of the invasion of the Iles St. Marcouf at 0430, 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 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 6 Command Points and 3 Dispatch Points 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.

Set the 352.Infanterie-Division Troop Quality to: 0

Add 0 Command Points and 0 Dispatch Points to the 352. 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 once 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, *243.Inf.Div.* Activation, *352.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

Campaign Game Special Rules

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

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

Hex 01.044 is a reinforcement hex for both sides. Initially, it supports the 352.Infanterie-Division. On the 0700, 9 June turn it becomes a V Corps Reinforcement Hex. The restriction about staying more than 2 hexes away from a reinforcement hex only applies to the German units that can move starting on 0700, 9 June. That means that any German unit entering the map at this reinforcement hex must move outside of the 2 hex range as quickly as possible prior to that turn (the one exception is Wn 94a, which cannot move).

German units cannot "Entrench" within 2 hexes of either of the Isigny bridge hexes (03.045 or 03.046) .

As this is a hypothetical scenario, the players are given more free reign in determining where and when to commit their units. Therefore, the objectives for this scenario are based on American and German objectives, rather than at the divisional level.

American Objectives:

Primary: Clear and defend a route (no German FZs) from the Utah Beach reinforcement hex (either 19.027 (Actual) or 22.025 (Planned) depending on the Beach Overlay that is used) to the Plage de Portbail (101.057) at the end of the scenario.

Secondary: Seize and hold all 6 hexes of Carentan (24.052, 24.053, 25.052, 25.053, 26.052, 26.053) and control one of the two bridges east of Carentan (23.052/24.053 or 23.053/24.053) at the end of the scenario.

Tertiary: Seize the city of Montebourg and its surrounding built-up areas (53.015, 53.016, 53.017, 54.016, 54.017, 55.016) at the end of the scenario.

German Objectives:

Primary: Prevent the Americans from cutting the Co-tentin Peninsula and achieving their primary objective at the end of the scenario.

Secondary: Retain control of 2 of the 4 hexes of Pont-l'Abbé (56.040, 56.041, 57.040, and 57.041) and control the bridge along la Douve (River) near la Gue-noderie (56.043/57.042) at the end of the scenario.

Tertiary: Prevent any V Corps unit from linking up (stacking) with any VII Corps unit by the end of the scenario.

Master Reinforcement, Withdrawal, & Event Guide

0900, June 6, 1944

German Reinforcements:

KG Heydte, German Independent Regiments:

5., 6., 7., 8./II./FJR 6, (k)GrW, GrW./II./FJR6 (6 Units): arrive at the Fallschirmjäger-Regiment 6 Reinforce-ment Hex A (62.065). These units can delay until 1100, June 6, in order to arrive at the Fallschirmjäger-Regi-ment 6 Reinforcement Hex B (34.067).

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

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

German Events:

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

Add 1 x KG Heydte Infantry type (pink FP) *Nachhut* to the 91.Luftlande Infanterie-Division Display.

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

Add *238 Eng Bn* attachment marker to either the 82nd Airborne Division, the 101st Airborne Division, or the 4th Infantry Division Regimental Composition, player's choice.

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 per division are in play, they remain until lost or re-moved 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.

KG Heydte, German Independent Regiments:

**5., 6., 7., 8./II./FJR 6, (k)GrW./II./FJR6, GrW./II./FJR6*
(6 Units): arrive at the Fallschirmjäger-Regiment 6 Re-inforcement Hex B (34.067), if not already arrived.

Independent Units, 91.Luftlande Infanterie-Divi-sion: (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 *KG Hoffmann* and *Sturm AOK 7* attachment mark-ers to the 709.Infanterie-Division Kampfgruppen Com-position.

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

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.

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/12, 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.

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.

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). These units can delay until 1500, June 6, in order to arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforce-

ment Hex F (73.016).

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

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

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

KG Simon, 243.Infanterie-Division:

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

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

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

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).

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:

B/4th Cav: En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear) *Only if this unit did not seize the Île du Large per optional rule #18.10*

1/B/4th Cav: En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear) *Only if its parent unit did seize the Île du Large per optional rule #18.10. If the optional rule is not used at all, then this is the reinforcement that arrives.*

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).

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 (2 Units +2 Markers): arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), if not already arrived.

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), or 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 D (82.024). These units can delay until 1700, June 6, in order to arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016).

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).

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

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

Allied Reinforcements:

327th Glider Infantry Regiment, 101st Airborne Division:

Leader *COL Wear, A, B, C, HQ/1/401* (Leader + 4 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/24th Cav: arrives at VII Corps Reinforcement Hex *Only if this unit did not seize the Île du Large per optional rule #18.10. If the optional rule is not used at all, then this unit does not arrive at this time.*

Allied Events:

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

1700, June 6, 1944

German Reinforcements:

KG Müller, 243.Infanterie-Division:

*Leader Obstlt Müller, 9., 10., 11., 12./III./Gren 922, GrW./III./922, 13., 14./Gren 922 (Leader + 7 Units): arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), if not already arrived.

9., 10., 11., 12./III./Gren 739 (4 Units): arrive at the 709.ID Reinforcement Hex A (99.023), the 243.ID Re-

inforcement Hex D (82.024), 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:

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). This unit can delay until 1900, June 6, 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 *III./Gren 739* attachment marker to the KG Müller Kampfgruppen Composition.

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.

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. These units can delay until 2100, June 6, in order to arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016).

Independent Units, 709.Infanterie-Division:

*7-9./III./Art.243, *7-9./III./Art.243 – Contact Pending* (1 Unit +1 Marker): arrives at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), if not already arrived.

German Events:

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

Add 2 (1 x AT type (white FP); 1 x Infantry type (pink FP)) *Nachhut* and *Pzsrk/920* to the 243.Infanterie-Division Display.

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).

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), if not already arrived.

Allied Reinforcements:

Independent Units, 101st Airborne Division:

D, E, F 81 AA/AT (3 Units): En Route from England, Bound for Utah Beach box or VII Corps Reinforcement Hex (if Utah Beach is clear).

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

Night, June 6, 1944

German Reinforcements:

KG Rohrbach, 709.Infanterie-Division:

Leader *Oberst Rohrbach, 8./II./Gren 920* (Leader + 1 Unit): arrive at the the 243.ID Reinforcement Hex D (82.024), or the 709.ID Reinforcement Hex A (99.023), player's choice. This unit can delay until 0700, June 7, 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 *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.

Allied Reinforcements:

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

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

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

Independent Units, 82nd Airborne Division:

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

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

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

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

Allied Events:

82nd Airborne Division is now limited to 6 *Rearguard*.

Remove any excess above this number if they are located on the Division Display. If more than 6 are in play, they remain until lost or removed from the map.

0700, June 7, 1944

German Reinforcements:

KG Rohrbach, 709.Infanterie-Division:

* Leader *Oberst Rohrbach, 8./II./Gren 920* (Leader + 1 Unit): arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), if not already arrived.

5., 6., 7./II./Gren 920, GrW./II./920 (4 Units): arrive at the 243.ID Reinforcement Hex D (82.024), or the 709. ID Reinforcement Hex A (99.023), player's choice. These units can delay until 0900, June 7, in order to arrive at the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016).

Independent Units, 709.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), 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.

1., 2., 3., 4./Ost 635 (4 Units): arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex A (62.065). These units can delay until 1100, June 7, in order to arrive at the Fallschirmjäger-Regiment 6 Reinforcement Hex B (34.067).

German Events:

Add *III./FJ.Ers. 1* attachment marker to the 709.Infanterie-Division Kampfgruppen Composition.

Add *Ost 635* attachment marker to either the 709.Infanterie-Division or the 243.Infanterie-Division Kampfgruppen Composition, player's choice.

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

Add 1 *Divisional Trucks* marker to the 709.Infanterie-Division Display.

Allied Reinforcements:

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

6th Armor Group, VII Corps Independent Units:

D, HHC / 746 Tank (2 Units): arrive at the VII Corps Reinforcement Hex.

1110th Engineer Group, VII Corps Independent Units:

A, B, C/148 Eng (3 Units): arrive at the VII Corps Reinforcement Hex.

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.

Add *148 Eng Bn* attachment marker to either the 82nd Airborne Division, the 101st Airborne Division, or the 4th Infantry Division Regimental Composition, player's choice.

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), if not already arrived.

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.

Independent Units, 82nd Airborne Division:

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

6th Armor Group, VII Corps Independent Units:

Svc/746 Tank: arrives at the VII Corps Reinforcement Hex.

Allied Events:

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.

1100, June 7, 1944
German Reinforcements:
German Independent Regiments:

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

*1., 2., 3., 4./Ost 635 (4 Units): arrive at the Fallschirm-jäger-Regiment 6 Reinforcement Hex B (34.067), if not already arrived.

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

1300, June 7, 1944
Allied Reinforcements:
1120th Engineer Group, VII Corps Independent Units:

A, B, C/294 Eng (3 Units): arrive at the VII Corps Reinforcement Hex.

Allied Events:

Add *294th Eng Bn* attachment marker to either the 82nd Airborne Division, the 101st Airborne Division, the 4th Infantry Division, or the 90th Infantry Division Regimental Composition, player's choice.

1500, June 7, 1944
German Reinforcements:
KG Heyna, 352.Infanterie-Division:

1., 2., 3., 4., GrW./Ost 439 (5 Units): arrive at the 352. ID Reinforcement Hex A (01.044).

German Events:

Add *Ost 439* attachment marker to the KG Heyna Kampfgruppen Composition.

Add 1 *Nachhut* to the 352.Infanterie-Division Display.

Allied Reinforcements:

327th Glider Infantry Regiment, 101st Airborne Division:

A/1/327: arrives at the VII Corps Reinforcement Hex.

G/2/327: arrives at the VII Corps Reinforcement Hex.

Independent Units, 101st Airborne Division:

B/326 Eng: arrives at the VII Corps Reinforcement Hex.

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.

1900, June 7, 1944

Allied Reinforcements:

Independent Units, 82nd Airborne Division:

D, E, F 80 AA/AT (3 Units): arrive at the VII Corps Reinforcement Hex.

327th Glider Infantry Regiment, 101st Airborne Division:

E, F, HQ/2/327 (3 Units): arrive at the VII Corps Reinforcement Hex.

Independent Units, 101st Airborne Division:

A/326 Eng: arrives at the VII Corps Reinforcement Hex.

Allied Events:

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

2100, June 7, 1944

Allied Reinforcements:

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

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.

Allied Reinforcements:

327th Glider Infantry Regiment, 101st Airborne Division:

B, HQ/1/327 (2 Units): arrive at the VII Corps Reinforcement Hex.

Allied Events:

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

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.

All movement restrictions for the 352.Infanterie-Division are removed. Their units are free to move west and north of la Douve (River) and the Canal de Vire et Taute.

Allied Events:

90th Infantry Division deployment restrictions end. However, the 359th IR is still attached to the 4th Infantry Division until released using the attachment rules (per Rules 13.1 and 13.2).

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), the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), player's choice.

1100, June 8, 1944
German Reinforcements:
Independent Units, 709.Infanterie-Division:

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

Allied Reinforcements:
Independent Units, 90th Infantry Division:

AC, Sct/90 Recon (2 Units): arrive at the VII Corps Reinforcement Hex.

1120th Engineer Group, VII Corps Independent Units:

A, B, C/297 Eng (3 Units): arrive at the VII Corps Reinforcement Hex.

Allied Events:

Add *297 Eng Bn* attachment marker to either the 82nd Airborne Division, the 101st Airborne Division, the 4th Infantry Division, or the 90th Infantry Division Regimental Composition, player's choice.

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 Reinforcements:
Independent Units, 90th Infantry Division:

A, B/315 Eng (2 Units): arrive at the VII Corps Reinforcement Hex.

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 the VII Corps Reinforcement Hex.

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 the VII Corps Reinforcement Hex.

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 the VII Corps Reinforcement Hex.

Independent Units, 90th Infantry Division:

HQ Def 90ID: arrives at the VII Corps Reinforcement Hex.

Independent Units, VII Corps:

B/24th Cav: arrives at VII Corps Reinforcement Hex *Only if this unit did seize the Île du Large per optional rule #18.10 or if the optional rule was not used.*

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 the VII Corps Reinforcement Hex.

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:

KG Heyna, 352.Infanterie-Division:

1., 3./I./Gren 914 (2 Units): arrive at the 352.ID Reinforcement Hex A (01.044).

2./I./Gren 914 (*1-step*): arrives at the 352.ID Reinforcement Hex A (01.044).

4./I./Gren 914 (*1-step*): arrives at the 352.ID Reinforcement Hex A (01.044).

GrW./I./914 (*1-step*): arrives at the 352.ID Reinforcement Hex A (01.044).

Independent Units, 352.Infanterie-Division:

1., 2./LanBau-Pi 17 (2 Units): arrive at the 352.ID Reinforcement Hex A (01.044).

German Events:

Add *I./Gren 914* attachment marker to the KG Heyna Regimental Composition.

Add 1 *Nachhut* to the 352.Infanterie-Division Display.

Add 1 *Sperre* marker to the 352.Infanterie-Division Display.

Allied Reinforcements:

327th Glider Infantry Regiment, 101st Airborne Division:

C/1/327: arrives at the VII Corps Reinforcement Hex.

Independent Units, 101st Airborne Division:

321 Glider FA, 321 Glider FA – Contact Pending (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex.

Allied Events:

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

0700, June 9, 1944

German Reinforcements:

KG Rohrbach, 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.

German Events:

Add *Pz. 206* attachment marker to the 709.Infanterie-Division Kampfgruppen Composition.

Allied Reinforcements:

Independent Units, 90th Infantry Division:

344th FA Bn, 344th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex.

175th Infantry Regiment, 29th Infantry Division:

Leader *COL Goode, K/3/175* (Leader + 1 Unit): arrives at the V Corps Reinforcement Hex A (01.044). *This unit will start to withdraw at 1900, 9 June to the southeast of the map.*

Allied Events:

Set the V Corps Assets Troop Quality to: 0

The V Corps Assets start with a Command Rating of 2 and a Dispatch Rating of 2. Add 3 Command Points and 1 Dispatch Point to the Division Display.

Add the *V Corps Assets* Activation chit to the mug.

Add *175th Inf Rgt* and *3rd Bn 175th Inf* attachment markers to the V Corps Assets Regimental 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.

German Independent Regiments:

2., 3., 6./gem.Flak 497 (3 Units): arrive at the 352.ID Reinforcement Hex B (01.065).

Allied Reinforcements:

Independent Units, 90th Infantry Division:

345th FA Bn, 345th FA Bn – Contact Pending (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex.

175th Infantry Regiment, 29th Infantry Division:

I, L/3/175 (2 Units): arrives at the V Corps Reinforcement Hex A (01.044). *I/3/175 will start to withdraw at 1900, 9 June to the southeast of the map.*

Allied Events:

Add 1 x 29th Infantry Division *Rearguard* to the V Corps Assets Display.

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), the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), player's choice.

Allied Reinforcements:

Independent Units, 101st Airborne Division:

C 81 AA/AT: arrives at the VII Corps Reinforcement Hex.

175th Infantry Regiment, 29th Infantry Division:

M/3/175: arrives at the V Corps Reinforcement Hex A (01.044). *This unit will start to withdraw at 1900, 9 June to the southeast of the map.*

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), the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), player's choice.

Allied Reinforcements:

Independent Units, 90th Infantry Division:

343rd FA Bn, *343rd FA Bn – Contact Pending* (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex.

175th Infantry Regiment, 29th Infantry Division:

B, *C/1/175* (2 Units): arrive at the V Corps Reinforcement Hex A (01.044). *B/1/175 will start to withdraw at 2100, 9 June to the southeast of the map.*

Allied Events:

Add *1st Bn 175th Inf* attachment marker to the 175th IR, V Corps Assets Regimental Composition.

Add 1 x 29th Infantry Division *Rearguard* to the V Corps Assets Display.

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), the 243.ID Reinforcement Hex E (73.023), or the 243.ID Reinforcement Hex F (73.016), player's choice.

German Independent Regiments:

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 the VII Corps Reinforcement Hex.

175th Infantry Regiment, 29th Infantry Division:

A, D/1/175 (2 Units): arrive at the V Corps Reinforce-

ment Hex A (01.044). *These units will start to withdraw at 2100, 9 June to the southeast of the map.*

1700, June 9, 1944

German Reinforcements:

KG Hoffmann, 709.Infanterie-Division:

5., 6., 7., 8./II./Gren 921, GrW./II./921 (5 Units): arrive at the 709.ID Reinforcement Hex B (73.012), or the 709.ID Reinforcement Hex C (70.011), 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, 82nd Airborne Division:

456 Para FA, *456 Para FA – Contact Pending* (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex.

Independent Units, 90th Infantry Division:

915th FA Bn, *915th FA Bn – Contact Pending* (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex.

175th Infantry Regiment, 29th Infantry Division:

E, F/2/175 (2 Units): arrive at the V Corps Reinforcement Hex A (01.044).

Allied Events:

Add *2nd Bn 175th Inf* attachment marker to the 175th IR, V Corps Assets Regimental Composition.

1900, June 9, 1944

Allied Reinforcements:

Independent Units, 101st Airborne Division:

907 Glider FA, *907 Glider FA – Contact Pending* (1 Unit +1 Marker): arrives at the VII Corps Reinforcement Hex.

175th Infantry Regiment, 29th Infantry Division:

G, H/2/175 (2 Units): arrive at the V Corps Reinforcement Hex A (01.044).

Allied Withdrawals:

175th Infantry Regiment, 29th Infantry Division:

I, K, M/3/175 (3 Units): must exit the map to the southeast (01.056 or 01.057) as soon as possible. These units pushed toward Saint-Lô.

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.

Allied Reinforcements:
175th Infantry Regiment, 29th Infantry Division:

AT/175: arrives at the V Corps Reinforcement Hex A (01.044).

Allied Withdrawals:
175th Infantry Regiment, 29th Infantry Division:

A, B, D/1/175 (3 Units): must exit the map to the southeast (01.056 or 01.057) as soon as possible. These units pushed toward Saint-Lô.

Allied Events:

Remove 1 x 29th Infantry Division *Rearguard* from the V Corps Assets 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 Withdrawals:
German Independent Regiments:

4./Geb.Art. 191: must exit any road to the south of the map as soon as possible. This was a mountain howitzer which was out of ammunition.

Remove the *4./Geb.Art. 191 – Contact Pending* marker from play.

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, 29th Infantry Division:

AC, Sct/29 Recon (2 Units): arrive at the V Corps Reinforcement Hex A (01.044). *These units will start to withdraw at 2100, 10 June to the southeast of the map.*

175th Infantry Regiment, 29th Infantry Division:

Cannon/175: arrives at the V Corps Reinforcement Hex A (01.044).

Independent Units, VII Corps:

87th Arm FA, 87th Arm FA – Contact Pending (1 Unit +1 Marker): arrives at VII Corps Reinforcement Hex.

Allied Events:

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

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 arrives at the 709.ID Reinforcement Hex B (73.012), the 709.ID Reinforcement Hex C (70.011), or the 243.ID Reinforcement Hex D (82.024), 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).

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).

Independent Units, 17.SS-Panzergrenadier-Division:

1./SS-Pz.Auf. 17: arrives at the 352.ID Reinforcement Hex B (01.065) *This unit starts to withdraw at Night, 10 June to the southeast of the map.*

German Events:

Set the 17.SS-Panzergrenadier-Division Troop Quality to: -2

Add *17.SS-PzGr.Div.* Activation chit to the mug. During the division activations, do not roll for Dispatch Points until 1700, June 10. Do not roll for Command Points until 1100, June 11.

Add *I./Gren 922* attachment marker to the KG Rohrbach Kampfgruppen Composition.

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:
Independent Units, 29th Infantry Division:

C/121 Eng: arrives at the V Corps Reinforcement Hex A (01.044).

4th Cavalry Squadron, VII Corps Independent Units:

B/4th Cav (*1-step*): arrives at VII Corps Reinforcement Hex. *Only if this unit did seize the Île du Large per Exclusive Rule #18.10.* 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.*

Allied Events:

Add 1 V Corps *Roadblock* marker to the V Corps Assets Display.

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.

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 VII Corps Reinforcement Hex.

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

Independent Units, 352.Infanterie-Division:

1., 2., 3./Pi. Angers (3 Units): arrive at the 352.ID Reinforcement Hex B (01.065).

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.

Add 2 *Sperre* markers to 352.Infanterie-Division Display.

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.

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, 29th Infantry Division:

224th FA Bn, *224th FA Bn – Contact Pending* (1 Unit +1 Marker): arrives at the V Corps Reinforcement Hex A (01.044).

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 any Allied Division Display, currently in play, other than the V Corps Assets.

1500, June 10, 1944

German Reinforcements:

KG Horstmann, 17.SS-Panzergrenadier-Division:

16./SS-PG 38: arrives at the 17.SS Reinforcement Hex C (05.066).

Allied Reinforcements:

Independent Units, 9th Infantry Division:

A, B, C/15 Eng (3 Units): arrive at VII Corps Reinforcement Hex.

Independent Units, VII Corps:

B/899 TD: arrives at VII Corps Reinforcement Hex.

Allied Events:

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

1700, June 10, 1944

German Reinforcements:
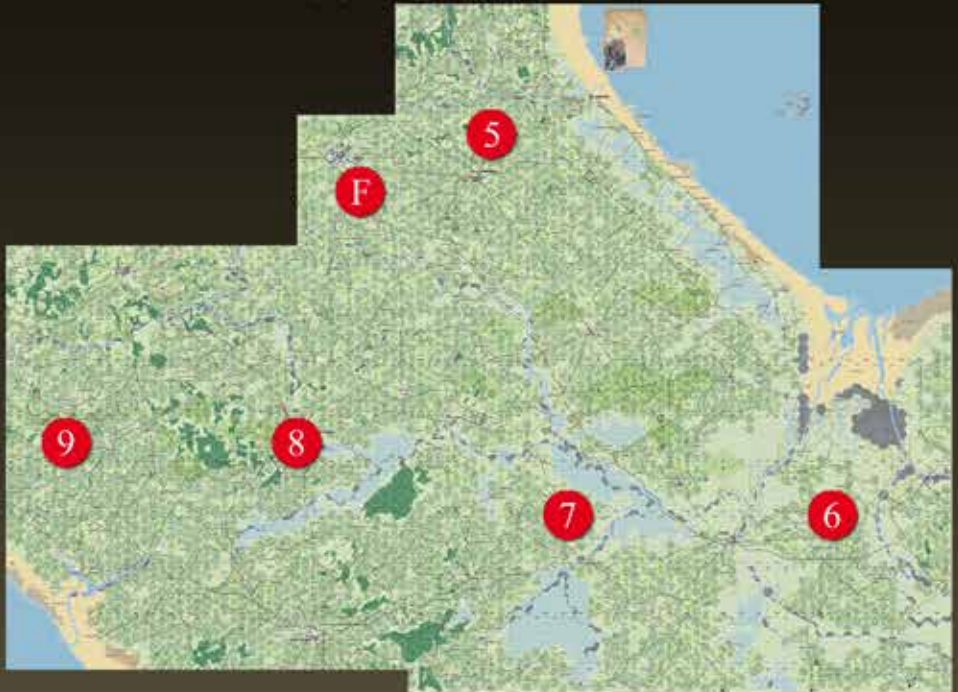
KG Fick, 17.SS-Panzergrenadier-Division:

16./SS-PG 37: arrives at the 17.SS Reinforcement Hex A (26.067).

Campaign Game Reduced Maps

Campaign Scenario 1 "One Great Day"

Campaign Scenario 2 "We'll Take it from Here"

Campaign Game Full Map

Campaign Scenario 3 "The Greatest Day: Utah Beach"
Campaign Scenario 4 "What Might Have Been"
Campaign Scenario 5 "There But for the Grace of God"

Montebourg Map

Valognes Map

U2 Planned Beach Overlay

U1 Actual Beach Overlay

Bricquebec Map

St-Sauveur-le-Vicomte Map

Pont-l'Abbé Map

Isigny Map