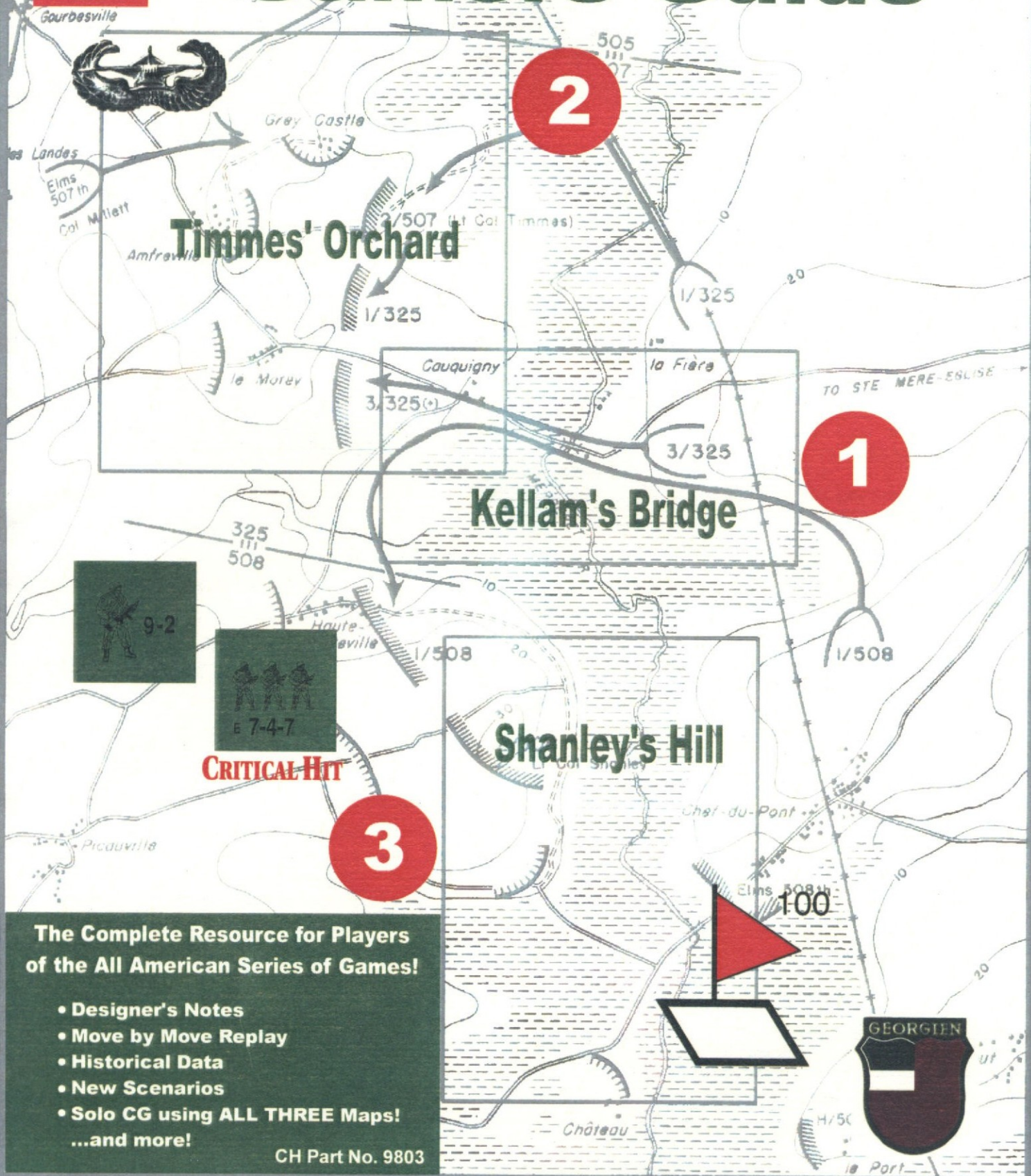




All American Gamers Guide



Timmes' Orchard

Kellam's Bridge

Shanley's Hill

CRITICAL HIT

The Complete Resource for Players of the All American Series of Games!

- Designer's Notes
- Move by Move Replay
- Historical Data
- New Scenarios
- Solo CG using ALL THREE Maps!
- ...and more!

CH Part No. 9803

Gamers Guide

DESIGNER'S NOTES: SHANLEY'S HILL

2

by Ian Daghish

The how and why from a design theory perspective plus play tips and scenario strategies for the third and final game by the designer of the All American trilogy...



NIGHT DROP!

7

Platoon Leader CG

This undertaking brings all three maps together for the open minded gamer looking for a bit of adventure in the Norman countryside...



SCENARIOS

12

Historical Adaptations

If you thought these were fun on geomorphic boards we trust playing them on the 'real' battlefields will be a unique experience...



THE GATHERING

16

by Richard Eichenlaub

Sit on Dick's shoulder and watch him play out the action in our Timmes' Orchard solo-mission "The Gathering" move by move...



CH INTERVIEW

22

with Robert Murphy, A Company 505th P.I.R. (ret.)

Our interview subject, Robert Murphy, was there at La Fiere as an 82nd Airborne Pathfinder so we know he has the unique insights into the battle and the game depicting the battle...



All American

NOTE: Critical Hit!, Inc. employs the Putnam Associated Resource Center to assemble and pack its game products. P.A.R.C. employs a staff of handicapped persons in its shops and warehouses. If you are a business owner or decision maker in a firm we urge you to look into employing the handicapped today!

CRITICAL HIT

Welcome to the All American Gamers Guide! This publication is specifically aimed at increasing the enjoyment of our three game series depicting the actions of the 82nd Airborne Division during D-Day and the days that followed. In these pages, you will hear from a combat veteran of the fighting, Robert Murphy, follow along move-by-move in Richard Eichenlaub's game of our solo-mission, The Gathering, and gain insight into the mind of series designer Ian Daghish. There's more here, including a PL CG for All American and a few of scenarios adapted to our historical maps.

Managing Editor
Raymond J. Tapio

Series Designer
Ian Daghish

Research
Ian Daghish, Phil Nobo

Guest Interview
Robert Murphy

The All American Gamers Guide is published in the United States by Critical Hit, Inc., PO Drawer 279, Croton Falls, NY 10519. Changes of address should be forwarded in advance to the publisher, who assumes no liability for copies not forwarded due to change of address.

The All American three-game trilogy consists of games depicting the actions at Kellam's Bridge, Timmes' Orchard and Shanley's Hill. They are available at better hobby and game stores or direct from Critical Hit. See the order form elsewhere in this issue.

Submissions are welcome for Critical Hit Tactical Level Gaming magazine and become the property of Critical Hit!, Inc. in the absence of other written arrangements. No portion of this magazine may be reproduced in any manner, electronic or otherwise, without express written permission of the publisher. Most game names are the trademarks of the companies publishing those games. Use of a trademark to identify a product without mention of trademark status does not imply the sponsorship of the trademark holder and should not be construed as a challenge to that trademark. See information elsewhere in this issue for subscription options. Dealer inquiries are welcome.

FREE DOWNLOADS FOR CH PRODUCTS!
WWW.CRITICALHIT.COM

SHANLEY'S HILL DESIGNER'S NOTES

by Ian Daghish

ALL AMERICAN The 82nd Airborne at Shanley's Hill: June 6-9, 1944 tells the story of Lt. Colonel Shanley and his men as they contest the crucial Norman village of Chef du Pont and attempt to hang on to the famous Hill 30 to consolidate a bridgehead over the Merderet River, west of Sainte Mere Eglise.

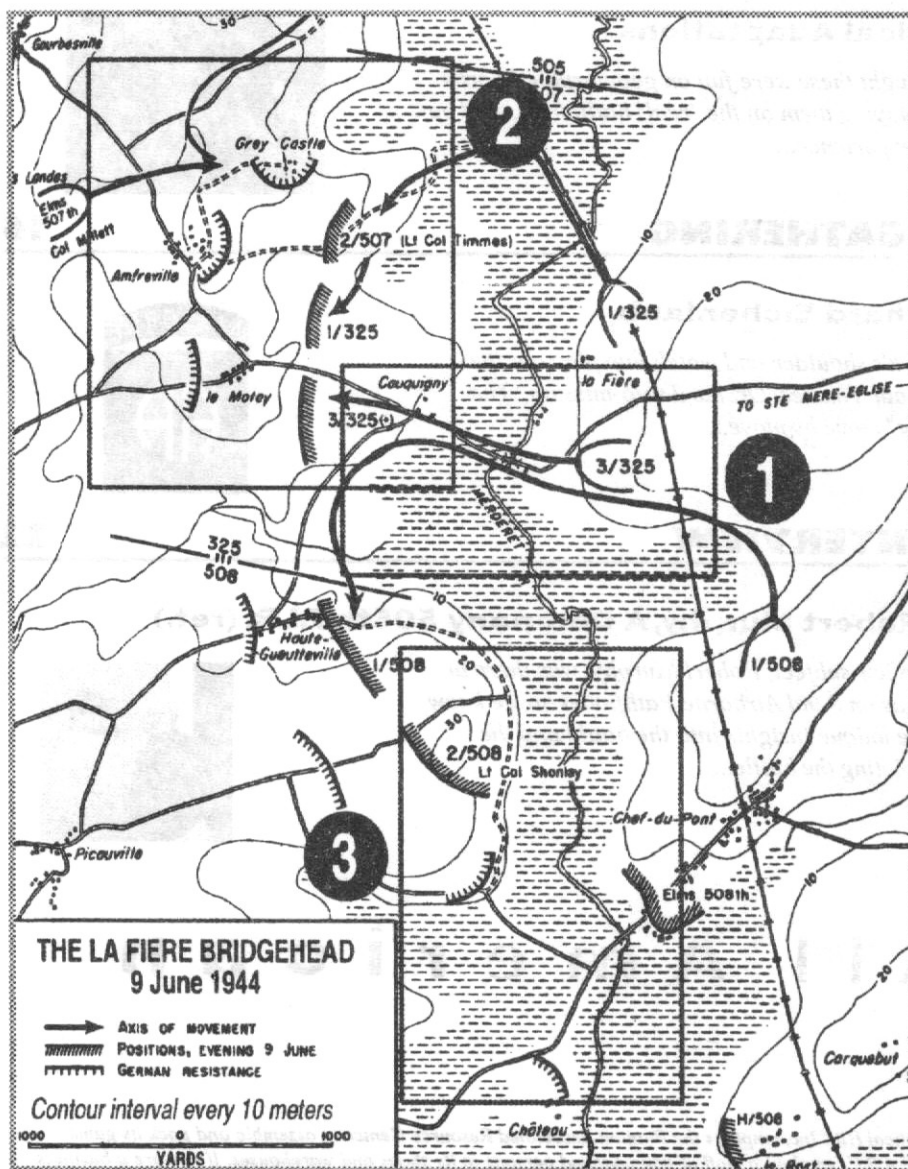
Shanley's Hill is the third game in our series depicting the actions of the 82nd Airborne following their famous D-Day night drop. The approximate map areas represented by our three game maps, Kellam's Bridge (1), Timmes' Orchard (2) and Shanley's Hill (3) are shown below:

This third and final installment of the ALL AMERICAN saga tells two stories. The main feature of the show concerns the various actions that took place around Hill 30, "Shanley's Hill". But before the main feature begins, while Lieutenant Colonel Shanley is still maneuvering around Picauville and leading his accumulated force to Hill 30, we present the events that took place on 6th June in the small town of Chef du Pont.

In this first story, the town of Chef du Pont is contested on 6th June and the bridge denied to the enemy, although the causeway itself remains "no man's land".

Next, from 7th June onwards, we come to Shanley's epic seizure and hold of Hill 30. While the American presence on this obscure hill was of little tactical value, strategically it helped to shape the breakout from the Utah Beach bridgehead. The Germans' attempts to overwhelm Shanley's strategic outpost dis-

tracted them from other areas, and blunted good quality units which would otherwise have been deployed directly against the Cauquigny and Chef du Pont crossings. What is more, Shanley's presence "on the other side" was a strong incentive to fellow Americans on the east bank to "think positive" about advancing. The Merderet bridge at Chef du Pont would almost certainly have been blown by the Americans on 7th June had it not been for concern over links with Shanley's hill. In the end, Lindquist's relieving force was to come to the hill the long way round, from Chef du Pont via La Fiere and Cauquigny. Nevertheless, the survival of the principal east-west arterial road over the Merderet permitted a rapid American build up to the southwest, in particular the rapid advance of the 508th towards Baupete, and later the taking of Saint Sauveur le Vicomte by other elements of the 82nd.





AA19 GAVIN'S TRAIN

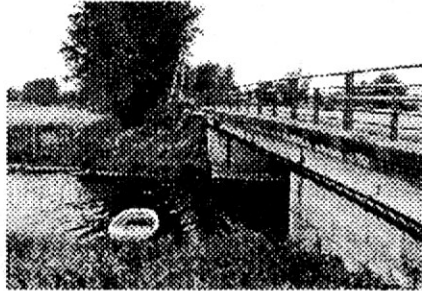
The designer has always opposed lengthy new rules for railway terrain. The elegantly simple rule in Red Barricades worked well in the absence of trains. For railways running through hexes, the argument for treating them as Open Ground is simply that the footing provided to Infantry and most vehicles would be at least as easy to negotiate as most Open Ground! (Note: this might not be the case for Cavalry, or motorcycles, neither of which concerns us in "Gavin's Train".)

The depiction of a railway train (and railway terrain) was given careful thought before this scenario was developed. It is expected that general rules for railways will eventually form part of the ASLRB, and when such rules are available players may agree to substitute same. But for this specific situation it was decided that a train could be replicated with minimal extra rules.

As for scale, a steam locomotive and tender would come in at about 20 yards/meters. Add a six-wagon train plus flat car and passenger accommodation, and we have a total of about 120 yards, so three hexes. Giving the "engine" a zero/+1 armor factor may appear generous, but then the front of the "vehicle" would present a great deal of metalwork, and remember also that the crew of this vehicle is always CE (check out the counter and Chapter H).

A final word about General "Slim Jim" Gavin, who at last makes his personal appearance in ALL AMERICAN. Flying in with elements of the 508th, Gavin had landed near to Timmes' Orchard, later leading a band of men (largely 507th, whose performance he did not rate highly!) across the marsh to the railway north of La Fiere. Arriving at La Fiere, Gavin was pleased to find the 505th in good order and (apparently) on top of the situation. He looked south for further crossing points from which to regain the west bank of the Merderet. Told, misleadingly, by a Frenchman that the small town of Chef du Pont was unoccupied, Gavin set off down the railway line.

Whether or not he was present at the taking of the train is not certain. After the train's capture, word came to Gavin that the situation at La Fiere was deteriorating, so about mid-afternoon he retraced his steps, leaving Ostberg to seize the town.



AA20 & 21 YOU'VE KILLED US! and MALONEY'S TURN

Gavin left Ostberg with instructions "to organize an attack across the river whenever it would be feasible, probably after it got dark." Ostberg had other ideas. His men had kept the enemy on the run, chasing the retreating Germans through the houses to the bridge where this action begins. Having once stalled he was keen to resume the momentum, and paid the price for his zeal. Cut down by a burst of machine gun fire, Ostberg's body toppled into the river near the bridge.

Earlier in the day, Gavin had taken the precaution of splitting 507th men who were to move on Chef du Pont into two columns. Unnecessary in hindsight, this was nevertheless a sound command decision given the uncertainty of the situation. While Gavin and Ostberg moved down the railway, Maloney's parallel column guarded their eastern flank, later closing on Chef du Pont from the south east. It seems likely that Ostberg had no idea of Maloney's imminent approach when he made his own fatal charge on the bridge. For this reason, these two similar actions are presented as they occurred: separately!

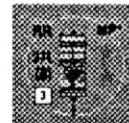
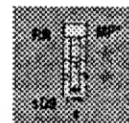
In game terms, the unusual treatment of the German OBA is intended to reflect a continual, though not overwhelming, mortar fire on Maloney's position.

Some accounts mention German tanks taking part in these actions. In his book "D Day", Stephen Ambrose suggests that three Renault tanks crossed the causeway road to Chef du Pont, the lead tank CE, firing "20mm" into the houses. Sergeants Hummle and Hill are credited with de-

Designer's Notes

The photos in this set were all snapped during designer Ian's July 1997 visit to the Normandy battlefield where these historic events took place over 50 years ago.

A German armored train sits on the tracks next to the Chef du Pont railroad station with troops aboard in GAVIN'S TRAIN. Armored train counters and rules are provided with Shanley's Hill.



stroying the lead tank with a Gammon bomb thrown down its open turret. However, the complete absence of mention of these tanks from other accounts of Maloney's action raises questions. Also the claim that Hummle and Hill attacked from a farmhouse: there was no such building along the suggested avenue of approach. The designer believes that there may be some confusion with the action fought at le Port-Filiolet on 8th June - no great distance away. Alternatively, there may be confusion with one Staff Sergeant Raymond Hummell who landed near Picauville on the 6th. Gathering 36 men, Hummell operated independently between 6 and 10 June, to the south of the SHANLEY'S HILL map, his band one of several in the area unaware of the nearby presence of Shanley on Hill 30. Over this time, Hummell's force was credited with killing 41 Germans and destroying one Renault tank.



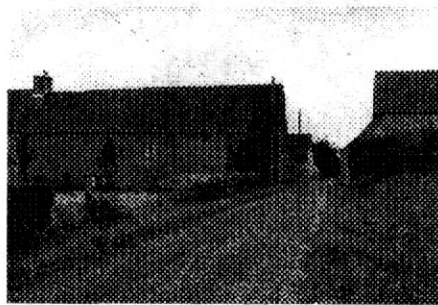
AA22 A LONG WAY TO BERLIN

Here is a scenario design challenge: Roy Creek is well documented as being left with 34 men, but in our scenario those 34 have to achieve a very great deal! The designer makes no apology for "stretching" the American squads to the extent that each represents only seven or eight men.

The German forces are presented with some problems. The Artillery piece has to set up in the open, exposed with neither HIP nor Emplacement and, of course, no Gunshield, in a location in which the Gun may need frequently to change CA in the course of a game. Nevertheless, the Gun is a potent force, likely to do a deal of damage before being subdued (by long range MG fire, or in a duel with the antitank Gun). Some accounts of the action follow Marshall, who claimed that "their second round hit the German artillery piece across the Merderet and smashed it." But Creek's own statement was more guarded: "We didn't hit it, I am certain, but we stopped it from fir-

ing."

Likewise the infantry force sweeping up from the south. The limitations on the movement of this force actually reflect the distance from which it started: from a jumping-off position somewhat further away than could be reflected on the game map. The force is weak. But it poses an extra threat to Creek and the survivors of his thirty four at a time when they are already stretched to their limit.



AA23 LOST BATTALIONS

The depiction of the German force as an 'Ost' battalion derives from contemporary French records of "Georgian" (or "Mongol") troops around Gueutteville on June 6/7. This was in fact a Georgian unit, probably attached to the 709th Infantry Division and based around Bricquebec. They seem to have been German led and equipped, but to have misbehaved (accounts exist of their shooting surrendered Americans, rough treatment of locals, wanton destruction, etc.). A typical French source records a German-uniformed trooper around Amfreville extending his water canteen to be filled with local cider, and shouting out "Kamerad Russki".

In theory, these Georgian troops were supposed to be motivated by a belief that German victory would lead to the liberation of their native land (ironically, from the tyranny of Stalin, himself an ethnic Georgian!) In practice, there are several accounts of American paratroopers confronting enemies who showed signs of readiness to surrender, until brought into line by German officers' use of "friendly fire". Interestingly, the 709th Division commander, General von Schlieben commented on the fragility of such troops: "We are asking rather a lot if we expect Russians to fight in France for Germany against Americans."

At the end of the day, it makes a refreshing change to have a German force other than the 91st in ALL AMERICAN,

and if one thing is sure about the 91st, it's that it did not have any Ost battalions!

During playtest, the question inevitably arose: should the German force be represented by Axis minors? The question is valid, but in the end the designer's view was that these were German Army troops, German led and (largely) German equipped (though some Ost units in Normandy are known to have had Russian SW), and that the inconvenience of adding Axis minor counters to the scenario was not warranted on historical grounds.

As to the Kettenkrad vehicles, French observers were quite clear that this column of Georgians from Briquebec was led by German officers, wearing Iron Crosses gained on the east front and riding on one or more noisy tracked motor cycles ('bruyante moto-chenille'). When Shanley's force was at last relieved by Lindquist and the main body of the 508th PIR, some of the relieving force had already taken possession of a number of Kettenkraeder found among the wreckage of vehicles and guns along the road from Cauquigny. The presence of Kettenkraeder is further recorded in photos of captured examples being ridden around Sainte Mere Eglise by American troops. Note that for play purposes, each of the 'Krad's must carry the dm MMG with their 3 Portage Points, with a HS and leader enjoying each vehicle's ability to carry a HS as Riders.



AA24 FIRE BRIGADE TO FILIOLET

The German tank! References to the German OB are conflicting (e.g. Ambrose, who appears to confuse the action at le Port Filiolet with the fight for the Chef du Pont bridge). Some accounts of the action make no mention at all of any tank presence; some record that a German tank was driven off in flames or even reduced by the .50 cal. to a burning

wreck. It is just conceivable that the tank in question was a Panzer III (of unknown Ausfuhrung) as a single example was on the paper strength of 100 Panzer Abteilung. Equally, the tank might have been a French model, perhaps with a jittery crew unsettled by the .50 cal. beating on their substantial armor.

As so often with the German opponents of the 82nd Airborne in Normandy, the records are scanty and the designer would welcome any reliable new information! The fact is: there definitely were examples of the Panzer IVC in action in this area (we have photos of the wrecks!) and in ASL terms, this counter performs as did the German vehicle believed to have been present.

This scenario is intended to put the American player in the position of Lt Col Shanley, and so the troops not beginning under his direct control have no initial freedom of movement (save in the Advance Phase).

The German SAN is high for a scenario attacker. This is to reflect the jittery state of some of the Americans in the area, who were still recovering from the shock of a full scale attack catching them while they were redeploying to new positions. American fire troubled Shanley and Warren as together they led the relief force back down the hill, and this "friendly fire" was to continue until the end of the action.



AA25 SHANLEY'S HILL

The 508th selected Hill 30 as a rendezvous point, seeing it as a prominent landmark that would command the open ground to the south and east, both the Douve and the Merderet River valleys. As Shanley found on his arrival there, the crest of the hill (around N9-O10) does nothing of the kind. On entering the field that was the heart of the position, through the gateway into hex P9, you can see as far as... O11! And not a whole lot more. Remember the Hedgerow Hell scenario

'King of the Hill', and how we all asked 'what hill?' Well, in this case, ASL terrain is absolutely spot-on.

A special note on hexside O8-O9. There is a gateway through the hedgerow here, with two parallel walls either side of the gate. A bit like a 'holding box' for cattle, except that both walls are sloped, suggesting there was once a sloped roof between them. If so, this could be the 'air raid shelter' mentioned in some accounts, constructed in 1940. In any case, no TEM for OBA beyond the wall's +1 (B9.34) need apply.

There is little resemblance between AA25 and ASL Scenario 11 "Defiance On Hill 30". This is a good place to restate the designer's respect for the scenarios included in the Paratrooper module: every one is enjoyable and reasonably balanced, suffering only from the major restriction imposed by the five available standard map boards, 1 to 4 and 24.

The American player begins this scenario with his force concentrated in a fairly small area. The game system will encourage him to enlarge his territory, if only to prevent Encirclement, and to ensure that safe lines of retreat are kept available for routing units. In reality, Shanley's force maintained aggressive patrolling, keeping the enemy at arm's length and off balance wherever possible (and, continually, seeking out ever more of the stragglers attracted by the sound of fighting and trying to break through to Shanley's hill). In fact, Shanley's men went on record that they preferred to be in the front line, rather than remaining at the heart of the position where German artillery worked over the wounded and dying, and the desperate need for plasma and medical supplies remained unfulfilled.



AA26 EVERYBODY'S DYING

By the evening of 8th June, the 508th Parachute Infantry Regiment was still spread over the Normandy countryside. Colonel Lindquist had established Regimental Headquarters at Chef du Pont. To his south west, across the flood plain, numerous small bands of isolated paratroops interfered with German communications while trying to make their way east. And on Hill 30, Shanley fought on with a force comprising all three battalions of the Regiment. There were elements of the 1st Battalion under their executive officer, Major Shields Warren (Lt Col Batcheller had fallen far away at St. Sauveur le Vicompte, where he died on D-Day). There was a scattering of 3rd Battalion men, who had been more dispersed than any. And there was Shanley's own 2nd Battalion, in whom he understandably placed greatest reliance. Instead of close knit teams who had learned to trust one another, Shanley's command was a mixed bag of strangers.

When the call for volunteers for a break out was answered by Woodrow Millsaps, the Lieutenant insisted that he wanted only men of his own unit. But when the front line was combed, there were not enough left of his own B Company to meet his needs, and he reluctantly widened the draft to include other 1st Battalion men.

Once again, a vital task had to be undertaken by an ad hoc group of men who knew neither each other nor their leader.

As actually happened, the American OBA module is of limited usefulness to its own side, and of course benefits the defender to the extent that the German player is freed to begin releasing flares.



AA27 LIFELINE

The SHANLEY'S HILL map faithfully depicts the open ground between Chef-du-Pont and le Port Filiolet. About 16 hexes south of X35, a wooded island in the marsh with a stone chateau gave the Germans an excellent field of fire over the whole area. Even the road from R33 to Y34, today lined with substantial trees, was in 1944 largely bare of cover.

So, a crossing by jeeps would have been at best a perilous undertaking: a mad dash reliant on speed to succeed. And without American control of the hard cover of the hamlet of le Port Filiolet, the attempt would have been little short of suicidal.

These were the factors in Shanley's mind when, surrounded by the dead and dying on Hill 30, he refused the offer of a jeep convoy.



AA28 ACCESS DENIED

Between this and the preceding scenario, Shanley's position had changed dramatically. Medical supplies and blood plasma had been back-packed across the marsh, the volume of German fire was noticeably diminishing, and word was coming through of a breakthrough to the north, where the Cauquigny bridgehead was being aggressively enlarged.

The Germans of the 91st Division were aware of the threat to their left flank, and very rapidly their increasingly desperate assaults on the hill were overtaken by the need for a rearguard action and a retreat towards Picauville. Still, they fought on,

many to the end, as attested by the wreckage of vehicles, guns, and their crews overwhelmed by the advancing Americans. To the end, the German troops told the French civilians huddled in their shelters that the Americans were "Alles kaput!", as the German artillery kept pounding the hilltop and the remaining farm buildings burned. Then, suddenly, towards 17:00 hours, several jeeps and a single ambulance shot through Gueutteville towards the hill. As they passed, paratroopers alongside the road fell to their knees and thanked Heaven. The Germans disappeared and the evacuation of wounded began.

First Lindquist then Gavin himself visited the scene, approaching along the road from Cauquigny where they passed the German wreckage. Here a dozen mortars, there a full team of horses and artillerymen, all dead. On the hill, four howitzers with their prime movers and several heavy machine guns, all abandoned. As evening fell, Gavin returned to Ridgway's CP with the news that both of the Merderet crossings were now secure.



POSTSCRIPT

History does not stand still. In the time it has taken to assemble, playtest, and produce the three ALL AMERICAN sets, new information has continued to come to light. This is both healthy and pleasing. Every discovery of a unit report and every personal reminiscence that comes to light can give us new insights into the events of 6 to 9 June.

When KELLAM'S BRIDGE was published, there was still a debate over the position of the heroic Petersen with his bazooka. We now know (thanks to the testimony of his loader, Marcus Heim, Jnr), that he stood on the east bank of the river, up against the south parapet of the bridge. Applying the ultimate test of "Inherent Military Probability", this makes excellent sense. Standing where Petersen stood, there is a good ten foot span of

masonry between you and any oncoming traffic!

Right up to publication of KELLAM'S BRIDGE, the designer was still wondering why there were no records of American forces garrisoning the manoir after its capture. And then, the answer came from two separate sources. The entire western face of the manoir was rubbled in the course of 6th June, and what is more it was a constant target for German OBA and direct fire. So, the Americans held their entrenchments along the eastern side of the Merderet, exposed to the German bombardment.

And in a similar vein, members of the 505th still wonder aloud why Colonel Timmes (of the 507th) spent all that time holed-up in his orchard. To them, I am pleased to quote this extract from Gerard M Dillon, S-2 of the 507th, "I was to cross the river and the inundated area and tell Colonel Timmes that General Ridgway ordered him to hold out in that position at all costs and not to surrender it." Now we know.

What of the future? Many have asked for a Campaign game, and others have pointed out the lack of coverage of Sainte Mere Eglise. Well, an ALL AMERICAN CG is a distinct possibility. As for Sainte Mere Eglise, the designer's view is that the map required for complete coverage of the town would not be justified by the number of actions taking place on it. Also, the most interesting actions fought around the town are already reasonably well covered by such scenarios as ASL 17 "Lost Opportunities".

For now, this designer wants to thank all who have been involved in the ALL AMERICAN project: veterans, historians, playtesters, artists, publisher and printers. It's been hard work and great fun.





NIGHT DROP!



Behind UTAH BEACH, NORMANDY, 6 June, 1944: Following their successful drop, intact and in almost perfect order, Able Company of the 505th P.I.R. moved speedily to their D Day objective: the Merderet bridge at La Fiere. The large manor house adjacent to the river bridge had been occupied earlier that night by a detachment of the 1057 Grenadier Regiment of the 91st Division: 28 men in all. First to draw fire from the vicinity of the manoir was Lieutenant Presnell of 1st Platoon. His team were followed soon after by the remainder of Able Company, and later by a succession of groups including elements of all the scattered parachute regiments of the 82nd. Each in turn advanced to contact and made their uncoordinated moves against the manoir, quite unaware of the presence of numerous friendly forces. The German resistance was finally worn down, the outpost surrendering to Ben Schwarzwaldler's band of 507th Regiment stragglers, who promptly moved on to Cauquigny. As fire slackened about the manoir, Able Company displaced forward to take up positions around the bridge. As they dug their foxholes, the sound of approaching tanks could be heard across the Merderet. Meanwhile, Lt. Colonel Timmes landed alone in the flooded marsh and took some time to free himself from his harness. By 04:00 he had gathered ten men. Two gliders landed nearby and the number rose to thirty. The band grew steadily as Timmes led them past Cauquigny towards Amfreville, in the direction of his battalion objective. Approaching Amfreville, Timmes' force was stopped dead by volleys of fire from the church tower and the rooftops.

CG Dates: PM 6 June, 1944 - AM 9 June, 1944 [nine CG scenarios]

CG-AA1 OBJECTIVES: The American wins if they Control more TVP than the Germans by CG End. American objectives are listed below:

- ★ Ten TVP for Control of O10 or any Adjacent orchard hex at the conclusion of the June 9 CG Firefight.
- ★ Two TVP *each* for Control of building hexes KbN3, and KbAA9; and Two TVP *each* for Control of bridge hexes KbY8, ShPP31, Sh AA28 and Sh BB31.
- ★ One TVP *each* for building hexes ToK22, ToO23, KbJ3, and KbK3; One TVP *each* for Control of hexes: KBR5, KbT6, and Kbv7.
- ★ Three TVP for Control of all buildings within two hexes of Sh Q30 (i.e., Le Port Filiolet.

★ Five TVP for Control of the majority of the stone buildings east of hexrow AA on the Sh map.

INITIAL FIREFIGHT OBJECTIVES: The Americans must earn more TVP than they lose.

INITIAL FIREFIGHT: Dual Attack*

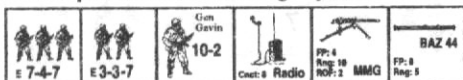
TERRAIN CONFIGURATION: All three AA maps are in play.

SPECIAL RULES: All Kb, To, Nd and Sh SRs are in play (i.e., found on the respective Special Rules cards for each module and in this magazine.)

INITIAL AMERICAN OB:

Elements of the 82nd Airborne [ELR:5] set up as indicated below with new CP expenditures northeast of a perimeter defined by ToAA12-ToF14-ToT21-ToAA18-ToAA21-ToGG24-KbN3-KbO4-KbO13 and on the Shanley's Hill map on/west of hexrow R and ≥ 2 hexes from any building hex: {SAN:4}

Gavin's HQ Elements set up anywhere within the defined perimeter or enter along any FBE:



4 One Module 60mm OBA (HE)
28 CP 12 FP

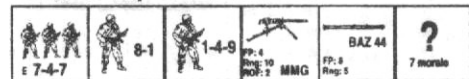
Elements of the 505th, 507th and 508th PIR set up as indicated:

On the To map ≤ 3 hexes from Q22:



6

On the Kb map ≤ 3 hexes from K3:



7

Fortifications Available for purchase:

Foxholes	Trenches ^{A,G}
Fortified Building ^A	AP Mines ^{A,1}
Wire ^A	HIP ^A
Roadblock ^A	Set DC ^A
Booby Traps ^A	AT Mine ^{A,1}
	Dummy Minefield ^A

^G German only and *only* for Initial CG Scenario.
^A Americans may *not* purchase for Initial CG Scenario.
¹ Max 30 FP on mines per side for all CG Scenarios.

CG DRM:	GERMAN	AMERICAN
Leader	+1	-1
Battle Hardening	+1	-1
Artillery OBA	+1	0
CP Replenishment	+2	+1
Intensity Level	LOW	LOW

CG Firefight Time	Date	Weather	EC	Wind	Moon	Hist DRM	
Initial Firefight	1 PM	6/6/44	Overcast	Moist	None	NA	0
	2 Night	6/6/44	Scattered Clouds	Moist	None	Full	0
	3 AM	7/6/44	Clear	Moist	None	NA	0
	4 PM	7/6/44	Clear	Moist	None	NA	0
	5 Night	7/6/44	Scattered Clouds	Moist	None	Full	0
	6 AM	8/6/44	Clear	Moist	None	NA	0
	7 PM	8/6/44	Clear	Moist	None	NA	0
	8 Night	8/6/44	Scattered Clouds	Moist	None	Full	0
	9 AM	9/6/44	Clear	Moist	None	NA	0

*ATTACKER for all CG Scenarios following the Initial Scenario is determined as per 3.14





Elements of the 507th, 508th, 505th PIR, 82nd Airborne Division

American CG Card

ID	Unit Description and Composition	Type	Maximum			Notes
			CP Cost	Firefi.	CG	
I1	Para Pltn.	3 x 7-4-7, 3-3-7 MMC	5	6	12	ldrz
I2	Engineer Pltn.	3 x 7-4-7 MMC	7	1	1	lerz
I3	HQ Pltn.	3 x 5-4-6, 2-3-6 MMC	4	2	2	lrz
I5	MG Pltn.	.50 cal., HMG, 2xMMG	8	2	2	ap
O1	Medium Artillery	75mm OBA	3	1	2	ap
G1	AT Gun Sect.	3 x 57mm M1 AT-gun	5	1	1	ac
G2	Med. Mortar Sect.	3 x 81mm M1 Mortar	7	1	1	acd
T1	Transport Sect.	4 x Jeep -1-2 AAMG	5	1	2	ac
M1	Fortifications	20FP	2	2	3	a
M2	Sniper	SAN +1	1	1	7	
M3	Attack Option		1	1	6	

Elements of the 325th Glider Infantry Regiment

ID	Unit Description and Composition	Type	Maximum			Notes
			CP Cost	Firefi.	CG	
I1	Glider Inf. Pltn.	3 x 6-6-7, 3-4-7 MMC	5	2	8	ldrz
I2	MG Pltn.	.50 cal., HMG, 2xMMG	7	2	2	ap
I3	HQ Pltn.	3 x 5-4-6, 2-3-6 MMC	4	2	2	lrz
I4	Engineer Pltn.	3 x 7-4-7 MMC	7	1	1	lerz

Elements of the 746th Tank Battalion

ID	Unit Description and Composition	Type	Maximum			Notes
			CP Cost	Firefi.	CG	
A1	Med. Tank Pltn.	4 x M-4 Sherman	15	1	1	lx
A2	Arm. Car Detach.	2 x M-8 AC	9	1	1	lx

a Available for on-map setup on CG Firefight of purchase.

c Each American AT Gun/MTR comes with a 2-2-7 crew; each American HMG/MMG/Lt. Mtr. comes with a 1-2-7 crew.

d U.S. Ordnance Note 1 applies to both 60mm Lt. mtr. exchanged and 81mm Med. MTR (G2), as well as M-4 tanks, i.e., three tanks or mortars may be exchanged for one module of the equivalent OBA (EXC: HE & S for the 81mm) with a Field Phone (EXC: no extra SMC) or Radio. The Security Area requirements of C1.23 do apply to an American Field Phone and the Security Area must be traced within a friendly MLR to any FBE. Any such exchanged mortars or tanks may return to on-board status in a subsequent CG Firefight but must be purchased again at 50% CP cost (FRD) normally.

e American (I2) 7-4-7 and (I4) 6-6-7 purchased are Assault Engineers (H1.22); make

a side record.

l Determine Leaders (SMC) as per 3.11.

p Increase CP cost by one per Pre-Registered hex (C1.73) purchased with module.

r Must enter as reinforcements if entered on the CG Firefight of purchase [EXC: 3.9; 3.91]. The RGs is available for on-map setup if purchased for any CG Firefight prior to that of the current firefight.

x M-4 tanks and M-8 AC may not be purchased until the PM CG Firefight of June 8.
z American RGs receive the following SW: Engineer Pltn. - 1xMMG, 2xDC, 1xFT; Para Pltn. - 1xMMG, 1x60mtr, 1xBAZ '44; Glider Inf. Pltn. - 1xMMG, 1x60mtr, 1xBAZ '44; HQ Pltn. - 1xMMG, 1xBAZ '44 [make two leader DR as per 3.12-121 with a -2 DRM for HQ Detach.]; [Note 1 applies for leaders]



NIGHT DROP!

Behind UTAH BEACH, NORMANDY, 6 June, 1944: After a night of uncertainty and confusion, dawn was a time for the German force based in Amfreville to assess their situation. Little enough was known for certain. Although Divisional headquarters was only a few kilometers down the road, all lines had been cut, and the roads were not safe for messengers. Rumors were spreading that the Allies had employed a totally new tactic, dropping paratroops in a depth and on a scale hitherto unheard of in warfare. Amid all the uncertainty, the Germans' duty was clear. The first priority was to secure the Merderet river crossings. While skirmish lines swept the fields around Amfreville of American stragglers, an armored column formed up to take the La Fiere bridge.



National Archives

CG Dates: PM 6 June, 1944-AM 9 June, 1944 [nine CG scenarios]

CG-AA1 OBJECTIVES: The Germans wins if they have earned more CVP and TVP than the Americans by CG End. German objectives are listed below:

- ☐ Five TVP for Control of O10 and all Adjacent orchard hexes at the conclusion of the June 9 CG Firefight.
- ☐ Two TVP each for Control of building hexes KbN3, and KbAA9.
- ☐ Four TVP each for Control of bridge hexes KbY8, ShPP31, Sh AA28 and Sh BB31.
- ☐ One TVP each for building hexes ToK22, and ToO23; One each for KbJ3, KbK3, KbR5, KbT6, and KbV7; One each for ShR7 and ShT14.
- ☐ Five TVP for Control of all buildings within two hexes of Sh Q30 (i.e., Le Port Filiolet.)

☐ Five TVP for Control of the majority of the stone buildings east of hexrow AA on the SH map (i.e., Chef du Pont.)

INITIAL SCENARIO OBJECTIVES: The Germans must earn more TVP than they lose.

INITIAL FIREFIGHT: Dual Attack*.

TERRAIN CONFIGURATION: All three AA maps are in play.

SPECIAL RULES: All Kb, To, Nd and Sh SRs are in play (i.e., found on the respective Special Rules cards for each module.)

INITIAL GERMAN OB:

Elements of the 1057th Grenadier Regiment, 91st Division and support elements [ELR:3] set up on/southwest of a perimeter defined by ToAA12-ToF14-ToT21-ToAA18-ToAA21-ToGG24-KbN3-KbO4-KbO13 and on the Shanley's Hill map in any building hex: {SAN:3}

Local Command Post and Security Elements set up anywhere within the defined German perimeter:

One Module 81mm OBA (HE + S)
26 CP 16 FP

German supply train with anti-aircraft protection set up as directed, with all train CA facing north and infantry as Passengers in PP27:

Fortifications Available for purchase:

Foxholes	Trenches ^{A,G}
Fortified Building ^A	AP Mines ^{A,1}
"?"	HIP ^A
Wire ^A	Set DC ^A
Roadblock ^A	AT Mine ^{A,1}
Booby Traps ^A	Dummy Minefield ^A

^G German only and *only* for Initial CG Scenario.
^A Americans may *not* purchase for Initial CG Scenario.
¹ Max 30 FP on mines per side for all CG Scenarios.

CG DRM:	GERMAN	AMERICAN
Leader	+1	-1
Battle Hardening	+1	-1
Artillery OBA	+1	0
CP Replenishment	+2	+1
Intensity Level	LOW	LOW

CG Scen.	Time	Date	Weather	EC	Wind	Moon	Hist DRM
Initial Scenario	1	PM	6/6/44	Overcast	Moist	None	NA
	2	Night	6/6/44	Scattered Clouds	Moist	None	Full
	3	AM	7/6/44	Clear	Moist	None	NA
	4	PM	7/6/44	Clear	Moist	None	NA
	5	Night	7/6/44	Scattered Clouds	Moist	None	Full
	6	AM	8/6/44	Clear	Moist	None	NA
	7	PM	8/6/44	Clear	Moist	None	NA
	8	Night	8/6/44	Scattered Clouds	Moist	None	Full
	9	AM	9/6/44	Clear	Moist	None	NA

*ATTACKER for all CG Scenarios following the Initial Scenario is determined as per 3.14



Elements of the 1057th Grenadier Regiment, 91st Division

German CG Card

ID	Unit Description and Composition	Type	Maximum			Notes
			CP Cost	Firefi.	CG	
I1	Rifle Pltn.	3 x 4-4-7 MMC	4	6	10	lrz
I2	Pionier Pltn.	3 x 8-3-8 MMC	7	1	2	lrz
I3	HQ Pltn.	3 x 4-6-7 MMC	6	2	2	lrz
I5	HW Pltn.	2 x 81mm MTR, 2 x HMG, 2 x MMG	8	2	3	ap
O1	Battalion Mortars	81mm OBA	3	2	3	ap
O2	Medium Artillery	88mm OBA	5	2	2	ap
O3	Heavy Artillery	150mm OBA	7	1	1	ap
G1	AT Gun Sect. I	3 x 50mm PaK 38	5	1	2	ac
G2	Inf. Gun Sect.	3 x 7.5cm INF, 1 x 150mm INF	7	1	1	ac
T1	Transport Sect.	3 x Opel Blitz, 1 x Kfz 1	4	1	1	ac
M1	Fortifications	20FP	1	2	4	a
M2	Sniper	SAN +1	2	1	7	
M3	Attack Option		2	1	6	

Elements of the Georgian Security Battalion from the 709th Division

ID	Unit Description and Composition	Type	Maximum			Notes
			CP Cost	Firefi.	CG	
I1	Rifle Pltn.	3 x 4-4-7 MMC	4	2	2	lrz
I2	Conscript Rifle Pltn.	3 x 4-3-6 MMC	3	2	4	lrz
I3	HQ Detachment	2 x 2-4-8 MMC, 2x SdKfz2	2	1	1	lrz
O1	Battalion Mortars	81mm OBA	5	1	1	ap

Elements of the Panzer und Ausbildungen Abteilung 100

ID	Unit Description and Composition	Type	Maximum			Notes
			CP Cost	Firefi.	CG	
A1	Panzer Pltn. 1	3 x H-35, Flamm B-1	11	1	1	lx
A2	Panzer Pltn. 2	3 x R-35, Pz III L	9	1	1	lx
A3	Panzer Pltn. 3	3 x R-35, S-35	8	1	1	lx
A4	HQ Pltn.	3 x R-35, 9-2 arm. ldr.	7	1	1	lx

a Available for on-map setup on CG Firefight of purchase.

c Each German AT/INF Gun comes with a 2-2-8 crew; each German HMG/MMG/MTR comes with a 1-2-7 crew.

e German 8-3-8 are Assault Engineers (H1.22).

l Determine Leaders (SMC) as per 3.11.

p Increase CP cost by one per Pre-Registered hex (C1.73) purchased with module.

r Must enter as reinforcements if entered on the CG Day of purchase [EXC: 3.9; 3.91]. The RGs is available for on-map setup if purchased in any CG Firefight prior to that of the firefight.

z German tanks are actually captured French H-35, R-35, S-35 and B-1 types that are used with no Captured Use penalties. All French tanks (i.e., not the Pz III L) are radioless and use red To Hit numbers. A +2 DRM applies for armor leaders. The B-1 in A1 is actually a flamethrowing tank with the following statistics: MA: 47; SA: BF30 (X11).

z German RGs receive the following SW: Pionier Pltn. - 1xLMG, 2xDC, 1xFT; Rifle Pltn. - 1xLMG, 1x50mtr.; Georgian HQ Detachment - 2xMMG; HQ Pltn. - 2xMMG, PsK; [make two leader DR for each HQ with a -2 DRM]; Conscript Pltn. 1xLMG [Conscript Pltn. adds a +1 to any Leader DR, i.e., cumulative with any other DRM] [Note I applies for Leaders]

Night Drop! CG Special Rules

All special rules below (i.e., CGSR #1 - #11) apply to all firefights and campaigns taking place on the Kb, To and Sh maps. All Special Rules contained in the Kb, To and Sh games are also in force. Please note the term "Scenario" and "Firefight" are used interchangeably.

- 1. USE OF ACRONYMS FOR MAP ID:** Any hex on the Kellam's Bridge map will be referred to with the pre-fix "Kb" while Timmes' Orchard will use "To" and Shanley's Hill will use "Sh".
- 2. MAPS:** All three maps are in play (i.e., Kb, To and Sh.) The FBE for the Americans is determined as follows: On the Sh map, the north edge from DD18-SS19; on the Kb map, the north edge from Z0-HH1, the south edge from AA13-HH12 and the entire East edge; on the To map, the entire East edge. Note, there is no "north" edge on the Kb map from A0-N0, and no "south" edge on the To map from T25-GG25. The To map overlaps *on top* of the Kb map with ToGG24 on Kb N1 and To T23 on Kb A1.
- 3. OFF MAP LOS:** There is an LOS off the north edge of Kb to the east edge of To map (only); treat LOS normally with all off-map hexes considered to be Marsh and the range for all fire to be 16 hexes.
- 4. INITIAL FIREFIGHT GERMAN PURCHASES:** German RGs units purchased for the initial scenario are available at scenario start (i.e., they may enter on/after Turn 1) with no additional CP cost for on-map set up.
- 5. DC/FT REPLENISHMENT:** A side may make a dr in RePh step 3.3 to replenish each DC or FT 'used' (not destroyed/captured/otherwise lost) in the preceding scenario (only) if it retains any squad(s) in a Friendly MLR whose RGs came equipped with that type of SW. DC: dr 1-5 Replenished, dr 6 Lost; FT: dr 1-4 Replenished, dr 5-6 Lost.
- 6. OFF MAP MOVEMENT:** The only off-map movement possible in the campaign consists of movement from the south edge of the Kb map on/between KbAA13-KbHH12 and the north edge of the Sh map on/between ShDD18-SS19. Units which exit the Kb map during a CG firefight may re-enter along the north edge of the Sh map as reinforcements during the next CG firefight. They may also choose to return along the south edge of the Kb map as reinforcements during the next CG firefight. The same approach is used for the Sh map and exit/entry of both the Kb and Sh maps must be within the stated hex limits (i.e., Kb AA13-Kb HH12, etc.)
- 7. BOCAGE:** Any hex with at least one Bocage hexside is considered Strategic Terrain.
- 8. TVP CALCULATION:** Players will note the American and German CG Cards list different totals for TVP calculation. This is intentional and meant to reflect the relative difference in importance to the combatants. TVP are tallied during the RePh of each new CG Firefight unless specified otherwise (i.e., the Control of O10 is only tallied during the RePh of the June 9 CG Firefight.)
- 9. OBJECTIVES:** The objectives differ for the combatants. If neither side earns its objectives the game is considered a draw. Germany will still fall in the long run...
- 10. CG CARD PURCHASES:** Both sides' CG Cards contain RGs from different units. Purchases may be made freely from any of the listed TO & E within stated Firefight and CG limits.
- 11. INITIAL CONTROL:** At the start of the game, the Americans Control any TVP within their set up area. The Germans are considered to control all other listed TVP.










A I I A m e r i c a n



Historical DEFIANCE ON HILL 30





★ AMERICAN Sets Up First	1	2	3	4	5	6	7	8	9
✚ GERMAN Moves First									

Elements of the 2nd Battalion, 508th Parachute Regiment set up within seven hexes of M11:

	 E 7-4-7 4	 8-1	 8-0	 FP: 4 Rng: 10 ROF: 2 MMG	 MA: 60° Rng: 3-45 ROF: 3 MTR	 FP: 8 Rng: 5 BAZ 44	 7 morale 12	 1S 2
--	---	--	--	--	--	--	---	--








[ELR: 5]
{SAN: 4}

Reinforcing elements enter along the south edge as per SR #3:

 E 7-4-7 5	 9-1	 dm MMG 2PP	 FP: 8 Rng: 5 BAZ 44
---	--	--	--

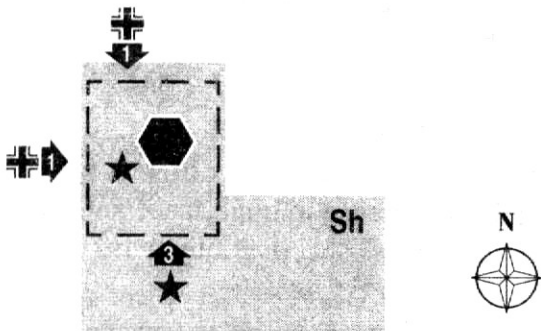


Elements of the 1057th Grenadier Regiment, enter on turn one on/between I4 - E4 - E19:

 1 4-6-7 12	 9-1	 8-1	 8-0	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 MA: 50° Rng: 2-13 ROF: 3 MTR
--	--	--	--	--	---	--

[ELR: 3]
{SAN: 3}


BOARD LAYOUT AND ENTRY:



(Only hexrows E -U numbered ≤ 4 and ≥19 on the Sh map are playable)

OBJECTIVES: The German player must Control hex L9 and six buildings within the playing area at game end and have amassed more CVP than the Americans.

HANDICAPS:

- ✚ Replace one German LMG with a HMG.
- ★ Add a Hero to the American at start OB.
-  Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. One American squad (and any SMC/SW in the same Location) may set up utilizing HIP.
3. During the RPh of their Player Turn three, the American player makes a dr for reinforcements. A dr less than or equal to the current turn results in the immediate availability of the listed reinforcements. If the Americans fail to receive the reinforcements they receive four CVP and the reinforcements automatically enter on turn four.
4. All American squads may be freely Deployed during setup (i.e., including the reinforcements.)

Lt. Colonel Shanley's march from the Drop Zone ended around midnight on the Divisional rendezvous: Hill 30. Come the morning of June 7th, Shanley formed his own 2/508 men around the northern slopes of the hill, and gave Major Shields Warren's 1st Battalion men the southern flank. Shanley's patrols brought back further stragglers, but few of the supplies that he so badly needed. Ammunition was low, food nearly gone, and medical supplies almost non-existent. German security patrols were working ever closer to the hilltop...



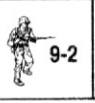
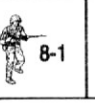
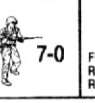
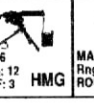
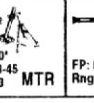
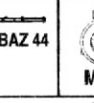
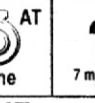



All American

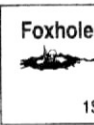
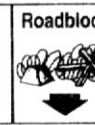
Historical THE PORT-FILLIOLET CROSSROAD

★ U.S. Sets Up First	1	2	3	4	5	6	7
✚ GERMAN Moves First							


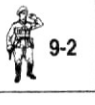
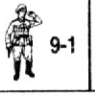
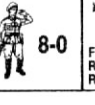
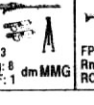
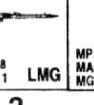


Elements of the 508th Parachute Regiment set up within 5 hexes of Q28:

	 E 7-4-7	 9-2	 8-1	 7-0	 FP: 6 Rng: 12 ROF: 3 HMG	 MA: 60° Rng: 3-45 ROF: 3 MTR	 BAZ 44 FP: 8 Rng: 5	 AT Mine	 ? 7 morale
	4					2	3 AT	4	

[ELR: 5]
{SAN: 3}

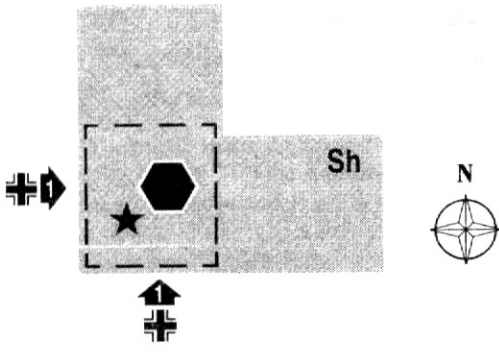
 Foxhole 1S	 Roadblock
3	

Elements of the 1057th Grenadier Regiment, 91st Air Landing Division and tanks of the 100th Panzer Replacement Battalion enter on turn one anywhere along the south or west edge:

 2 4-4-7	 9-2	 9-1	 8-0	 FP: 3 Rng: 8 ROF: 1 dm MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 Pz 35R(t) MP: 8 MA: 97° MG: -2	 Pz III MP: 13 MA: 50L MG: 3/5 ROF: 2
10					2		

[ELR: 3]
{SAN: 5}


BOARD LAYOUT AND ENTRY:



(Only hexrows H - V numbered ≥19 on the Sh map are playable)

OBJECTIVES: The German player must Control all of the buildings within the American set up area at game end.

HANDICAPS:

- ✚ Add one Renault tank to the German OB.
- ★ Replace the American HMG with a .50 cal HMG.
-  Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Mud with no wind at start. Despite Mud, all roads exist and therefore are *not* considered Open Ground (EXC: FFMO is applicable) for movement purpose when following the road.
2. American squads may be freely Deployed during setup.
3. The Renault tank uses Red To Hit Numbers.

PORT-FILLIOLET, NORMANDY, 7 June 1944: Following the D-Day drop, Colonel Shanley painfully succeeded in reassembling the main body of the 508th Parachute Regiment on Hill 30. However, the regiment had suffered so severely that it could not achieve its mission, to blow a bridge at Etienneville. Shanley therefore decided to hold his current position until relieved; a roadblock was established at Port-Filliolet to protect the road running through the marsh area towards Chef-du-Pont. Hardly was the roadblock settled that it was attacked by a company of the 1057th the Grenadier Regiment support by a few tanks...



Historical GAVIN TAKE

+ GERMAN Sets Up First ★ AMERICAN Moves First	1	2	3	4	5	6	7
--	---	---	---	---	---	---	---

Elements of the 82nd Airborne Division:



Men with Gavin and Ostberg enter on turn one along the north edge on/between hexrows DD-KK:



5

[ELR: 5]

{SAN: 0}

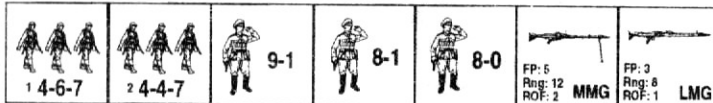
Men with Maloney enter on turn one along the north edge anywhere on/east of hexrow LL:



5



Elements of the 1057th Grenadier Regiment, set up in buildings on/south of hexes numbered 23:



4

3

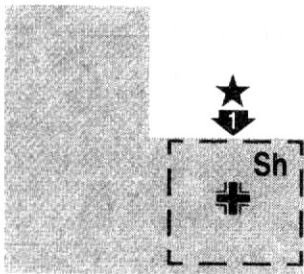
2

3

[ELR: 3]

{SAN: 0}

BOARD LAYOUT AND ENTRY:



(Only hexrows on/east of AA on the Sh map are playable)

HANDICAPS:

- + Add one 4-6-7 squad to the German OB.
- ★ Replace the 8-0 American leader with a 9-1.
- ☞ Any mutually agreed upon alteration to either side's OB.

OBJECTIVES: The American must exit one squad/equivalent and any one leader off of hex AA32. For every German squad/equivalent (i.e., MMC) that exits the map at AA32 the American must exit an additional squad/equivalent(s).

SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. Bore Sighting is NA.

CHEF-DU-PONT, NORMANDY, 6 June 1944: By midday, General Gavin judged the La Fiere crossing to be secure. Advised by a Frenchman that the Merderet crossing at Chef du Pont was undefended, he decided to move out to the south. He divided his small force. Half - the men of the 3/507 under their Lt. Col Arthur Maloney - were sent out to cover the left flank, while Gavin and Lt Col Edwin Ostberg of the 1/507 led his men straight down the railway line...



Solitaire Mission 3:

Group Able → South!

BRIEFING: As I dropped out of the plane my thoughts turned to my buddy who was helping me carry some other ammo for my BAR. I fell like hell and ended up in the swamp up to my chin strap. My buddy landed on dry land laughing his ass off at me. As we were walking down this road looking for the guys, any guys, some krauts in a staff car almost ran us down. Two short bursts and its engine was cooled by more air than ever; two more short ones and the driver and passenger were dead. It must have been a General or something, from all that gold facing and banners on the fender, but the car sunk into the swamp and I really didn't get a close look, Neither did my buddy! Now to find Colonel Shanley, our CO. Or at least get some where so we can do some damage to some krauts. Boo-coo-age, let's us see, damn-all, Hill 30, here we come Say, you see that...

PREVAILING ATTITUDE (3.2): Advance {A2a}

MISSION TABLES (12.32):

<u>ENEMY SAN</u>	<u>FRIENDLY SAN</u>	<u>BOOBY TRAPS</u>
DR SAN#	2	NA

≤ 6 6

dr 7-9 5

dr ≥ 10 4

<u>ENEMY AC#</u>	<u>FRIENDLY AC#</u>
------------------	---------------------

DR AC#	DR AC#
--------	--------

≤ 3 4 ≤ 2 3

dr ≥ 4 3 dr ≥ 3 2

<u>ENEMY RE#</u>	<u>FRIENDLY RE#</u>
------------------	---------------------

DR RE#	DR RE#
--------	--------

≤ 5 6/7 ≤ 4 6/7

dr ≥ 6 5/6 dr ≥ 5 5/6

MAPBOARD:

The Kb, To and Sh maps are used. Join Kb and To as per Night Drop Special Rules on page 11. Map Activation: Timmes Orchard [& Kellam's] Bridge (To, Kb) maps joined as per AA News I.1, 6, Map overlay; cut or copy-your choice. The Sh map is activated after any American unit exits off the south edge or off of Kb between A13 - I 13. No other maps will be activated.

VPO LOCATIONS (12.6; 9.41; 14; 17.1321):

There are no VPO in this mission (see MSR #7.)

S? PLACEMENT/ENTRY (4.):

Enemy S? (we suggest you use light gray) are placed on To/Kb Maps as per 4.1a. The maps are built up (A9e) (4.12) and the two maps are considered Village (-ldrm). Enemy S? enter along the east edge of map(s) in play or are placed on board using either American RE (Random Event) or German RE markers (found in Shanley's Hill) or as per standard RE.

Friendly S? (we suggest you use yellow) are placed in all non-road Orchard hexes (including orchard-paths) and Marsh hexes on/east of hexrow I and in hexes on/south of hexes numbered 7 To map. (EXC: Excluding marsh hexes located on Kb map.)

SEQUENCE:

Upon placing Friendly and Enemy at start S?, and placing 508 GP Able, roll for activation of all friendly S?. Every 10th activation, whether MMC or SMC will join Group Able. We suggest using the paratroop MMC/SMC counters found in Sh for the 508th Group Able, or recording unit ID, as will have to be done with the BAR-man counters.



MISSION START AND END:

Place letter chits "L" through "GG" in a cup and draw one chit, then roll 3 dice, placing American RE marker on the resulting hexrow and number. Now, using direction/distance DR from the RE counter, place one 8-0, two 7-4-7 squads, two 3-3-7 HS, and two 1-6-8 BAR-men. This will be called Group Able. Whenever the American RE counter is to be re-allocated, it will be placed on one of this group's BAR-men, (use Random Selection if more than one BAR-man is with this group) so if for whatever reason all Barmen counters are eliminated from this group, a squad will deploy in order to place a BAR-man in play. The mission ends when all Group Able units have exited the Kb and To maps or ends in failure whenever there are no Group Able 7-4-7 squads or BAR-men in play.

VP SCHEDULE:

The Enemy earns CVP for casualties. The Friendly side earns exit/Control VP as follows: 10 VP for each bridge hex; 5 VP for each road hex adjacent to a bridge hex; for units of Group Able entering the Sh map as follows— 5 VP each Squad, 2 VP each HS, and 1 VP each SMC. Friendly victory occurs for this mission if exit/Control VP are greater than Enemy CVP at mission end.

MISSION SPECIAL RULES:

1. All references to EBE for All American solo missions is to refer instead to enemy map edge (EME) and unless stated otherwise for a specific mission the EME is to be the west map edge. The EME will be the west map edge(s).

2. Additions to All American Table U2: Squads/HS upon activation of a 3-3-7/2-3-6, a subsequent dr will be made. A dr ≤ 2 will result in the Activation of a 1-6-8 BAR-man in the same location as the 3-3-7/2-3-6.

3. German HMG 1-2-7 crews will *automatically* activate in the following locations: ToG4/ level two; ToA17/ level two; and ToB16/level two. Each of these locations will also have a leader (i.e., roll on table G3 using +2 drm until a leader is placed in each location.

4. All Enemy units and S? that are activated in buildings at level one or higher, including those listed in MSR #3, will be at Hold Attitude for the entire mission.

5. Gammon bombs are an inherent SW for American 7-4-7/3-3-7 MMC and SMC. The rule from PL Sunrise Bridge is reproduced here:

This unit is equipped with Gammon Bombs as an inherent SW. Use of this requires a Gammon Bomb check dr of ≤ 4 (EXC: HS/CX unit has a +1 drm; SMC has a +2 drm) made prior to any MF expenditure needed for placement. A Gammon Bomb is treated as a DC (EXC: FP of 16; TK# of 10 vs. AFV; may not be used as a Set DC; FP of 36 for Breaching). A Gammon Bomb may also be used in CC against a vehicle and is treated exactly as an ATMM for all purposes (EXC: Gammon Bomb check dr apply for usage). Whether used as a DC or during CC as an ATMM the colored die is used as an attack on the "1" column of the IFT/IIFT against the unit using the Gammon Bomb. There is no limit to the number of Gammon Bomb checks which may be made by the American.

6. Apply a +2 DRM to Table A1 for SPG and substitute Pz IVc or a B1-Bis (dr 1-3 Pz IVc, dr 4-6 B1-Bis). Use the tables found in Timmes' Orchard for solitaire missions.

7. Enemy S? Will move toward a bridge as if it were a VPO only if Enemy S? is in LOS of a bridge or if a bridge is Friendly controlled; otherwise use 9.25.

The Gathering – Series Replay

American – Richard Eichenlaub

German – The Game System



Richard's entry won our All American replay contest. His replay takes in for a in-close look at the play of one of the two SASL missions included with Timmes' Orchard, "The Gathering."

Assumptions:

1. No FBE, all board edges are EBE.
2. Using IIFT.

Pre-Game Comments:

Given the situation here, I'm going to play this differently than I typically do. Normally, in SASL, I will take my force, determine what I need to do to meet the victory objective with as few Activations as possible and set about carefully making my approach. This situation is completely different. I'm going to have to race about collecting forces, then determine which buildings to go for. I plan to aim for those that have the fewest gray counters and the best cover.

My hope is that a) there is at least one building with yellow S? counters and b) Timmes is near it. Then, after revealing Friendlies in there, I hope it is worth something. From there, I'll revert to my usual SASL play: reveal only buildings with few gray S? and only when ready to attempt capture. Buildings will only determine their value upon my capture or after the game is over. I need to grab as many as I can, but don't want to end up with too many Enemy forces to face.

So, here goes. First I have to see how badly scattered the men are, where Timmes ends up and then what my avenue of attack is going to be.

S? Setup:

Yellow S? placements:

1. Chit = A; 1,6; 1,3 – A3
2. Chit = T; 1,2; 3,3 – W12, W13
3. Chit = J; 6,2; 5,3 – E13, E14, D13, D12
4. Chit = U; 2,5; 5,3 – W11, V10
5. Chit = AA; 1,6; 1,6 – AA0, AA1, Z1, Z0
6. Chit = B; 3,4; 1,6 – F8, G8, G9, F9

7. Chit = F; 2,3; 6,6 – C8, D7, B7
8. Chit = L; 2,6; 5,4 – N11
9. Chit = N; 5,6; 6,3 – E14, F14
10. Chit = X; 1,1; 6,2 – V10, V9, U11, U10
11. Chit = F; 2,2; 5,5 – C14, B14
12. Chit = CC; 4,2; 5,5 – X16

Gray S? placements:

1. A17 = 1 G
2. A19 = 2 none
3. B18 = 5 none
4. C16 = 2 none
5. C17 = 1 G
6. C19 = 1 G
7. D16 = 3 none
8. D17 = 3 none
9. D20 = 2 I
10. D21 = 3 none
11. D23 = 4 G
12. E5 = 1 G
13. E6 = 2 I
14. E17 = 5 none
15. F6 = 4 G I
16. F18 = 6 G
17. F19 = 2 none
18. F24 = 4 G
19. G4 = 3 none
20. G5 = 1 G
21. G6 = G
22. H21 = 1 G
23. I24 = 3 none
24. K22 = 4 G
25. K25 = 5 none
26. L24 = 4 G I
27. N20 = 6 G
28. O21 = 4 G I
29. O23 = 3 none
30. Q13 = 2 none
31. R12 = 2 none
32. S12 = 3 none
33. Z18 = 1 G
34. Z19 = 3 none
35. Z20 = 2 I
36. AA18 = 3 none
37. AA19 = 5 none
38. AA21 = 3 none
39. BB16 = 3 none
40. BB20 = 4 G I
41. CC25 = 5 none
42. DD25 = 2 I
43. GG24 = 4 G

Timmes = 1 X1

Snipers (pseudo-random placement): German V11, US D19

Post-Setup Commentary:

Overall, not too bad. There are two small and one large Friendly clusters. The Enemy is not heavily concentrated. At this stage, I think the play is to collect the gaggle of guys nearby and head south to pick up the other group. Hopefully at

this point I can send a small team to take Les Heutes while the main force goes for Hameau aux Brix. After that I'll see how much time remains to dispatch a force to clear Cauquigny while the rest hoof it to the Gray Castle or Amfreville.

American Turn 1

RPh:

1. Wind DR=5,6 Rain Intensifies

PFPh: None.

MPh:

1. Timmes Command Control = 4,2 yes;
2. Timmes moves to Y2 triggers:

Z1 = 5 no

Z0 = 2 yes: 5,6 +1 = 12: HS=2,6 2-3-6 (N); L=5,2 8-0 (Leslie)

AA1 = 4 no

continues to AA2 triggers:

AA0 = 3 yes: 2,2 +1 = 5: S=1,6 7-4-7 (H); L=4,3 -1 8-1 (Kaster)

3. Leslie & N move to Z1

4. Kaster & H move to AA1

DFPh, AFPh, RtPh: None

APh:

1. Leslie & N advance to Z2
2. Kaster & H advance to AA2

CCPh: None

German Turn 1

RPh:

1. Wind DR=3,4 NE

PFPh, MPh, DFPh, AFPh, RtPh, APh, CCPh: None.

Turn 1 Comments:

Two out of four were real and both had leaders. This will greatly help the US forces with their autonomy. I'll be able to send off detachments without requiring individual Command Control. If a leader blows the roll, the Squads/HSS can still take a shot at action.

Timmes will get them moving this turn and run on ahead and try to start revealing the group near Les Heutes. Based on what he sees, Kaster and Leslie may start toward the buildings.

American Turn 2

RPh:

1. Wind DR=4,1 NE

PFPh: None.

MPh:

1. Timmes Command Control = 5,5 yes
2. Timmes moves (CX) to Z5 triggers:
V9 = 3 yes: 4,5 +1 = 10: F**= F1=6: S=1,3 2-2-7 (6)
MC=1,6 pin; SW=1,3 M2 MTR dm; F2=6,
2 2-2-7 (4)
continues to Y6 triggers:
W11 = 6 Gray S? = 1 yes: 2,2 +1 = 5: S=2,5 4-4-7
L=4,4 8-0; SW=3,6 MMG

Panic=6,1 FF vs Timmes 6 FP -1 DR=6,1
1MC 3,5 Pin

Appearance of Enemy unit triggers:

W12 = 1 yes: 5,2 +1 = 8: HS=5,1 3-3-7 (G)
V10 = 4 -1 = 3 yes: 3,2 +1 = 6: HS=2,2 1-2-6 (10)
V10 = 5 -1 = 4 no
W13 = 1 yes: 3,1 +1 = 5: S=6,3 5-4-6 (Q); L=1,5 8-1
(Eilers)

U11 = 6 Gray S? = 5 -1 = 4 no

U10 = 1 yes: 3,3 +1 = 7 nothing

Eilers Command Control = 1,6 yes

Eilers & Q assault move to W12

W11 SFF vs Eilers, Q 9FP +0 DR=5,1 1MC Eilers=5,1
NE, Q=3,5 Broke

4. Leslie & N move (CX) to V6

5. Kaster & H move to X5

6. (4) Command Control = 4,2 yes - move to T11

DFPh: None.

AFFh:

1. Kaster, H vs W9 1.5 FP +1 DR=1,2 NMC
8-0=3,4 NE 4-4-7=3,2 NE
2. Eilers, G vs W9 3 FP +0 DR=5,6 NE

Encircles

RtPh:

1. Q routs to W13

APh:

1. Eilers & E to W11
2. 10 Command Control = 4,2 yes - to W11
3. 4 to S12 VPO dr=4 none
4. Leslie & N (CX) to U7
5. Kaster & H to W6

CCPh:

1. Enemy A3e dr=6 - 1:1
Friendly DR=1,2 -1 =2 German elim SW elim dr=6 NE
Enemy DR=3,6 NE

German Turn 2

RPh:

1. Wind DR=1,4 NE
2. 10 recovers German MMG dr=3 yes
PFPh, MPh, DFPh, AFPh, RtPh, Aph, CCPh: None.

Turn 2 Comments

When I read the MSRs for this one I wondered how often that item of flipping S? would come up. I found out quickly. Twice it happened, but luckily only once created an Enemy unit in my midst. It was foolish, in retrospect, to move the squad adjacent. But, I wanted to be sure to get rid of this problem. It had the potential to really screw up my advance. As it was, Kaster and Leslie ended up taking the long way through the fields rather than down the path.

But, I got rid of him in melee and picked up a MMG. Again, a big gamble. The crews that are popping up are handy but can be costly from a CVP perspective. I can't really afford to throw them away.

Already a slight change of plan. Since I've picked up more leadership than I figured on, I'm going to have Eilers take the small force he has (a crew, a HS and

a German MMG) and head toward Hameau aux Brix. He'll pick up the broken 5-4-6 and I hope the yellow S? in X16 is something. This is yet another gamble, but I think I can ease into the main building and figure out what's there. If it's too strong, I'll back out. There are a couple out buildings I can probably grab. Since the Enemy units are in Hold, there is almost no chance they'll advance out of the safety of their buildings.

The crew will secure Les Heutes. Meanwhile, the rest of the gang, including the mortar, will head into the thick of it south of Gray Castle. The goal is to pick up some more US forces and carefully probe the castle to see what I'm facing. If it looks possible, I'll go for it.

American Turn 3

RPh:

1. Wind DR=4,1 NE
2. Q attempt Self-Rally DR=5,1 +1 Rallies

PFPh: None

MPh:

1. Timmes Command Control = 1,4 yes
2. Timmes moves to S9 triggers
N11 = 6 Gray S? = 1 yes: 5,1 +1 = 7 nothing (whew)
3. Eilers Command Control = 3,2 yes
4. MTR, 6 move to R9
5. Q moves to X13 triggers
X16 = 2 yes: 6,2 +1 = 9: SW=3,2 Baz 44
continues to X15

6. Eilers, G, German MMG, 10 move to X15
7. Kaster & H move to R7
8. Leslie Command Control = 1,3 yes
9. Leslie & N move to Q10
10. 4 Command Control = 6,3 Panic

DFPh, AFPh, RtPh: None

APh:

1. G to X16
2. Eilers, German MMG, 10, Q to Y16
3. Leslie to Q11
4. N to P10
5. MTR, 6 to Q10
6. Timmes to R9
7. Kaster & H to Q8

CCPh: None

German Turn 3

RPh:

1. Wind DR=6,3 NE
2. G recovers Baz44 dr=4 yes
PFPh, MPh, DFPh, AFPh, RtPh, Aph, CCPh: None

Turn 3 Comments

I'm reasonably satisfied with the cohesion of my force. I took a chance that the crew slated to clear Les Heutes would do it on their own, but was wrong. Leslie is going to help out to make sure this part of the mission gets done. Those buildings have to be secured.

I breathed a big sigh of relief when the Unknown Force astride the Route du Tiers turned out to be nothing. If that had really been an enemy force, it would have completely clogged that approach and forced everyone through the fields. I would have lost at least two turns clearing that problem.

I was hoping for infantry for Eilers, but instead got a bazooka. This team is a little thin, but might have enough to clear these two towns. With a little luck. I've had my share so far. Eventually, I fear, there's going to be payback.

For now we stay on plan. Eilers continues to probe Hameau aux Brix while Timmes sets up to approach the castle from the south. That way he can activate the yellow S? while keeping the gray S? covered for the moment. It's critical that the potential Enemy units are revealed at my pace so I can avoid facing overwhelming firepower. Leslie will get Les Heutes taken care of then catch up.

American Turn 4

RPh:

1. Wind DR=1,2 Rain lowers back to Light

Rain

PFPh: None

MPh:

1. Leslie Command Control = 4,1 yes
2. 4 moves to R12
VPO dr=5 none
continues to Q13
VPO dr=6 none
continues to P12 (CX)
3. N moves (CX) to M11 triggers
F8L1 = 2 -2 yes: 2,5 +1 = 8: HS=2,5 4-4-7 fires 2 FP -1
DR=6,5 NE
F8 = 1-1 yes: 5,4 +1 = 10: S=4,5 4-4-7, S=4,4 4-4-7;
L=1,4 8-1 fires 4 FP -2 DR=2,6 NMC=5,2 Broke
4. MTR, 6 assault move to P10
5. Leslie moves to O10 triggers [(G8 is cdie)
rdr=1,3]
G9 = 5 no
G8 = 6 Gray S? = 4 -1 = 3 no
continues to P11
6. Timmes Command Control = 6,4 yes
7. Timmes moves to P10
8. Kaster & H move to O6 trigger [(G5 is cdie)
rdr=5,2]

G5 = 6 no

G6 = 2 -2 yes: 3,3 +1 = 7 nothing
continues to M5

9. Eilers Command Control = 6,4 Panic
10. Baz, G Command Control = 1,1 yes assault
move to Y17 trigger
Z18 = 1 yes: 3,3 +1 = 7 nothing

11. German MMG, 10 Command Control = 4,3
yes moves (CX) to BB16 VPO=3 no
12. Q Command Control = 1,6 yes moves (CX)
to AA18 VPO=4 no
DFPh, AFPh: None

RtPh:

1. N routs to P12
APh:
1. Kaster & H to M4
2. Timmes, MTR, 6 to O11
3. Leslie to P12
4. 4 (CX) to O12
5. Baz, G to Y18
6. Q (CX) to AA17
7. German MMG, 10 (CX) to AA17
CCPh: None

German Turn 4

RPh:

1. Wind DR=1,6 NE
2. N attempt rally DR=4,3 +4 NE

PFPh:

1. F6L1 = 2,6 Fire - no target
2. F6 = 3,5 Fire - no target

MPh: None

DFPh:

1. Assemble MTR
AFPh, RtPh, Aph, CCPh: None

Turn 4 Comments

I decided to push the HS out into the clear to try to determine what the front yellow S? were. I hadn't figured the Gray ones would Activate first; it was a basic error. The HS broke and cancelled any other Activations. But, at least since the Enemy had fired, I was able to move outside the range of SFF and find out that the yellow ones were nothing (although, again, almost an Enemy). It was good to see the east side of Gray castle is not defended. This allows Kaster to slip around the back while Timmes continues from the front.

Meanwhile Eilers panicked on me, but his troops kept going anyway. It was tempting to push ahead, but I decided Eilers's panic was an isolated event and I would rather not risk having one unit stuck. I'm in no great rush down here and want to make sure I clear these buildings without losing any forces. There are none available here, so Eilers has to make do with what he has.

American Turn 5

RPh:

1. Wind DR=6,4 Rain intensifies
2. N attempt rally DR=4,5 -1 NE

PFPh:

1. Timmes Command Control = 2,4 yes
2. MTR, 6 vs F6 TH DR=4,1 +2 =7 Hit TK DR=4,6 NE

MPh:

1. 4 moves to L13
 2. Timmes moves (CX) to I11
 3. Kaster Command Control = 1,1 yes
 4. Kaster & H moves to G2
- F6L1 fires 2FP -1 DR=6,3 NE
5. Eilers Command Control = 1,4 yes
 6. Baz, G moves to Z18 VPO=1 continues to Z19
 7. German MMG, 10, Q move to AA19
 8. Eilers moves to AA19

DFPh, AFPh, RtPh: None

APh:

1. Kaster & H to F2 (now CX)
2. Timmes (CX) to H10
3. 4 to K14
4. Eilers, German MMG, 10, Q to Z19
5. Baz, G to Z20 triggers

Z20L1 = 5 -2 no

CCPh: None

German Turn 5

RPh:

1. Wind DR=1,2 Rain lowers to Light Rain
2. N attempts Rally DR=4,3 -1 Rallies

PFPh:

1. F6L1 = 5,2 Fire 4 FP +1 DR=2,5 NE
2. F6 = 2,5 Fire 8 FP +0 DR=5,5 NE

MPh: None

DFPh:

1. MTR vs F6 TH DR=2,5 +0 Hit TH DR=6,5 NE
- ROF TH DR=2,3 -1 Hit TH DR=6,3 NE
- ROF TH DR=1,4 -1 Hit TH DR=2,2 PTC on F6L1 DR=1,1 NE
- German Sniper check dr=5 no
- ROF TH DR=1,6 -1 Hit TH DR=6,2 NE
- ROF TH DR=5,6 -1 Miss

2. Eilers, German MMG, Q vs BB19 10 +2 DR=5,5 NE (German MMG malfunctions)

3. Kaster, H vs F6L1 7FP +3 DR=5,3 NE
- AFPh, RtPh, APh, CCPh: None.

Turn 5 Comments

The Timmes force is getting a bit too dispersed. I realize I don't have enough to really take the castle. The Germans have me outnumbered in there. I need to find more guys. So, Timmes is running up to see what there is in the orchard and beyond. Kaster will pop the last two Gray S? in the castle to see what the total package is. Based on the outcome of these two activities, I'll decide whether to go for the castle or skip it and go to Amfreville.

Meanwhile, Eilers is doing well. I'll use the HS with the bazooka and try to mop up the building. This will dictate what I have to deal with before committing to any Prep Fire or movement. Finding a VPO building was a big help.

American Turn 6

RPh:

1. Wind DR=6,4 Rain intensifies

PFPh:

1. Leslie Command Control = 4,6 Panic
 2. 6 Command Control = 5,1 yes
- MTR vs F6 TH DR=3,2 -1 Hit TH DR=2,6 NE
- ROF TH DR=2,5 -1 Hit TH DR=6,4 NE
- ROF TH DR=6,4 -1 Miss

3. Eilers Command Control = 5,2 yes
4. G mops up triggers

BB20L1 = 1 -2 yes; 4,4 +1 = 9: S=6,1 4-4-7

BB20 = 4 -2 yes; 1,4 +1 = 6: S=1,3 4-6-7

Search casualty dr=6-3 NE

MPh:

1. Timmes Command Control = 1,2 yes moves to G10 triggers

F9 = 2 yes; 3,2 +1 = 6: HS=6,6 2-3-6 (E)

F8 = 5 no

continues to D8 triggers

D7 = 4 -2 =2 yes; 3,1 +1 = 5: S=2,2 2-2-7 (9); L=1,3 -1

9-2 (Turnbull) VPO=5 no

C8 = 3 yes; 5,1 +1 = 7 nothing

B7 = 3 yes; 1,2 +1 = 4: S=3,6 5-4-6 (I); L=5,6 none;

SW=3,3 MMG

2. 4 Command Control = 1,2 yes moves to J13 triggers

E13 = 4 no

D12 = 6 Gray S? = 6 no

continues to H13 triggers

B16L2 = 2 -3 yes; 1,1 +1 = 3: S=3,4 4-4-7; S=3,2 4-6-7;

L=4,4 8-0, F=3 all fortified; SW=3,2 LMG

Fires 9 FP -1 DR=2,6 IMC=1,6 Broke

MMG, I move to A5 trigger

A3 = 3 yes; 5,4 +1 = 10: F** dr=3 Gun DR=5,3 M1

ATG w/126

4. Kaster Command Control = 4,2 yes

Kaster & H assault move to E3 triggers

E5 = 1 -2 yes; 2,5 +1 = 8: HS=2,3 2-4-7

Fires 2 FP +2 DR=1,2 NMC Kaster=2,1 NE

H=6,3 -1 Broke

SFF 1FP +2 DR=5,5 NE

E moves to E11

F6L1 Panic DR=6,2 no fires 2FP -1 DR=4,1 IMC=1,6

Broke

N Command Control = 5,1 yes moves (CX)

to K14

Eilers, half German MMG, 10, Q drop

MMG and move to AA23

DFPh:

1. F6 - A3a DR=4,4 vs E3 8 FP +1 DR=4,2
2. IMC Kaster=2,2 NE H=3,6 Reduced
3. BB20 vs Z20 4FP +4 DR=4,2 NE

3. BB20L1 vx Z20 4FP +4 DR=2,6 NE

AFPh: None

RtPh:

1. Kaster & H rout to B4
2. E Low Crawl to F11
3. 4 Low Crawl to I13

APh:

1. MMG, I to B5
2. Timmes to C8
3. N (CX) to K15
4. Eilers, 10, Q to BB23

CCPh: None

German Turn 6

RPh:

1. Wind DR=3,3 NE
2. 4 attempts Rally DR=2,6 +5 no
3. H attempts Rally DR=3,5 +2 no

PFPh:

1. E5 = 4,6 Move
 2. F5L1 = 6,2 Fire A3a DR=1,1 vs I13 2FP +3
- DR=2,3 NE (DM)

F5 = 1,3 Move

B16 = 4,1 Auto Fire (in IP) A3a DR=4,2

[F11 is cdie] rdr=1,3 vs I13 7FP +2 DR=1,6 PTC (NE)

ROF 3FP +2 DR=4,5 NE

BB20L1 = 2,2 Panics

BB20 = 6,2 Fire vs Z20 4FP +4 DR=1,4 NE

MPh:

1. E5 - A4a DR=3,5 - assault move to E6
2. F6 - A4a DR=3,1 [tough one. Toward

Friendly VPO is through moat, so will take license here and join other HS in E6 as a form of VPO/Best TEM

Assault Move] - assault move to E6

DFPh:

1. 6 Command Control = 3,4 yes MTR vs F6
- TH DR=6,6 malfunction MTR

Trunbull Command Control = 5,6 Panic

Kaster Command Control = 1,4 yes

MMG, I vs E6 9FP +4 DR=2,4 NE

ROF 4FP +4 DR=3,3 NE

G Command Control = 1,2 yes Bazooka vs

BB20 TH DR=1,1 +6 Hit TK DR=2,3 2MC=6,2 Broke

AFPh:

1. E6 A3a DR=1,6 vs B5 5FP +1 DR=5,5 NE

RtPh:

1. I13 Low Crawl to J12

APh, CCPh: None

Turn 6 Comments

A pretty bad turn for the US. I pushed too hard on the castle and got burned. It is going to be a tough nut to crack and I'm not sure it's worth it. Although multi-hex buildings are almost certain to be VPOs, I think I can offset with other buildings and casualties. Killing myself to take a big building doesn't make sense.

Having said that, though, the lucky bazooka shot opens the door for Eilers to get back and take Hameau aix Brix. I decided it was going to be too risky to try to take out two squads. But now that it's down to one, I may be able to steal it. At this point, I'll keep the broken unit out of the action, let Eilers finish his fish-ing expedition and see if I can come back and take it in the end game.

The Cathedral in Amfreville is a fortress and I'll certainly skip that objective. All levels are fortified and there is going to be more bad guys in there now. I'd still like to get those yellow S? north of town. Then it's a tough call. The church

is going to make moving around the town dangerous, but there are too many buildings down there to ignore. On the other hand, it will take several turns to get them, so it's tempting to try to get the castle. The decisions in battle are never easy. I think for now, given the rain is providing some cover, I'll go for the castle. The HS scouts will continue to probe about and try to pick up the yellow S? counters. I hope they're our boys...I need them.

American Turn 7

RPh:
 1. Wind DR=4,4 NE
 2. E attempts First Self-Rally DR=1,4 +1
 Rallies
 3. 4 attempts Self-Rally DR=3,6 +5 no
 4. H attempts Rally DR=1,6 +0 Rallies
 5. 6 repairs MTR dr=6 disabled
 PFPH:
 1. G Command Control = 6,3 Panic
 2. MMG, 1 OppFire
 MPH:
 1. Timmes Command Control = 3,6 yes assault move to D7
 2. E Command Control = 6,2 Panic
 3. N Command Control = 6,1 yes moves to H15
 4. Leslie Command Control = 6,4 Panic
 5. 6 Command Control = 1,5 yes moves (CX) to J15
 6. Trunbull, 9 move to C11 (by way of C8-B8-B9-C10 to avoid hypothetical AC from B16L2) trigger C14 = 5 no
 7. Kaster Command Control = 2,2 yes
 8. Kaster, H assault move to B5
 9. ATG (CX) manhandle to B3 DR=2,3 yes to C4 DR=6,4 no
 10. Eilers Command Control = 1,4 yes
 11. 10 moves (CX) to CC25 VPO=1 yes continues to DD25 trigger
 DD25L1 = 2 -2 yes: 3,1 +1 = 5: S=4,5 4-4-7:L=6,1 8-0; SW=3,3 HMG
 Fires 22FP +2 DR=6,2 1MC=1,5 Broke
 12. Eilers Assault move to BB24
 13. Q moves (CX) to CC23
 BB20L1 Panic DR=6,3 no Fires 4FP -1 DR=3,5 PTC=2,4 NE
 continues to EE23 trigger
 GG24 = 2 -1 yes: 1,5 +1 = 7 nothing continues to FF23
 DFPH:
 1. E6 Panic DR=6,5 no A3a DR=2,4 vs B5 10FP +1 DR=3,1 2MC
 Kaster=5,5 Broke; H=6,4 Broke; I=3,4 Broke
 2. F6L1 Panic DR=2,3 no A3a DR=3,1 vs D7 4FP +4 DR=5,6 NE
 3. B16L2 panic DR=4,2 no A3a DR=6,1 vs F11 7FP +2 DR=5,4 NE
 4. DD25L1 FF vs DD25 4FP +3 DR=4,4 NE
 AFPh: None
 RtPh:
 1. Kaster, H, MMG, I to B4
 2. 10 to AA24
 APh:
 1. Trunbull, 9 to D11
 2. N to G15 (now CX) trigger
 F14 = 4 -1 = 3 yes: 4,5 +1 = 10: F** dr=5 SW=4,3
 Mines; SW=2,5 Mines s AT mine
 3. 6 (CX) to I16
 4. Eilers to AA24
 5. Q to GG24 VPO=4 no
 CCPH: None

German Turn 7

RPh:
 1. Wind DR=4,6 No further effect
 2. Attempt First Self-Rally BB20 DR=3,5 no
 3. Kaster attempts Rally DR=4,6 +3 no
 4. 4 attempts Rally DR=1,5 +1 Rallies

5. 10 attempts Rally DR=4,2 +3 no
 PFPH:
 1. E6 = 5,5 Panic
 2. F6 = 3,3 Panic
 3. B16L2 = 6,2 Fire A3a DR=3,1 vs G15 9FP +1 DR=6,2 PTC=3,4 Pin
 4. BB20L1 = 5,3 Fire A3a DR=2,5 Z20 4FP +4 DR=6,6 NE
 5. DD25L1 = 5,3 does nothing
 MPH: None
 DFPH:
 1. G Command Control = 3,5 yes fire bazooka at BB20L1 TH DR=3,2 +6 Miss
 AFPh, RtPh, APh, CCPH: None

Turn 7 Comments

Seems both armies are getting a little weary. I pretty much assumed my bazooka toting HS would pass the Command check and keep the squad DM. It didn't, but luckily they didn't rally, either.

Eilers found another VPO, but also a nasty MG nest. As much as I'd like to clear it because it threatens to retake the VPO, I'm not chancing it. Eilers will collect his team and go for Hameau aix Brix. It's the lower hanging fruit and I doubt I'll get much more than this out of his team this mission.

Kaster is having a deuce of a time with Gray Castle. It's doling out too much punishment. He's outnumbered and really has to hope for Panic during my turn. Not a good prospect. I'm sending him around to the other side so he can try to get into the G4 building. At least he'll have equal TEM and can try to work his way around. There's no point trying to run him all the way into Amfreville at this stage of the mission.

Lastly, Timmes, himself, is going to find out if those yellow S? are Good Guys. If they are, I may be able to steal a couple buildings. If not (or they're worthless like the AT Mines) I'll have to fade back and help take the castle. I realize I'm forfeiting a lot of potential VPOs, but I don't have enough guys to tackle upper level Gray S? counters. They're almost sure to be real bad guys.

American Turn 8

RPh:
 1. Wind DR=1,2 Rain lowers to Light Rain
 2. Kaster attempts Rally DR=4,5 no
 3. I attempts First Self-Rally DR=4,1 Rallies
 4. 10 attempts Rally DR=5,4 -1 no
 PFPH: None
 MPH:
 1. ATG Command Control = 2,3 yes manhandles into C4 DR=1,6 no (-2 Labor)
 2. I Command Control = 2,3 yes moves (CX) to C2
 E6 Panic DR=5,2 Fires 5FP +0 DR=5,2 PTC=5,4 Pin
 E6L1 = 2-3 yes: 3,4 +1 = 8: HS=6,4 2-3-6 Fires 1FP -2 DR=1,3 1MC=1,3 NE
 German Sniper dr=6 no
 3. N Command Control = 5,3 Panic
 4. E Command Control = 4,4 Panic

5. Trunbull Command Control = 2,5 yes
 6. Trunbull, 9 move to E13 trigger
 D13 = 4 no
 E14 = 1 yes: 5,4 +1 = 10: F** dr=5 SW=1,2 M2 MTR dm ; SW=1,5 MMG dm
 E14 = 6 Gray S? = 6 no
 continue to F13
 7. 4 Command Control = 4,3 yes move (CX) to F9
 8. 6 Command Control = 6,4 Panic
 9. Leslie Command Control = 5,5 Panic
 10. G Command Control = 5,6 Panic
 11. Q Command Control = 3,4 yes moves to GG23
 BB20L1 Panic DR=5,4 no Fires 2FP -1 DR=6,3 NE continues to FF22
 BB20L1 SF 2FP -2 DR=5,3 PTC=3,5 Pin
 DFPH:
 1. F6L1 Panic DR=5,4 no Fires vs D7 4FP +3 DR=6,5 NE
 2. B16L2 Panic DR=6,1 no A3a DR=5,6 vs G15 9FP +0 DR=3,4 1MC=4,5 Broke
 AFPh: None
 RtPh:
 1. N Low Crawl to H15
 APh:
 1. 4 (CX) to E9
 2. 9 to F14 VPO=6 no
 CCPH: None

German Turn 8

RPh:
 1. Wind DR=4,3 NE
 2. BB20 attempts First Self-Rally DR=1,5
 Rallies
 3. Kaster attempts Rally DR=4,4 Rallies
 4. H attempts Rally DR=1,5 -2 Rallies
 5. 10 attempts Rally DR=6,3 no
 PFPH:
 1. E6L1 = 3,2 Fire A3a DR=6,1 vs E9 2FP +2 DR=2,1 NMC=6,6 Eliminated
 2. E6 = 5,4 Fire A3a DR=4,3 vs D7 10FP +3 DR=6,3 NE
 3. F6L1 = 2,5 Fire vs D7 4FP +3 DR=2,5 NE
 4. B16L2 = 6,6 Panic
 5. BB20L1 = 1,4 Fire A3a DR=1,3 vs Z20 4FP +3 DR=6,6 NE
 6. BB20 = 1,6 Fire A3a DR=2,4 vs FF22 4FP +0 DR=6,2 NE
 7. DD25L1 = 5,6 Move
 MPH:
 1. DD25L1 A4a DR=2,3 assault move to DD25
 DFPH:
 1. G Command Control = 6,6 Panic
 2. Q Command Control = 4,1 yes 5FP +3 vs BB20 DR=2,4 NE
 AFPh, RtPh: None
 APh:
 1. DD25 to CC25 recaptures VPO
 CCPH: None

Turn 8 Comments

Yuck. This is going badly. My forces are spread out all over and are panicking. This is a classic trap in SASL. You make a few Command DR and you think you are invincible. By the time the payback occurs, the forces are spread out and the leaders are stuck and everything is a mess. That's the situation I'm in now.

So, now that I lost the VPO as expected in CC25, it's time for Eilers to get that crew moving and get back in the Hameau aix Brix. I should be able to take it if I can keep the forces intact and not Panicked. That seems to be a big "if" right now.

ROF DR=3,1 IMC
 Brk8-0=4,1 NE; Brk8-0=3,4 Wd dr=3 Wounded; Brk4-4-7=6,6 Eliminated; Brk2-4-7=6,3 Eliminated; Pin4-4-7=1,1 HOB DR=3,5 BH to 4-6-7
 German Sniper dr=1 rdr=4,6 to AA21 Eilers=6, 10=2, G=3 Eilers killed; 10=1,6 Broke; G=1,5 Pin US Sniper dr=4 no
 5. G vs BB20 3FP +3 DR=6,6 NE
AFPh: None
RtPh:
 1. H captures 8-0, Wd8-0.
 2. F6L1 routs to G6L1.
 3. 10 routs to Z20
Aph:
 1. BB20 to AA21:
 4-4-7=6,6 no
 4-6-7=6,1 no (Encircled lowers morale)
CCPh: None

Turn 10 Comments

An eventful turn, to say the least. As is typical is ASL, two simultaneous events on opposite corners of the board had completely different effects. At almost the moment Gray Castle became available for capture, Hameau aix Brix may have slipped from my grasp. With the loss of Eilers there, it will be very tough to capture. The fact that the Location the Enemy is in is encircled is the only reason I'm not worse off.

As it turns out, encirclement has been my savior. It canceled at least a few shots that would have caused MCs against me. Establishing it in SASL is key to success. The units will tend not to move out of it to clear it and the lowered morale and increased modifier on fire can be extremely helpful to the Friendly side.

Anyway, this turn I'll clear Gray Castle by mopping up. I'll try to get the last Good Order squad and secure the other building then decide if there is time to put together an attack on Amfreville in case the mission does drag on.

The little HS that is headed for Le Motey is probably a silly gamble. The chances that a six morale squad will carry on is iffy at best. But he wasn't going to get to Gray Castle in any reasonable time and I decided he may find a few buildings to be empty and could try to steal some potential VPOs. We'll see.

American Turn 11

RPh:
 1. Wind DR=5,5 No further effect
 2. Q attempts First Self-Rally DR=5,6 no
 3. 10 attempts Self-Rally DR=3,5 +4 no
PFPPh:
 1. Timmes Command Control = 2,5 yes
 2. 3 Mops Up; captures Enemy squad VPO=3 -2 yes
 3. Kaster Command Control = 4,5 yes
 MMG fires vs E5 8FP +3 DR=4,2 PTC=5,4 Pin
 4. G Command Control = 6,1 yes fires bazooka vs BB20 TH DR=3,6 Miss
MPh:
 1. N Command Control = 6,1 yes moves to N18 trigger
 N20 = 6 no

continues to N19 trigger
 O21L1 = 3 -2 yes; 5,2 +1 = 8; HS=2-3-7 Fires 2FP +2 DR=4,5 NE SFF 1FP +2 DR=2,5 NE
 O21 = 3 -2 yes; 5,6 +1 = 12; HS=4,6 2-3-6; Gun=5,2 +2 =9 75L AT
 HS Fires 2FP +2 DR=6,3 NE SFF 1FP +2 DR=2,6 NE
 ATG Fires TH DR=4,2 +2 Hit TK DR=5,4
 NMC=2,4 Pin
 2. Winslow, 1, E move to E6
 E5 Panic DR=2,4 no Fires 4FP +4 DR=1,4 NE SFF DR=1,2 PTC 1=5,1; E=4,6 Pin
 3. Timmes assault move to E6
 2RFP +3 DR=3,5 NE
 4. Trunbull, Patterson, 9 move (CX) to G5
 VPO=5 no
 5. Leslie Command Control = 4,4 yes with 6 moves to D7
DFPh:
 1. B16L2 Panic DR=3,6 no A3a DR=3,3 vs N19 3.5 +2 DR=2,6 NE
 2. BB20 Panic DR=4,4 all Panic
 CC25 Panic DR=1,6 no Fires vs AA21 9FP +5 DR=3,3 NE
 ROF 7FP +5 DR=6,2 NE
AFPh:
 1. Timmes, Winslow, 1, E vs E5 3.5FP +1 DR=1,1 2MC=2,1 NE
 2. Trunbull, 9 vs E5 1FP +2 DR=6,2 NE
RtPh: None
Aph:
 1. H transfers prisoners to Kaster to E5
 2. Timmes, Winslow, 1 to E5
 3. G to BB20
CCPh:
 1. E5
 Ambush: German dr=6+1=7 US dr=5-2=3 US Ambush US 3:2 -3 DR=5,2 4-6-7 eliminated
 2. BB20
 Ambush: German dr=5+2=7 US dr=2 US Ambush US 1:2 (vs 4-6-7 only) -2 DR=3,4 NE
 German A3e dr=5 2:1 +2 DR=3,6 NE Melec

German Turn 11

RPh:
 1. Wind DR=2,6 NE
 2. 10 attempts Self-Rally DR=3,6 no
PFPPh:
 1. B16L2 = 5,6 Fires A3a DR=2,1 vs N19 3.5FP +2 DR=1,5 NE
 ROF 1.5FP +2 DR=6,6 malfunction LMG
 2. O21L1 = 3,4 Fire vs N19 2FP +3 DR=6,5 NE
 3. O21 = 4,2 Fire vs N19: HS 2FP +3 DR=5,5 NE; ATG TH DR=4,4 +2 Miss
 4. CC25 = 4,1 does nothing
MPh, DFPh, AFPh, RtPh, Aph: None
CCPh:
 1. BB20
 German A3e dr=3 1:1 DR=3,2 eliminates US HS US 1:3 DR=5,1 NE

Turn 11 Comments

Gray Castle is secured. I will now consolidate guarding the prisoners, organize the troops and set out for Le Motey. Since I know what I'm facing there, and aside from the Gun it isn't that much, I may be able to steal some more points. I strongly suspect I'll run out of time, but I can't see sitting around the castle when I have some stuff to work with.

Meanwhile, the melee in Hameau aix Brix was probably stupid, but I couldn't pass up jumping them while Panicked. It resulted in an ambush, as expected, but I missed the shot to take out one squad. This left the HS outmuscled and he paid.

If I don't rally one or both units down there, it's curtains for that effort.

This could be the last turn. I've lost more men than I wanted to and, in the end, that could cost me victory. But, time will tell.

American Turn 12

RPh:
 1. Wind DR=5,6 No further effect
 2. Q attempts First Self-Rally DR=1,5 Rallies
 3. 10 attempts Self-Rally DR=3,5 no
 4. 4-6-7 in BB20 recovers bazooka dr=4 yes
 5. B16L2 repair LMG dr=5 no
PFPPh: None
MPh:
 1. N Command Control = 2,1 yes assault move to N20 VPO=1 yes
 O21L1 Panic DR=1,6 no Fires 4FP +4 DR=5,6 NE SFF DR=4,2 NE
 O21 Panic DR=3,6 no HS Fires 4FP +4 DR=4,1 NE SFF DR=2,1 NE
 ATG Fires TH DR=4,4 Hit TK DR=4,2 2MC=3,5 Broke
 2. Timmes Command Control = 6,6 Panic
 3. Trunbull Command Control = 4,6 yes
 4. Winslow, MMG, H, 1 move (CX except Winslow) to G10
 5. Kaster w/pris moves to F5
 6. E moves to G9
 7. Trunbull, Patterson, 9 move to F8
 8. Leslie Command Control = 6,4 Panic
 9. 6 Command Control = 3,4 yes moves to F9
 10. Q Command Control = 1,5 yes moves to AA19
DFPh:
 1. B16L2 Panic DR=3,6 no (but no viable targets)
AFPh:
 1. Q vs BB20 2.5FP +4 DR=5,2 NE
RtPh:
 1. N Low Crawl to M20
Aph:
 1. Q to Z19
 2. Winslow, MMG, H, 1 to H10
 3. Trunbull, 9 to G9
 4. Patterson to F9
 5. Kaster w/pris to E6
 6. 3 w/pris to E6
CCPh: None

German Turn 12

RPh:
 1. Wind DR=4,1 NE
 2. 10 attempt Self-Rally DR=5,2 rallies
 3. B16L2 repair LMG dr=3 no
 4. Kaster transfers prisoners to 3
PFPPh:
 1. B16L2 = 2,6 Fires no viable target; does nothing
 2. BB20 = 4,6 Fires A3a DR=2,1 Spray Z19 & Z20 4FP +45 DR=5,3 NE
 3. O21L1 = 4,4 Panic
 4. O21 = 1,1 HS Panics, Gun does nothing
 5. CC25 = 4,3 does nothing
MPh: None
DFPh:
 1. Q Command Control = 2,6 Panic
AFPh, RtPh, Aph, CCPh: None
 Mission End dr=3 no

Turn 12 Comments

My HS stumbled onto another VPO and paid a small price for it. I need to re-occupy it, despite the danger, to keep his units out. If the castle gang can get there, it would be a big help. But it's a long haul. Luckily it's raining hard enough to keep the cathedral from firing. Meanwhile, Hameau aix Brix continues to drag

on. I have a feeling the best I can hope for here is to deny any VPO to the Enemy by lack of Control. But, the Germans are still encircled and if I can get one lucky shot, they may break.

American Turn 13

RPh:

1. Wind DR=1,4 NE
2. N attempt First Self-Rally DR=5,1 no
3. B16L2 repair LMG dr=3 no

PFPh:

1. Q Command Control = 6,1 yes
2. 10 Command Control = 1,1 yes
3. FG vs BB20 6FP +4 DR=4,5 NE

MPh:

1. Trunbull Command Control = 2,6 yes
2. Winslow, MMG, H, 1 move to K13
3. Trunbull, 9, E move (CX) to L12
4. Patterson, 6 move to J12
5. Timmes Command Control = 2,3 yes moves (CX) to I10
6. Kaster moves to H9

DFPh:

1. B16L2 Panic DR=4,2 no A3a DR=3,1 vs J12 4FP +3 DR=3,2 NE
2. BB20 Panic DR=3,2 no A3a DR=2,2 [5-4-6 edie] rdr=4,6 vs Z20 8FP +4 DR=3,3 NE

AFPh, RtPh: None

Aph:

1. Trunbull, 9, E to L13
2. Winslow, MMG, H, 1 to K14
3. Patterson, 6 to K13
4. Timmes to J10
5. Kaster to I10

CCPh: None

German Turn 13

RPh:

1. Wind DR=1,3 NE
2. B16L2 repair LMG dr=5 no

PFPh:

1. B16L2 = 4,4 Panic
2. BB20 = 2,3 Fire A3a DR=2,2 [5-4-6 edie] rdr=6,5 vs Z19 8FP +5 DR=4,5 NE
3. O21L1 = 2,5 does nothing
4. O21 = 3,6 does nothing
5. CC25 = 2,3 does nothing

MPh: None

DFPh:

1. Q Command Control = 6,2 Panic

AFPh, RtPh: None

Aph:

1. 2-3-6 to N20

CCPh: None

Mission end dr=4 no

Turn 13 Comments

I knew that eventually the O21 HS would retake the VPO. I got lucky the first turn that they panicked, but not so this time. Now I want the mission to continue so I can retake it with the force that is rapidly moving through the fields. I'm also going to take Timmes and Kaster and head for Hameau aix Brix. Again, it's unlikely they'll get there in time, but if the mission drags out, it could be the necessary addition to the US forces there to clear the building.

American Turn 14

RPh:

1. Wind DR=6,2 NE
2. N attempts First Self-Rally DR=4,3 no
3. B16L2 repair LMG dr=2 no
4. Transfer MMG to 1

PFPh:

1. Q Command Control = 2,2 yes
2. 10 Command Control = 5,2 yes
3. FG vs BB20 6FP +4 DR=6,5 NE

MPh:

1. Trunbull Command Control = 1,2 yes
 2. Winslow, MMG, 1, H move (CX except Winslow) to M18
 3. Trunbull, 9, E move to O15
- O21L1 Panic DR=3,3 Panic continues to O17
4. Patterson, 6 move (CX) to M17
 5. Timmes Command Control = 5,4 yes moves to O13
 6. Kaster moves (CX) to P13

DFPh:

1. N20 Panic DR=6,4 no fires vs M20 4FP +1 DR=2,4 PTC NE
2. BB20 Panic DR=5,1 A3a DR=6,5 [5-4-6 edie] rdr=3,4 vs Z20 8FP +5 DR=2,1 NMC=4,6 Broke

AFPh: None

RtPh:

1. N Low Crawl to L19
2. 10 to Z19

Aph:

1. Patterson to L17
2. 6 to M18
3. Trunbull, 9, E to P17
4. Kaster to Q14
5. Timmes to P13
6. Q to Z20

CCPh: None

German Turn 14

RPh:

1. Wind DR=5,4 NE
2. 10 attempts Self-Rally DR=6,6 eliminated
3. B16L2 repair LMG dr=6 disabled

PFPh:

1. B16L2 = 4,3 does nothing
2. N20 = 4,5 Fires A3a DR=1,6 vs M18 2FP +3 DR=2,3 NE
3. BB20 = 4,4 Panic
4. O21L1 = 4,1 does nothing
5. O21 = 6,4 does nothing
6. CC25 = 4,5 does nothing

MPh: None

DFPh:

1. Patterson Command Control = 1,4 yes
 2. Winslow, MMG, E, 6 vs N20 9FP +4 DR=2,5 NE
 3. Q Command Control = 2,3 yes vs BB20 5FP +4 DR=1,1 NMC 4-4-7=3,1 NE; 4-6-7=3,5 Broke
- AFPh, RtPh, Aph, CCPh: None
Mission end dr=3 no

Turn 14 Comments

I almost stole Hameau aix Brix. There's still a good chance I can get it. Sadly, the crew totally blew the Rally and was eliminated. Two points I didn't need to cough up.

I think it's going to take two turns to have a chance of getting Le Motey. I can't get too pushy or that Gun will rip me up. So, I'm going to spread the attack and try to encircle the building to get a better chance of causing a break.

American Turn 15

RPh:

1. Wind DR=4,4 NE
2. N attempts First Self-Rally DR=5,4 no

PFPh:

1. Patterson Command Control = 4,3 yes
2. Winslow, MMG, E, 6 OppFire

MPh:

1. Trunbull Command Control = 3,6 yes
 2. Patterson assault move to L18
- N20 Panic DR=5,5 Panic
O21L1 Panic DR=1,6 no Fires 1FP +1 DR=2,2 NE SFF

DR=6,4 NE

3. Trunbull, E move to O18
- O21 Panic DR=6,3 no Fires TH DR=3,5 +1 Miss continues to M20
4. 9 moves to Q20
 5. Timmes Command Control = 3,2 yes moves (CX) to W15
 6. Kaster moves to V15
 7. Q Command Control = 3,5 Panic

DFPh:

1. BB20 Panic DR=6,2 no Fires vs Z20 4FP +5 DR=1,6 NE

AFPh:

1. Trunbull, E vs N20 3FP +2 DR=3,1 PTC=6,2 Pin
 2. Winslow, 6, E, MMG vs N20 9FP +3 DR=1,4 NMC=2,2
 3. ROF 4FP +4 DR=5,5 NE
- RtPh: None

Aph:

1. Trunbull, E to N20
2. Patterson to L19
3. Winslow, 6, E, MMG, 1 to N18
4. 9 to P20
5. Timmes to X15
6. Kaster to W15

CCPh:

1. N20

Ambush: German dr=5+3=8 US dr=1-2=-1 US Ambush 2:1 attempt capture -5 DR=4,3 2-3-6 captured (E takes them)

German Turn 15

RPh:

1. Wind DR=5,2 NE
2. BB20 attempts First Self-Rally DR=1,5

Rallies

3. N attempts Rally DR=5,4 no

PFPh:

1. B16L2 = 3,5 does nothing
2. BB20 = 6,4 Fires vs Z20 8FP +5 DR=4,4 NE
3. O21L1 = 2,1 Move
4. O21 = 6,3 Fires vs N20 TH DR=3,3 +2 Hit TH DR=6,5 NE

IF TH DR=3,5 +3 Miss

5. CC25 = 1,6 does nothing

MPh:

1. O21L1 A4a DR=5,6 assault move O21

DFPh:

1. Trunbull Command Control = 4,2 yes
2. Trunbull, E vs O21 6FP +2 DR=3,4 NE
3. Winslow, 6, E, MMG vs O21 9FP +3 DR=6,4 NE

4. Q Command Control = 5,2 yes Fires vs

BB20 5FP +4 DR=5,5 NE

AFPh:

1. O21 2-3-7 A3a DR=3,6 N20 2FP +4

DR=1,6 NE

RtPh: None

Aph:

1. O21 attempt to N20 DR=4,6 no

CCPh: None

Mission end dr=1 IT'S OVER!

Turn 15 Comments

The garrison of the building panicked which opened the way for Trunbull to race over and capture it (and the occupants). That was a big break. I think one more turn and I might have had O21, as well. But it was not to be.

I also had one last crack at Hameau aix Brix. If the squad hadn't panicked, I could have moved adjacent, forced the broken squad's surrender and, possibly, gone for the Gold and tried the CC. But, the legacy of Eilers demise lingers on and

the squad refused to go. The German rallied and we were right back to the Mexican standoff.

Now to tally up points and see what the outcome is...

VPO Chits:
 A17 = 4-2=2 no
 A19 = 6 no
 B18 = 4 no
 C16 = 2 no
 C17 = 2 no
 C19 = 5 no
 D16 = 6 no
 D17 = 5-1=4 no
 D20 = 5-2=3 no
 D23 = 4 no
 E17 = 2 no
 F18 = 6 no
 F19 = 4 no
 F24 = 6 no
 H21 = 3 no
 I24 = 3 no
 K22 = 1 yes
 K25 = 2-2=0 yes
 O21 = 6 no
 O23 = 4 no
 Values:
 F6 = 3: 4
 K22 = 4+1=5:3
 K25 = 2: 4
 N20 = 5+1=6: 2
 Z18 = 4+1=5: 3
 CC25 = 4: 3

CVPs Amassed	German	US
Leaders (0 capt.)	8-1	8-0 (plus 8-0,8-0)
Squads (plus 1 capt.)	5-4-6	2x4-4-7, 4-6-7
HS (plus 1 capt.)	2x3-3-7	2-3-6, 2-4-7
Crews	2-2-7, 1-2-6	
Total CVP	10	19
VPOs		
F6	4	
K22	3	
K25	4	
N20	2	
Z18	3	
CC25	3	
Total VPOs	10	9
Grand Total	20	28

Final Comments

I actually won by more than I thought I would. A lot was because many of the buildings that the Germans retained possession of didn't provide any VPOs. The prisoners I had made a big difference. It was definitely worthwhile capturing and keeping them.

It was nice that Gray Castle was one of the big point buildings. It was also unfortunate that N20 didn't amount to much. It would have been interesting to see if AA19 would have been worth what I threw into it. That building cost me at least four CVP. Based on what I saw with

the other buildings, it would have been a wash at best or possibly worth a net of one point. Not a good play in the long run.

I'm sure I did a few things wrong (I know I grabbed the wrong crew for the ATG) and suspect I did many others wrong, too (especially the LOSs which are tricky on this map). This mission is different than any SASL I've done. There were many times when I went into an area I would have avoided just to see if the yellow S? would amount to useful resources, especially men. This was really how the cathedral was revealed, which normally I would have avoided. In the long run, not many men were available. At the peak I probably had less than a half dozen squad equivalents milling around the board. Lots of leadership, but few real fighters.

And I think that's why I had a hard time setting my plan and sticking to it. I just couldn't bring myself to concentrate my forces and move systematically from objective to objective. I just don't think there's enough time for that. But, by the same token, when I spit my units into little roving bands, a small setback mushroomed into a big problem. The loss of Eilers, for instance, killed any real chance to take that building. I just wanted to see if I could get lucky and, if not, just hold my own and try not to lose the VPO building I had secured.

This mission should be a model for others in HASL systems. It was fun, tense, and challenging throughout. I never felt the result was a foregone conclusion. There is no way to be assured that the US is sitting on a substantial enough amount of victory points to assure a win. At no time can he stop playing and wait for the clock to run out.

The real beauty of having a mission like this is the opportunity to learn the board and work with the LOS rules. I'm sure I messed up on the LOS, but I learned a lot about the crossfire available from the cathedral hill to the hill around Gray Castle. I also see how the German player can really create fortresses in the hedgerow-lined roads. Overall, having done this mission will help me immensely when I sit down to play a few scenarios of Timmes Orchard. It was well worth the time to play.

ALL AMERICAN MINIS SET IS HERE!

The ALL AMERICAN miniatures set is *not* the typical miniature you can buy in any store but instead consists of 1/2" and 5/8" 3-D game pieces representing squads (with the requisite three figures), AT and INF-Guns, machine-guns, light mortars, and free standing AFV and trucks. This is a limited run set available only direct from CH and you will receive 57 cast game pieces, enough to play all your AA scenarios, and notes on use for the low price of \$19.95. They look incredible on the large-hex maps and need no painting to enjoy!

All American

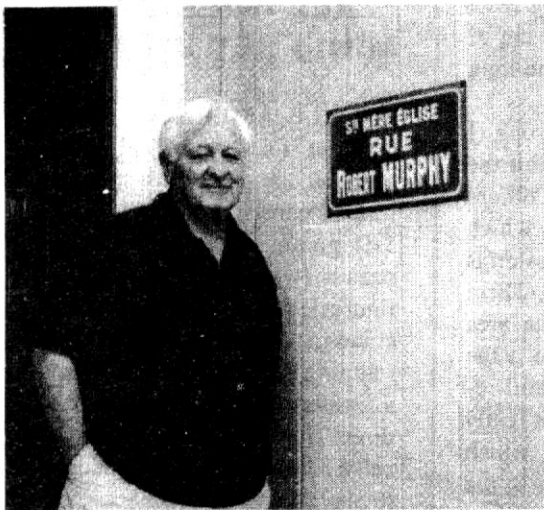
Coming soon from the Critical Hit presses: THE MEMOIRS OF ROBERT MURPHY!

We have contracted to publish the incredible combat memoirs of A Company, 505th P.I.R. D-Day combat veteran Bob Murphy. This is a never before published book detailing the author's personal role in the fighting at La Fiere and the entire battle depicted in our three-game ALL AMERICAN set!

The author interviewed dozens of his fellow veterans while compiling the information for this book. Murphy himself was the source for some of the most authoritative works on the battle by renowned authors including Cornelius Ryan, and Stephen Ambrose.

Now through Critical Hit you can experience the battle at the sharp end from the words of a sergeant who was there. Reserve your copy now as quantities will be limited!





CH Interview with Robert M. Murphy

82nd Airborne Normandy Veteran
A Company, 505th P.I.R.



CH interviewer Ray Tapio caught up with A Company, 505th P.I.R. combat veteran Robert M. Murphy for a July 20, 1998 interview. Bob is the former President of the 82nd Airborne Division's Veterans Association and recently agreed to have his memoirs published by Critical Hit's publishing division for release during fall '98.

CH: How did the bridge come to be named "Kellam's" bridge?

RM: After the airplane was in there (*the C-47 at the Ste. Mere Eglise museum. Ed.*) I said to Bob Constans, a friend of mine and a former French resistance fighter, 'we ought to name that bridge there'. If you go around the country, everywhere, there are plaques naming bridges and such. We dedicated the spot back in 1989, a whole formation of 82nd fellows, including the commanding general of the 82nd was there. So we had already dedicated that spot with a marble marker. There was a good reason. The big battle was at La Fiere. There really was no other battle like it in Normandy, except maybe St. Lo and Omaha Beach. Our options were to pull out or stay there and not let the Germans to get through to Utah Beach via that bridge. (*We think this is the battle mimicked in the new movie "Saving Private Ryan", with the paratroopers holding the bridge at the climax of the film. Ed.*)

CH: Where is the Iron Mike statue on our game map?

RM: Right here (*gestures to hex AA7*).

CH: In addition to the moniker Kellam's Bridge, I understand the battleground around La Fiere has had another memorial dedicated.

RM: The causeway (*on the Kb map*) was renamed Marcus Heim, Jr. Causeway at the dedication of the La Fiere Iron Mike statue. Incidentally, that statue was finally got on the pedestal the night before the June 6, 1997 dedication ceremony. Heim manned a bazooka during the big German tank attack on June 6th.

CH: The night before? That's close!

RM: Six O'clock, the night before. The original Iron Mike is down in Fort Bragg. When we originally started doing this project, which was done by the French Association des Ami Veterans Americain, it was only about four or five years ago that they started getting enthused for it. It was going to cost them a great deal of money, so General Norton (Lieut. General Jack Norton, ret.) told the Brigadier, 'you're spending too much money on the statue with the parachute coming off, you really don't need that'. What you do is something like the Iron Mike down at Fort Bragg.

CH: So that was the beginning of a second Iron Mike being placed at La Fiere?

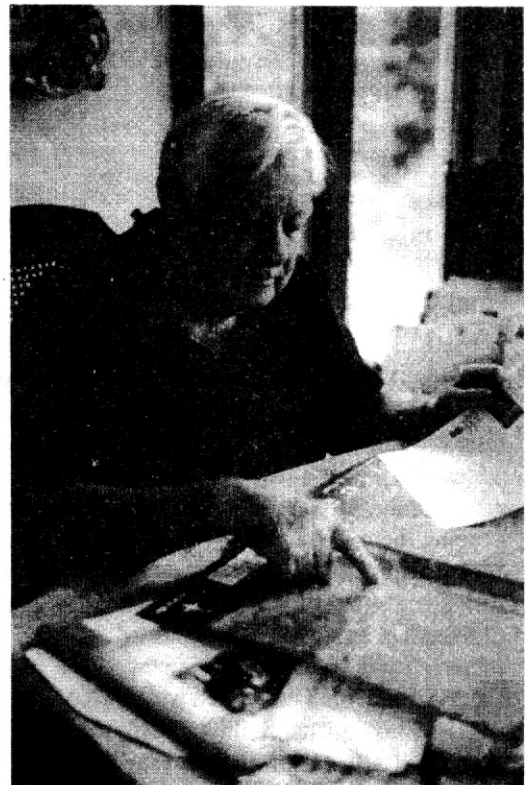
RM: Yeah. It was going to be a paratrooper with a tommy-gun and a parachute. As if he had just landed. The way the project started out was that we were going to put that C-47 you see on the wall there, that is the one now in the Ste. Mere Eglise museum. It's an original D-Day aircraft (*serial #42-100825*). That's the wine bottle my wife used to christen it. Incidentally, I made my last jump out of that at the 20th anniversary

of D-Day in 1964. We spent seven years and a great deal of time and effort to return that aircraft to World War II specifications. That was the start of the Iron Mike statue, too. We did the plane and then got involved in the statue.

Robert was interrupted at this point by an incoming phone call from a newspaper reporter with The Boston Herald seeking veteran's comments about the blockbuster movie, "Saving Private Ryan" due to be released on July 24.

CH: Can you place yourself on the La Fiere battlefield for our readers?

RM: During the attack, the first attack on the morning of D-Day. sixth June, A



Company assembled almost to a man. I was not there at that time because I was a pathfinder. Just to give you an eyewitness observation, I was not there until daylight in the morning (*of June 6*) when Mike Chester, my Platoon Leader in A Company, the 1st Battalion 505 pathfinder (there were three pathfinders per aircraft). Chester sent me down about daylight after hearing all the firing going on. We were still in the dropzone, which was relatively easy. There wasn't much going on up there. So I came down, crossed over the railroad bridge and followed the sound of the guns. I got down there and found John "red Dog" Dolan, down at that corner by that field (*hex DD8*). At that time he told me McGinity was dead and we were still under attack. There was still firing going on. So I told Dolan, 'I'm going back, I've got to tell Lieut. Chester.' Dolan said, 'you're not going anywhere, get in that hole over there and just start firing.'

CH: In your memoirs you talk about the death of Major Frederick Kellam. Any additional insight you can give us?

RM: Frank Buck (*another 505, 82nd veteran*) from Washington State, is in our 505 Association. He was there and gave me a tape on how it happened*. In Gavin's Book (*On to Berlin*, Bantam Books) he said Kellam was killed that morning** (*the morning of D-Day*). And you can see in my memoirs the letter from John J. Dolan***. Dolan was a very quiet guy and never really gave an account of his experiences until that letter (*a letter dated March 23, 1959 to Robert Murphy*). Here it is forty years later. When I was on the battlefield I saw Kellam and heard McGinity was killed. Gavin has been in this house a few times and his wife is a good friend of mine. Matter of fact I just talked to her the other night. But I'm not going to call Gavin and say, 'General, you're dead wrong.'

CH: It's a normal part of the process of writing about military history, to have these disagreements. What other experiences with historians can you share with our readers?

RM: Take Ambrose, a great author and a great guy too. A wonderful man. In some points there, I can see in his book, he had errors in it. But four hundred pages are accurate, and two pages contain something wrong. There are people that call



up an author and say, 'that didn't happen.' Reading it sixty years later, who gives a &%\$#. I remember Corny Ryan (Cornelius Ryan, author of *The Longest Day and A Bridge Too Far* that brought him in ongoing contact with American paratroopers), he sat where you are. I remember he came down to our reunion, was almost in tears, and said he wished he could have been a 505 pathfinder.

CH: On a game-related note, did you get a chance to look at the Kellam's Bridge game materials we sent you?

RM: I did. I just got a letter from Ian (*Ian Daghish, All American game series designer*). Incidentally, did you see that article in World War II magazine? I got a letter from that author apologizing. He had the tanks (American tanks) right up at the bridge. (*Chuckles*)

CH: As long as you are bringing up the point of accuracy, do you have any comments on the accuracy of our Kellam's Bridge game map?

RM: The way that your map comes down is fine. There is no problem there (*on our map*). That's fine. You got the turn in the river after it comes under the bridge. This building (*the manoir in hex AA9*) would be a little closer to the bridge. (*Leaning over, examining map as he speaks*)

CH: We have one hex between the manoir and the bridge for game terms.

RM: I see you can't get that game spot. It doesn't make any difference. There's a barn right here (*motioning to the building in hex Z9*).

CH: Referring to the photograph in your memoirs, our building here (*Z9*) is this one (*motioning to photo*). We put the barn there in game terms to be able to fire

down this road (*motioning to Z0-Z7 road*). Was that the case? Could you fire down that road from the barn?

RM: That's right. Everything that's starting at me right now (*on map*) was there. The front of this house was all blown away on the second day by the artillery (*motioning to the AA9 manoir on-map*).

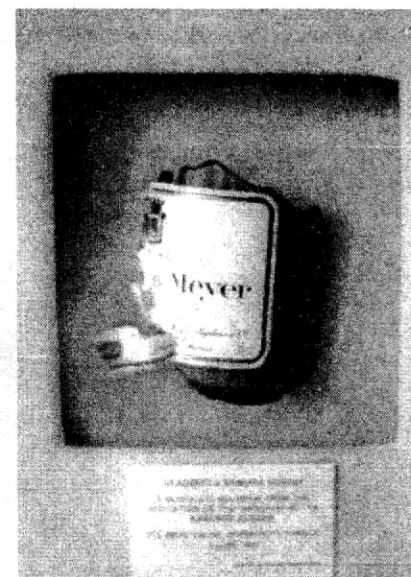
CH: Our intent is to map the terrain for the proper effect while staying within the boundaries of our hexagon grid.

RM: Back to the story. Gavin is running back and forth to La Fiere, to the Chef du Pont bridge, over here (*gestures to our Shanley's Hill map*). The only way to get over there was on some trails they discovered. I think he commandeered a jeep.

CH: Gesturing to the Timmes' Orchard map and "The Secret Ford" at hex GG1. Trails like this?

RM: Right. He was all over.

CH: The burning question about the



battle at La Fiere Bridge is covered in your memoirs. For the sake of our readers, did the German tanks ever reach the far bank of the bridge at La Fiere?

RM: They never did. Never!****

CH: But you are aware that accounts differ?

RM: I can tell you how that happened. It was the people at division headquarters. Captain Robert M. Piper (*retired with the rank of Colonel*) who I just spoke to this afternoon, was the regimental adjutant. Piper did all of the typing from day one. He's a graduate of the University of New Hampshire, a college guy, and a Captain. He has it in the actual 505 report that the Germans crossed over the river. That we had in effect lost our position on the river. And that's dead wrong.

CH: Was this in an After Action Report?

RM: No, during the battle. And he agrees 100% that it was wrong. It's what he was advised. They were, the division and 505 regimental CP, next to each other and further back. Between the railroad bridge and railroad tracks and Ste. Mere Eglise. Quite a distance. So that the Germans have never got across here, see John Dolan's report***. They didn't cross until the morning of the 8th, until we all got out of there. And the 507 and 325 guys come down into there.

CH: Where were the bazooka teams placed during the fight for Kellam's Bridge?

RM: Right around here (*gestures around Z7-Z8*). Right next to the bridge. And we had a truck, right across the bridge. A low bed trailer truck.

CH: Knocked out on the bridge?

RM: It wasn't knocked out. We pushed

it there. After the manoir was taken. This was after Lt. Marr and Schwartzwalder had been by here. Blocked the bridge. Then we placed anti-tank mines on this side of the bridge. Probably every third man carried an anti-tank mine. We carried them in. I used to fly to Syracuse to see Schwartzwalder (*the long time and revered former Syracuse University football coach, National Champions in 1959*) when Jimmy Brown played.

CH: About those German tanks?

RM: Three of them came up and two of them were knocked out. I was right here (*gestures to hex AA9*). They were smaller tanks. Not the Tiger tanks but French ones. They were firing at us. Then Peterson (*Pfc. John D. Peterson, manning a bazooka with assistant gunner Marcus Heim, Jr. on the left*) gets up and fires a Bazooka into the first tank. They were just bouncing off until he got one into it.

CH: In our game system a hit by a bazooka on a Renault tank will likely knock it out.

RM: Bazooka rounds were hitting the tanks and failed to stop them. The first tank was knocked out here (*gestures to hex X8*). The second one came right up behind him. Then the second one was knocked out. He steered to the left as if he was trying to go around the first one. Then he was hit.

CH: Did the crews get out of these tanks?

RM: No, they were killed. And the third tank. That guy got hit but he backed off and never came back. He may have been hit by the 57mm gun. He just backed up all the way back up the causeway. Of course there were Germans all along here (*gestures to the causeway, hexes Q5-W8*). And they were coming. They were firing at us, machine guns.

Prior to the tanks coming up, they hit us with everything you can think of. Mortar rounds, tree-bursts, eighty-eights. Then they were firing at us from their holes, over here (*gestures to R5 and T6*).

CH: Where was the American anti-tank gun during all this?

RM: Right here (*ges-*

tures to BB8). It was firing on the tanks. And then, I think that what happened was they ran out of ammunition. It was 307th Engineer people that were firing that. I was up near the anti-tank gun on the 7th. Up near the curve of the road, there's a gate there (*gestures to hexside DD8-CC8, players may wish to mark a gate through the hedge there for accuracy*). And through that gate, at the curve in the road heading back toward Ste. Mere Eglise, we took our dead and wounded into that field. Just drag them up there (*gestures to hex DD8, used as a casualty clearing station*), the dead guys. They'd come down the hill with a Jeep, trying to pick the men up. And if you had just taken somebody back there, with a lull in the battle. You'd put a guy on a stretcher back there (*gestures to hex CC8, apparently a blind-zone*). They couldn't fire in there. The medics were in the field.

CH: Killed and wounded would be taken to our hex DD8?

RM: Yes. At night.

CH: Good notes on the anti-tank gun.

RM: You could see them firing the 57 up there. They were right out in the open. I think Eliza Star had a machine-gun up there. Him and this other fellow got a Silver Star medal. They were firing right near that particular 57 gun. That was a British gun, you know.

CH: Our game scenario has the anti-tank gun in CC8. But you place it in BB8.

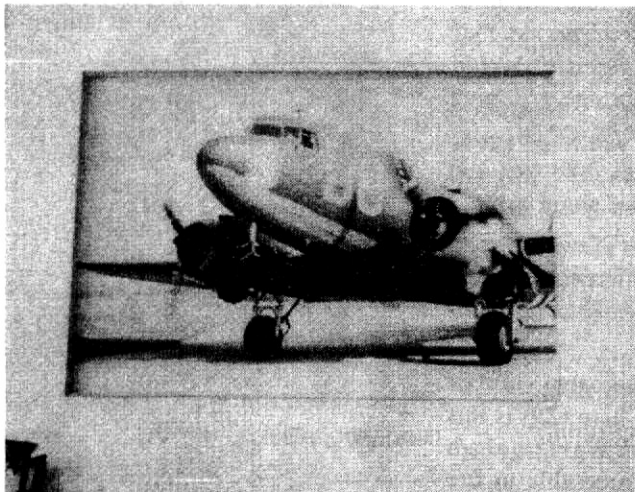
RM: They couldn't fire from around that curve. They had to have complete observation. That's actually where the gun was (*gestures to BB8*). They couldn't see Cauquigny because of the trees (*orchards on the game map. Ed.*). The sole purpose of the anti-tank gun on that day was to fire on that bridge.

CH: What about reinforcements?

RM: When the fellows came in from Utah Beach, they brought in tanks and artillery. They were not much good to us. I never saw any friendly tanks.

CH: What about enemy tank reinforcements?

RM: When we had that bitch of a battle on the sixth, the Germans called for troops. The same people that were down there, 505 guys. No 508. The 507 guys were already across. Schwartzwalder got stuck over there in that orchard (*Timmes' Orchard*). The fellow that first heard the



tanks coming over was on this side on June 6th, near Cauquigny. The fellow says he hears tanks. He had been down in Italy in combat before. See the 507 and 508 and the 101st (101st Airborne Division. Ed.) had never been in combat before. They didn't now the sound of a tank. They didn't get these sounds. They didn't know danger. The officers were over here (*west of the causeway*). So this guy came back over the causeway and told Kellam and so forth, at the La Fiere manoir. Before the tanks had come over, the 507 and 508 guys came over and went up to the orchard. Then they heard the tanks. June 6th the tank battle started. The very next battle was the 7th. Mostly infantry. They had tanks too, though. You could see an armored car firing. They were just loaded over here (*gestures to causeway*). I remember they had a truck, like the one we pushed across the bridge. Not armed.

CH: And June 7-8? Let's look over the scenario order of battle (*brings out scenario cards and both parties go over OB details*).

RM: June 7th, the very next day, more German tanks came. The third tank that was hit on the 6th retreated. It zig-zagged. I'm not sure if it was a track hit or he was zig-zagging to avoid further rocket hits.

CH: Did the anti-tank gun hit any tanks?

RM: I think so****. The guys that were manning the gun were not artillerymen. They were engineers. (*Note: As an option, you may wish to replace 2-2-7 crew with a 3-4-7 HS in TO THE MANOR DRAWN.*) They took the gun from the 80th AAA, that came in at 4:05 AM. They had Jeeps and cannons. These guys from the 307th may have gotten the gun from a crashed jeep. But every man knew how to fire every gun in the division. The 57mm was a good piece. The 37mm wasn't worth a darn.

CH: This area, the flooded area (*gesturing to marsh*). Could you strike out across here on foot? Was it passable?

RM: Yeah. Part of it you could swim or walk. It was about two feet deep. It was totally missed by aerial reconnaissance. All they saw was a damp area. See that down there (*gestures to his backyard, which has a typical Cape Cod inlet and marsh grass*), that's a marsh. Exactly the same as at La Fiere.

CH: Tell us about the Gammon Bomb?

How dangerous was it to the guy throwing it?

RM: The Gammon *grenade!* You throw it like a baseball. Maybe a month and a half ago I was standing by the grave-side of two guys. A Gammon grenade went off at headquarters 1st Battalion, 505, and killed them and wounded about seventeen other guys. It's got a sock around it. You fill the bag with Composition C. All this is a sock. There's a detonator in there. You get the Composition C, like a putty. Pack it in. It has a band of plastic around it. You take the cap off of it. There's a little weight like a little kid's fishing line. You throw it, and bang! It's a very high explosive.

CH: Was there danger to the user of the Gammon grenade during action?

RM: No. Unless you were too close to it. You'd want to be 15-20 feet away at least. When you throw it, you'd hit the ground because something was coming back at you.

CH: So there was an element of danger?

RM: There *was* some small element of danger. Not very much. It could happen. If you had it in your pocket or were playing with it with the cap off. You didn't throw one unless you were close to something. You'd use them against tanks. They'd crack a tank tread. They were good for blowing a door open and we used them like that. If you threw one against the turret of a Tiger tank it would be like a firecracker going off (laughs).

Notes:

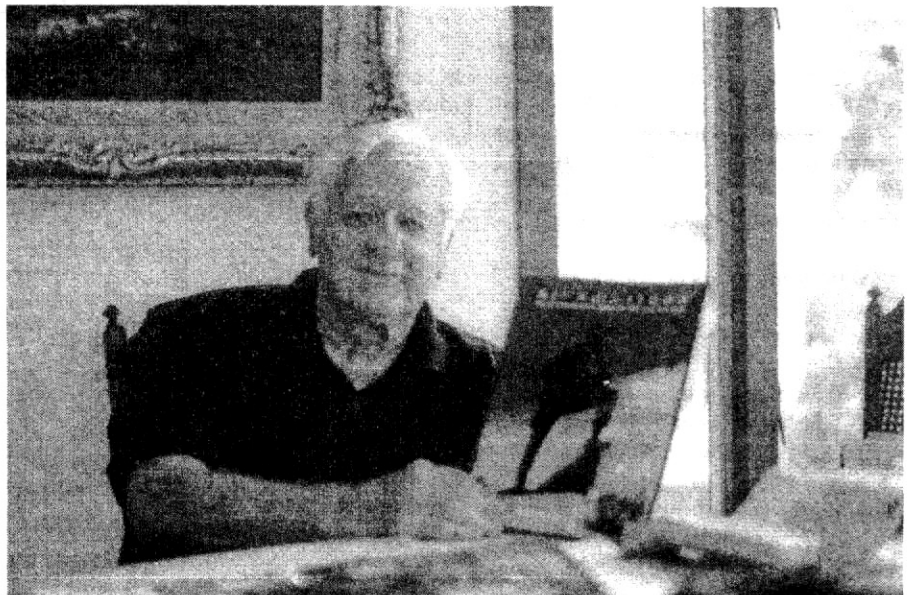
* Audio tape from Francis C. Buck account of combat at La Fiere bridge. Buck places Kellam at the La Fiere battlefield twenty minutes after the shelling that followed the tank attack. "Major Kellam told me that a friend of mine had been killed that morning off to the left of us. I turned and headed toward the body when a mortar round or 88 hit. Major Kellam died then. Captain Roysen was hit and died the next day."

** On page 108 of *On to Berlin*, it reads, "...the battalion commander, Major Frederick Kellam, was attacking the bridge with the leading company. I learned shortly thereafter that he had been killed in the attack and that the battalion had been taken over by the Executive, Major James McGinity."

*** Letter to Robert Murphy by John J. Dolan dated March 23, 1959. Dolan describes Kellam's role in the fighting during the first German tank attack on the La Fiere bridge, "My two bazooka crews called for more ammunition. Major Kellam ran up toward the bridge with a bag of rockets followed by Captain Roysden. When they were within 15 or 20 yards of the bridge, the Germans opened up with mortar fire on the bridge. Major Kellam was killed and Captain Roysden was rendered unconscious by the concussion. He died later that day."

**** *ibid.* In Dolan's second p.s., he states, "The most glaring inaccuracy is about the bridge being lost. For the record, this bridge was held by Company "A" from the time of its capture on D-Day, until we were relieved."

***** *ibid.* Dolan's account agrees with this point, "The 57mm during this time was firing and eventually knocked out the last tank."



Friendly Random Events Table Changes:

Replace the listed RE with the following new events.

2a. Random Events Marker: Some RE require the determination of the nearest unit or other random choices. At the start of each mission, place a RE Marker (use a sniper counter of a nationality not in play) in the same hex as one of a side's sniper. This is the RE Marker start hex. Once play begins, the RE Marker is moved using in the same manner as a sniper and is placed in a new hex as called for in applicable RE. If in doubt, whenever a RE calls for the determination of a unit "on a mapboard" or randomly determined in a manner which is NA use the RE Marker procedure, making a RE DR and choosing the affected unit(s) as a factor of range to or from the RE Marker. Units noted as "closest to the EBF" are resolved normally, noting the EBE is the east edge (EXC: as defined on the CG Card). Random selection is used in hexes determined by the RE marker that have more than one eligible unit for a particular event.

01-03: Surprise help! Roll direction/distance using the Friendly RE marker, then from that location re-roll direction/distance to place 4 x 7-4-7, 2 x 3-3-7, 1 x 1-6-8 (BAR-man), 1 x 9-2 leader, and 2 x 1-2-6 crews. The Friendly player then may allocate the following SW to the just activated units: 1 x dm .50 cal, 2 x dm MMG, and 2 x '44 BAZ.

11-13: Casualties! Using either Timmes' Orchard map (Hex R11) or Shanley's Hill map (Hex M9) place the American RE marker in the designated hex. Roll direction/distance to select three MMC who will have walking wounded (WW) MMC [Pegasus Bridge CG 17] counters placed on them. If counters or rules are not available, re-roll.

16/21: A friendly Frenchie! A local Frenchman gives a MMC of Group Able some wine. Determine by RE marker which MMC becomes TI for two turns.

25-26: Oops! A trooper falls into an old well, determine using Friendly RE which MMC of GP Able becomes TI for three turns helping him out.

71-76: AT firepower! Group Able finds a glider w/Jeep, 57-AT, and a 2-2-7 crew nearby. Roll direction/distance using the RE marker. Place a Glider in the nearest non-Marsh hex to the hex indicated. Also in the nex place one 2-2-7 crew and a 57mm AT-gun hitched to a Jeep (w/no AAMG). These units will set out toward nearest bridge which has friendly units either attacking or defending.

52-54: Gone Crazy!! Using the Friendly RE marker, make two separate direction/distance dr; the four *closest* MMC become Fanatic for remainder of the mission.

22-23: You %\$@(&\$# troopers have your heads up your &(#@%!! An MMC in Group Able has found 'soft' ground, a "hidden" marsh Hex. Determine which MMC is in marsh hex by using the Friendly RE marker.

51: Same as listed except all squads are 7-4-7.

35-36: Same except all squads are 7-4-7.

56: Same as 71-76

31-34: Real food! Group Able finds a kind French woman who gives all of the hungry troopers bread, cheese, and wine. Group Able moves zero MF this MPh but may Advance normally.

04-05: A local farm boy helps out with his knowledge of the area. All Group Able units will have their inherent MF increased by 2 for two turns without becoming CX.

52-54: Behind a hedgerow is a glider with 1 x 2-2-7, ammo, dm MMG, a '44 BAZ, all of which join Group Able. Determine glider location using friendly RE marker and the hex must include Bocage.

61-62: Abandoned Kettens!- use friendly RE marker to determine location of 2 Kettenkrads which become part of Group Able! As you have a couple guys who were motorcycle nuts back in the neighborhood, no captured use penalties apply! Use 'em well.

64-65: Yikes!! HS with Group Able finds friendly farmer's daughter who likes men in uniform! HS goes TI for two turns. Determine HS using RE marker (and deploy the nearest squad to the RE marker automatically). Only the HS is TI (i.e., not both HS).

ENEMY Random Events Table Changes:

01-04: Goods news for the bad guys!! All enemy units in LOS of Friendly units immediately Battle Harden or became fanatic, including broken and DM units, which rally immediately.

56: Damn marsh! Two Friendly units occupying a Marsh hex suffer casualty reduction. Use random selection if greater than two Friendly units qualify. If no friendly units are in a Marsh hex, re-roll for another RE now.

71, 74: An American fighter bomber mistakes friendly troops for enemy units, none of which can get their smoke grenades thrown in time. The FB's first choice is most Friendly MMC's in a road location, the most Friendly MMCs in one hexrow, then any MMC's in open ground using same order of priority. The FB will attack using the least favorable mode (i.e., Strafing Run or Point Attack) to the Friendly units.

13-14: Enemy units get lucky! Any Good Order enemy units in LOS of or under fire from Enemy units during their last fire phase find themselves in trenches abandoned and never properly back filled from long ago maneuvers. Place a trench in the applicable hex(es) and note these trenches have their TEM reduced by -1.

Critical Hit, Inc.

PO Box 279

Croton Falls, NY 10519

24 Hour order, secure voice-mail system

Call 914-278-9125, ext. 3

Order Fax: 914-278-4822

E-Mail: Info@CriticalHit.com

Order on the web: www.CriticalHit.com

Name _____

Street Address _____

City/State/Zip/Country _____

Phone _____

Signature _____

TOTAL \$ _____ (add \$4.00 S & H per game world-wide)

METHOD OF PAYMENT

CHECK

MONEY ORDER

CREDIT CARD

CASH





EXPIRATION DATE: _____

ACCOUNT NUMBER:

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

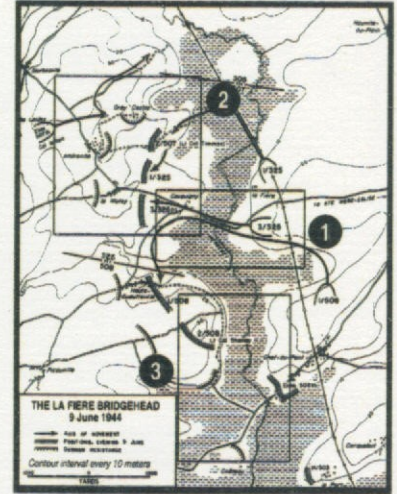
All American #1 KELLAM'S BRIDGE \$24.95 All American #2 TIMMES'

ORCHARD \$24.95 All American #3 SHANLEY'S HILL \$26.95

All American MINIS Collection \$19.95 Memoirs of Bob Murphy \$19.95



Timmes' is the second game in our series depicting the actions of the 82nd Airborne following their famous D-Day night drop. The approximate map areas represented by the 1st series game, Kellam's Bridge, as well as game 2, Timmes' Orchard and Shanley's Hill are shown below:



Les Heutes, 8 June 1944: By D+2 Lt. Colonel Timmes and his men received an enormous psychological boost in the form of a telephone line across the marsh to the far shore of the Merderet River. He also had the shaken glidermen who had fallen back to the orchard after the confusion of the night. As dawn broke, the men of the 1/325 were in the process of regrouping, and had yet to dig in. There was no relief in sight for Timmes and his men. The "secretford" was a precarious lifeline, swept by fire and barely usable during daylight hours. As casualties continued to mount among the men in the orchards scores of wounded threatened to overwhelm the wholly inadequate medical facilities. And the German determination to retake the crossing would soon prove to be undiminished...

ALL AMERICAN The 82nd Airborne at Timmes' Orchard: June 6-9, 1944 tells the story of Lt. Colonel Charles J. Timmes and his men as they contest the Normandy village of Amfreville and consolidate a bridgehead over the Merderet River, one of the most important missions of the 82nd Airborne Division during Operation Overlord. The terrain is accurately depicted and large hexes for easy stacking and to allow the use of miniatures on map for an ever greater level of enjoyment. Timmes' Orchard and its sister game Kellam's Bridge are the perfect way for military gaming enthusiasts to break into historical gaming; only the rulebook and the beginning module which provides paratroopers are needed to play!

An actual view of the "Gray Castle" depicted in hex E6 of our game map. This shot was taken during designer Ian's July 1997 battlefield trip, one of many, that served to complete our research.



ALL AMERICAN Timmes' Orchard comes with eight brand new scenarios and two new historical missions, including new tables, for solitaire play. You also receive a historical booklet, designer's notes and an upgraded 32" x 28" map. To make things even more exciting, there is a monster scenario in the set that calls for the use of the Timmes' Orchard and Kellam's Bridge maps to be joined directly to one another for an even larger gaming battlefield! Timmes' Orchard is available for only \$24.95 at better hobby and game stores world-wide or direct from Critical Hit!, Inc. Dealer inquiries welcome [reference CH Part. No. 028].

"A one of a kind game series"



All American

The 82nd Airborne at Timmes' Orchard: June 6-9, 1944