

All American

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



Timmes' Orchard is the second game in our series for the enthusiast of Adv. Sqd. Lds. and includes 8 new scenarios, all playable on an accurate 32" x 28" tactical map. You also receive 2 new solitaire missions, a designer's notes booklet, and all the charts and special rules needed to play. A monster scenario is even included to allow you to join the Kellam's map with Timmes for a giant battlefield!



Introduction

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, west of Sainte Mere Eglise.

Below right: A telephoto shot from La Fiere showing the bridge, Cauigny, Les Helpiquets, and Amfreville.

I, extend my thanks to Yves and Chantal Poisson for their assistance in my research and their kind attention during my stay at their Manoir during the week of July 28, 1997. Yves and Chantal Poisson have put up many 82nd Airborne veterans and extend a welcome to any travelers who wish to visit their Chabres d'Hote: two comfortable accommodations, each with television, one with kitchen facilities. Their address is: Ferme La Fiere, 50480 Sainte Mere Eglise, FRANCE (telephone 33 41 31 77). As you likely now know, the Poisson Manoir is in hex KbAA9.

At the time ALL AMERICAN was being researched plans were afoot for a fitting memorial to mark the site of the battle depicted. Previously there had only been a small sign by the roadside (hex KbDD7) stating: 'General Gavin fought here'. Upon arriving for my recent research visit, I was pleased to see the newly erected replica of 'Iron Mike', the statue which stands at Fort Bragg. An article on Iron Mike, and my visit with the Poissons can be found in Volume 4, No. 2 of Critical Hit magazine, on pages 42-43.

The Airborne Divisions were always a key part of the Overlord plan. Late in 1943, it was envisaged that the 82nd and the 101st would drop either side of Bayeux, and the British astride the Orne, north of Caen. The British plan was maintained, but as Utah became part of the broader invasion plan, the American

drop zones were moved to the Cotentin - their role truly strategic.

In part, this move was influenced by the presence of the Panzer reserves, and the relatively open and flat country around Bayeux, which would have posed huge problems for the lightly armed Airborne units. In total contrast, as the map for ALL AMERICAN: TIMMES' ORCHARD makes clear, the 82nd's 6th June drop was into very dense terrain, where relatively little armored opposition was expected, and any armor present would be hampered by the bocage.

For these reasons, the eight scenarios presented here are mainly to do with infantry. In them, we have examples of such classic situations as fighting withdrawal (Absent Friends), meeting engagement (Westward Ho!), prepared defence (the two Rampart scenarios), and breakout from encirclement (Millett's Men). In these actions, our cardboard soldiers contest a French village, sturdy farmhouses, an orchard surrounded by open ground, and even a moated castle.

The original inspiration for this series of ALL AMERICAN modules was the number and variety of actions fought over a small piece of French countryside. On the TIMMES' ORCHARD map alone, you are offered a wide variety of infantry actions. May you enjoy the finished product as much as the Development team have enjoyed the playtesting!

Ian Daglish





AA11 ABSENT FRIENDS

In order to keep this scenario short and focused, the action begins at the moment when Timmes comes under sustained fire and realizes that the friendly forces he expected to find at Amfreville simply are not there. Retreat is called for, preserving the American force while outrunning the advancing Germans.

Withdrawal under fire is all about balance: staying put long enough to inflict damage on the advancing enemy, but not so long that he will pin you and outflank you.

The German player has the challenge of choosing the optimum avenue(s) of attack; the American has to exercise his superior firepower with caution, so as not to impair his mobility.

In playtest, unless either side made a crucial blunder in setup, this one tended to go 'down to the wire'.



AA12 WESTWARD HO!

The designer makes no apology for including this semi-hypothetical scenario in a historical module. In all HASL scenarios, players are given historical situations and allowed to make their own decisions that will affect the outcome of the historical event. In this case, the player is offered an opportunity to explore a 'what if' which very nearly did occur in reality. Assume that the American player

- as Captain Ben Schwarzwald - has decided to stick to the original plan, instead of making a fateful detour north to visit Lt Col Timmes!

A word on the German armor. The designer has been asked why the tanks of Abteilung 100 are treated as radioless, when the counters provided in PARATROOPER, PEGASUS BRIDGE, and elsewhere are not so designated. The answer is simply that this device best represents what happened. The tactical employment of the column of tanks attacking eastwards was far from inspired. Whether or not they enjoyed radio contact, they advanced in column, sticking to the roads, generally screened by infantry. And who can blame them, in a landscape of narrow lanes, lined by impenetrable hedgerows, where every bush and tree might screen a bazooka team or a desperate man with a gammon bomb?



AA13 SOUTH RAMPART - FIRE!

Note that the weather conditions are still Overcast with no wind at start. The actual weather over the Channel on the morning of 6th June was a brisk north-west wind with cloud increasing. The designer has found no useful reference to the wind strength inland, and has concluded that any breeze was not significant (on the ground, it would have been somewhat less than the force experienced at sea, and up to 30 degrees counter clockwise from the wind direction at altitude). Various sources record the clammy heat (although remember that the Airborne troops were clad in unseasonably thick underwear, to protect them from abrasion by the new chemical-impregnated jump suits issued just before departure).

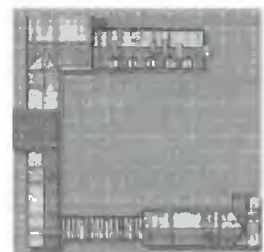
To this day, veterans of the 507th's sister regiments will ask, "Why-oh-why did Timmes spend three days in that ***** orchard?"

In considering this point, we must remember that, at the time of this action, Timmes had no idea of the location of

Designer's Notes

The photos in this set were all snapped during designer Ian's July 1997 stay in the Manoir located in "hex" AA9 of our Kellam's Bridge map.

Major structures were photographed, then diagrammed before faithful computer models were made for our game map. Below is the massive structure found at Hameau aux Brix.



friendly forces, and fire was coming into his position from every point of the compass. Long after the linkup between beach-landing forces and the 82nd Division around Sainte Mere Eglise, Timmes was unaware of the success or failure of the invasion. His position in the orchards of Les Heutes was tailor-made for all round defence. He fought on.



AA14 NORTH RAMPART - FIRE!

This scenario begins with German infiltrators creeping along the edge of the marshlands towards the 'Secret Ford'. This was a track, partially cobbled, leading under the surface of the flooded valley to the eastern shore, and Sainte Mere Eglise.

The flooding had been caused by the Germans. During 1940, the flat lands of the Douve and Merderet valleys had played host to numerous German airfields. Following the Battle of Britain, the Luftwaffe scaled-down its interest in this corner of France, and Army interests prevailed. So it was that an elaborate plan was initiated to make the Cotentin peninsula a virtual island. The lock gates along the Douve River, designed to keep out the sea, were systematically opened at high tide and closed at low. Slowly, the Norman farmers saw their most fertile fields filling with salt water (to this day, the trees so killed have been slow to grow back). Time passed. Reeds and foliage grew through the water, and the full extent of the German *Wasserhindernisse* (water obstacle) was not apparent to Allied photo reconnaissance.

Timmes lacked heavy equipment. In particular, he worried about his lack of antitank weapons. Huge efforts were made to retrieve the contents of gliders wrecked in the marshes. Men braved the fire from all directions that skimmed the surface of the flood plain, in the hopes of finding bazookas or antitank guns. Though restricted in its antipersonnel use,

the sole 57mm AT Gun available to Timmes is represented here. While lacking in firepower, it has good range, and of course its crew are not restricted to manning their Gun!

On the positive side of the equation, Timmes was well served by his mortar team, led by the able and resourceful Lt Willard E. Young. And many accounts attest to the aggressive manner in which Timmes' patrols laid minefields along likely lines of approach.



AA15 BENEATH THE CASTLE WALLS

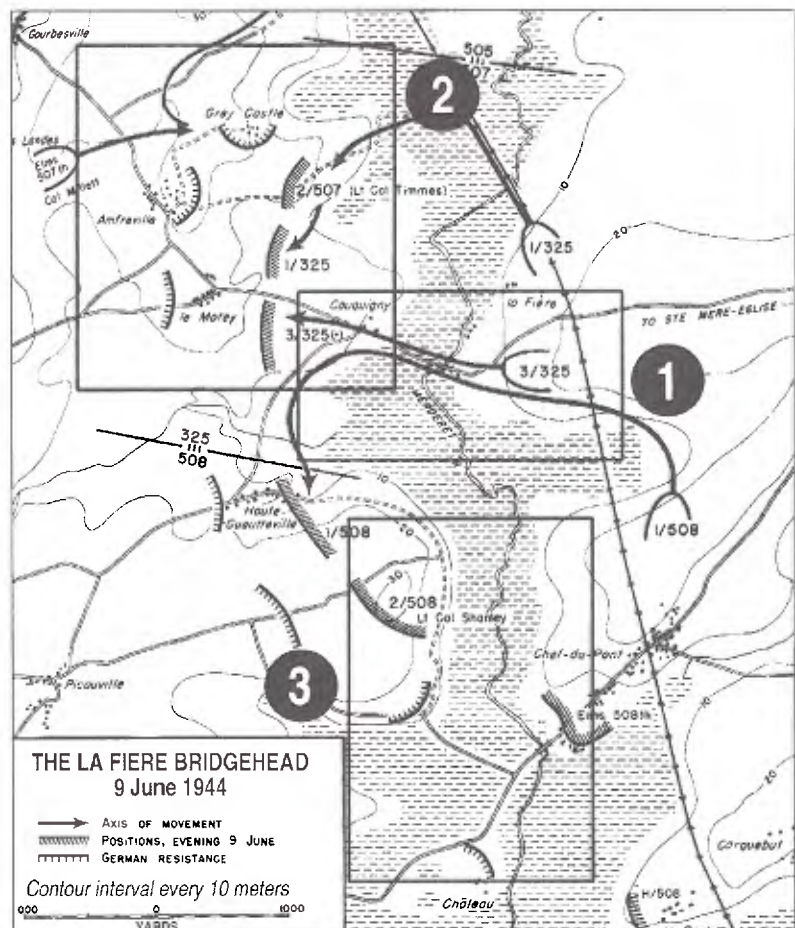
The American attack on the Gray Castle on the night of 8th June was an unnecessary diversion from the principal goal of securing the western end of the Merderet causeway. Nor did the Char-

ley Company advance against the Gray Castle stand much chance of success: in full daylight, the folly of the attempt would have been obvious.

We join the action after the attack had stalled, but before Lt Marr has rejoined the glidermen to lead them back towards their assigned objective. Until his arrival, the hunters have become the hunted. German forces are working around the flanks, and everything depends on the Americans (re)gaining mobility.

In game terms, the situation lends itself to the ASL night rules, with the American in the role of Scenario Defender. Of course, in a couple of hours, this same American force will become the Scenario Attacker in AA5 CLOAKS OF CONFUSION!

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 our three game maps, Kellam's Bridge (1), Timmes' Orchard (2) and the upcoming Shanley's Hill (3) are shown below:





AA16 THE SIEGE

It is always important to have a good understanding of scenario Victory Conditions before beginning play; indeed, before setting up or even choosing sides! The VC in this scenario are complex. The intent is to encourage both sides to play in a dynamic manner, replicating the Germans' determination to overwhelm Timmes' force, and Timmes' aggressive patrolling of the area. Note the timings of the Victory Conditions: the Americans can win by exiting forces in their own turn, but can lose if caught with insufficient Good Order squads (excluding crews) at the end of the German Player Turn. If neither immediate victory occurs, and the game runs to its end, then A26.4 AVOIDANCE applies normally: the Americans win if the Germans fail to attain their hex Control objective.

Only very reluctantly was the need for record keeping introduced. An alternative to record keeping is offered by SSR 4, but players may prefer to see for themselves the differences between the troops involved. The Parachute and Glider troops differed greatly, not just in organization but in morale and leadership. The glider men had experienced a busy and dispiriting night; their colonel was shortly to be relieved (officially due to 'combat fatigue'; actually Colonel Harry Lewis was suffering the effects of terminal cancer). The paratroops themselves were in a bad way, short of supplies and surrounded by their own wounded (who could barely be treated, let alone evacuated). But their morale - and pride - was buoyed up by their unique identity: their \$50-00 per month jump pay which the glidermen did not receive, their silver wings, and perhaps most of all their distinctive jumpboots.

As Deryk Wills records (of the 505th, see Sources): "Some of the Staff Officers had not undergone parachute training and therefore were not entitled to wear

jumpboots. To placate everybody, General Ridgway issued an order saying that if any Staff Officer made one parachute jump he could wear the boots. Even the most timid officers queued up to throw themselves out of the door of a C-47 just to get the chance to wear the complete 'airborne' uniform, some suffering dire results."

Finally, it may be asked how the mortars in the orchard can be replaced by 'OBA'. In early versions of this scenario, a SSR permitted onboard mortars with Good Order crews to combine to fire field phone-directed OBA at will. The rule was not overly complex, but playtesters found it added little to play.



AA17 MILLETT'S MEN

The full story of Millett and his men may yet be featured in scenarios using 'standard' map boards. This, the sad climax of their four day campaign to the west of Amfreville, has proved to be a popular scenario, contrasting the German advantages of position with the paratroops' ability to project huge volumes of fire, if only they can survive their entry on to the board.



AA18 A BRIDGE SO FAR

The opportunity to link both the KELLAM'S BRIDGE and TIMMES' ORCHARD maps is of course irresistible. The result is a retelling of the story of the German counterstroke, from its leaving Amfreville to the routing of the ad hoc 'Company B' and the first assault on the causeway.

Even Lt Col Timmes can play a part in this action: if the American player is sufficiently bold to give his opponent extra Victory Points, he can bring down one or more platoon(s) of paratroopers from the north to harry the German's flanks and threaten their hold on the western VP Locations.

Although Gammon Bombs were carried by the Americans in every action depicted by TIMMES ORCHARD, the added complexity of the SSR has been avoided in most cases. (After all, most units also used grenade launchers, which are nowhere depicted by the game system!) But here, the role of Gammon Bombs in slowing the Panzer onrush was felt to require the special rule.

American movement restrictions simply reflect the lack of communication between different bodies of American troops along the Amfreville road in the late morning of June 6, 1944.



SOLITAIRE MISSIONS

These Missions should be regarded as an 'extra' offering. It is hoped that these and other Historical ASL Missions will increase interest in an excellent system, which offers a different and complementary experience to 'normal' ASL.

For players already familiar with the system, a few changes will be noticed. AC numbers are fixed rather than random. Removing the semi-random determination of the AC was given serious consideration during the SASL playtest due to the enormous impact that changing the factor has on the play of a Mission. For these Historical SASL situations, the AC is fixed.

Random Events are an important part of SASL, but are left out of these Missions due to the higher-than-usual level of uncertainty already present. If these 'HSASL' Missions prove popular, further Missions will be made available with Historical Random Events tables keyed to individual situations.



AA Mission 1: The Gathering

Mission 1 has been likened by one playtester to 'role playing'. This is the impression the Mission was designed to create.

The paratroopers of the 82nd were typically trained to function as members of tight-knit teams. After weeks of close confinement with their buddies, the short flight from England to Normandy and a much shorter descent into the darkness left many 82nd men isolated and suddenly alone. The density of the terrain played tricks with sound; firefights went unheard by nearby stragglers. Many men finding themselves alone, or in groups of two or three, felt it best to stay in cover. Many of these actually slept. The dark and sense of isolation combined with fatigue induced both by nervous strain and by drugs.

Ironically, attempts to ensure that airsickness did not dampen the men's fighting spirit may well have had adverse results. Small white pills (Drapomine) were issued on the basis of nine per man, to be taken before take off and half-hourly thereafter.

Regiments varied: from the 505th where the medication was voluntary, and requested by few; to the 506th PIR (101st Division) whose NCOs enforced the dosage rigidly, and one Able Company man recalls, "The effects of those little white pills were still with us, and we felt calm and a little light headed as we lay there right after the battle."

The image of Lt Col Timmes running from cover to cover and shaking his men into wakefulness is not far from the truth. To quote John Keegan, "In the precious hiatus between landing and daylight, half a dozen parties of Americans were given the time, leadership, and direction to gather themselves and their weapons and to move out..." Mission 1 is the story of one such party.



AA Mission 2: Luftlande!

Virtually all records of the 6th June parachute landings agree that the German defenders of the Cotentin were paralyzed by uncertainty on the night of the parachute landings. While some outlying farms were garrisoned, by far the majority of German forces remained in the small towns and villages. Most of the anti-aircraft fire directed at the serials of C47s came from such strongpoints as Amfreville and Picauville. Where Americans came down in or near such location, the reaction of the defenders was swift (as attested by the massacres in Sainte Mere Eglise and Picauville).

In the dark countryside, it was small bands of Americans who ruled. Wires were cut; messengers disappeared; frustrated officers venturing out to see the situation for themselves disappeared likewise. Only with daylight did the Germans begin a systematic counter attack.

SELECT BIBLIOGRAPHY:

'Six Armies in Normandy' by John Keegan is a good introduction to the subject, especially chapter 2 'All-American Screaming Eagles'. For detail, the essential reference is 'Night

Drop' by S. L. A. Marshall. As the Official history makes clear: 'Records of airborne operations in the Cotentin are very sketchy; those of the 101st Airborne Division in particular are all but useless...' Marshall's interviews in July 1944 with officers and men replace the missing airborne unit diaries. His work has been challenged on points of detail, but remains the fabric on which the history is woven.

'Cross Channel Attack' by Gordon A Harrison is the relevant volume of the 'official history'. This excellent volume is to be treated with care in places: published in 1950 it includes details subsequently proved mistaken. Of much more practical use and interest for the airborne campaign is the thirteenth volume in the American Forces in Action series 'Utah Beach to Cherbourg (6-27 June 1944)'.

'Ready - The History of the 505 Parachute Infantry Regiment' by Allen L. Langdon is a comparatively recent work (1986) with several new insights. Highly recommended.

Specific details on the airborne can be found in 'Assault From the Sky' by John Weeks (an excellent short history of parachute operations); 'Silent Wings' by Gerard Devlin; and Alan Wood's 'History of the World's Glider Forces'.

'Panzers in Normandy Then and Now' by Eric Lefevre is helpful on the Panzer Abteilung 100. Robert Kershaw's 'It Never Snows in September' is about Arnhem, but paints a picture of the anti-airborne doctrine adopted by the Germans before Normandy.

Finally, the 1:25,000 *Carte Bleu* map section for the Ste Mere Eglise area is # 1113 Ouest. ALL AMERICAN CREDITS

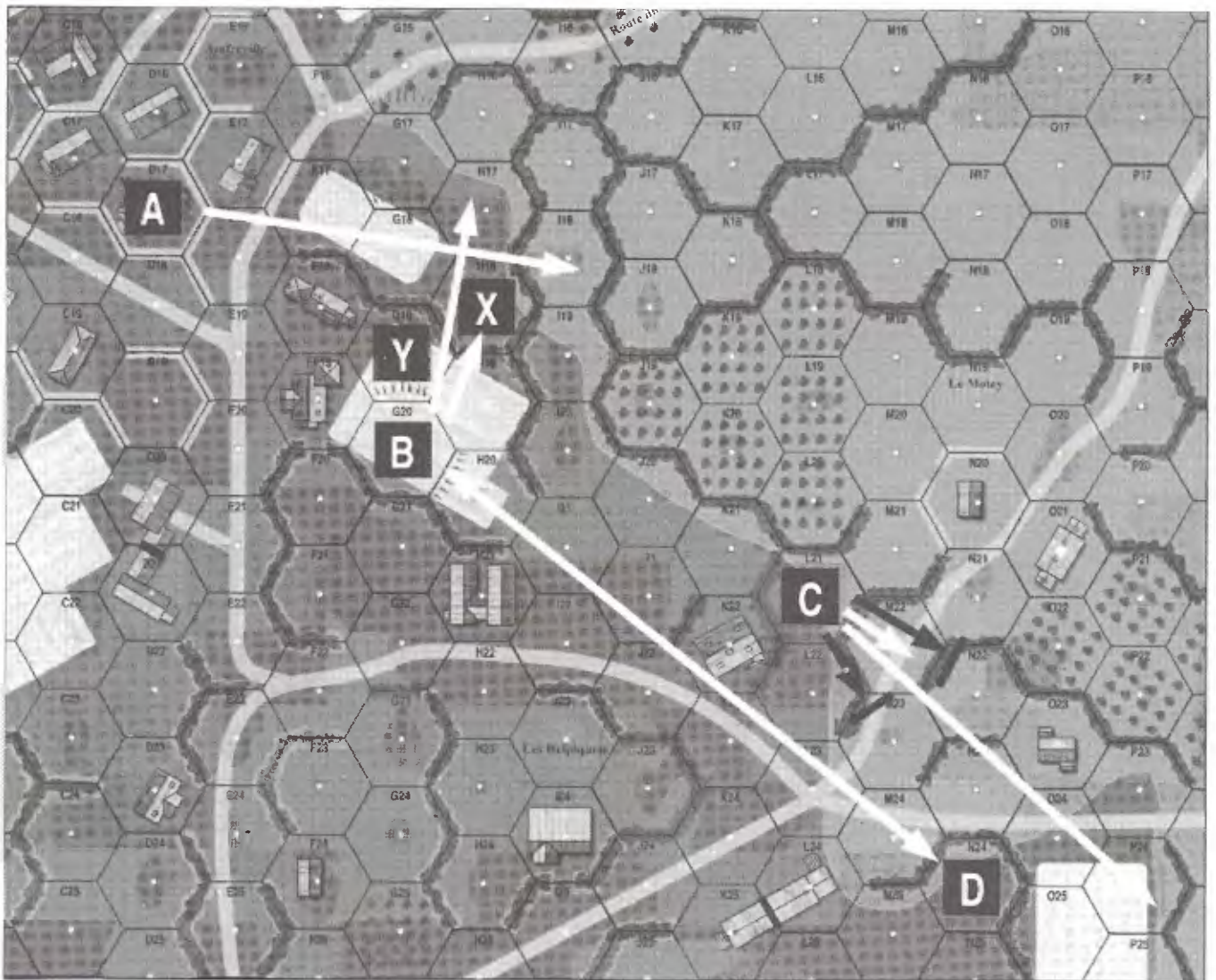
DESIGN & DEVELOPMENT: Ian Daghish
HISTORICAL RESEARCH: Ian Daghish, Pedro Ramis, Charles Markuss

PLAYTEST LEADERS: Thanks to all who helped, but especially Iain McKay, Pedro Ramis, Andrew Saunders, Arthur Garlick, Paul Saunders, and Trevor Edwards.

SPECIAL THANKS: to Robert P. Anzuoni, Chief Curator of the 82nd Airborne Division War Memorial Museum at Fort Bragg, North Carolina for his unfailing courtesy and response to requests for detailed information. Also, thanks to Pedro Ramis for source material, Philippe for his encouragement, and to the 82nd veterans for their offered reminiscences.

Notes on pronunciation:

Amfreville	Am Frur Veel
Les Heutes	Lays (H)oot ('H' is almost silent)
Hamcau aux Brix	Ammo O Bree
Le Motey	Lur Mo Tee
Les Helpiquets	Lays Ell Pee Kay
Chemin des marais	Shum An Day Ma Ray (= way through the marshes)



LOS EXAMPLES (see illustration)

- Unit A in the upper level of D17 (map Level 2) has a clear LOS to H18. As the Crest Line in H17 is only four hexes away, there is no Blind Hex.
- Unit B in G20 has a clear LOS to H17. The TEM is only +2 (for bocage) as the slope hexside negates the grain Hindrance.
- Note that even if a Friendly unit Y in G19 had Wall Advantage over bocage hexside G19-H18, Enemy unit X in H18 would still receive bocage TEM vs fire from the non-adjacent firer B in G20. However, were there woods or building in H18, unit X without WA would have to claim the woods or building TEM, and there would be no LOS to or from G20.
- A Friendly unit in H21 may Prep Fire at an Enemy in H18, then announce in the immediately following DFPh that it is claiming the in-hex Building TEM of H21. This voids LOS to/from H18, so that the Enemy unit fired upon earlier is unable to return fire in the DFPh. However, the Friendly unit in H21 may not regain WA over the bocage until at least the next Player Turn. (B9.31)
- Units in both G20 and H21 enjoy clear LOS to N24, as in both cases the bocage hexside M24-N24 is below the LOS.
- A unit C in L21 has no LOS to N22. The unit is considered to be at Level 1 by virtue of the hex center dot (B10.1), and so cannot have Wall Advantage over the Level 0 bocage hexside L21-M22. Without WA, unit C can see only into M22. Unit C has no LOS to M23, along the bocage hexspine. Unit C has a clear LOS to O24 and P24, as the LOS passes over the intervening bocage hexsides.

SPECIAL RULES AND NOTES for Adv. Sqd. Ldr. Timmes' Orchard Scenarios and Missions:

Introduction: Taken on its own, or linked with KELLAM'S BRIDGE, the TIMMES' ORCHARD map is the Squad Leader's introduction to historical French terrain. The designer is proud of the accuracy of these hex grid wargame maps; if you are fortunate enough to visit the battlefield, they will serve as faithful guides. In the tradition of ALL AMERICAN, every effort has been made to minimise the introduction of special terrain rules. In fact, only one new rule has been introduced, and most of what follows is clarification and explanation of the terrain depicted, with some examples to assist players as they make their way over the fields and villages of Normandy.

TO1.1 Where it is necessary to distinguish between the KELLAM'S BRIDGE and TIMMES' ORCHARD maps, the prefixes 'Kb' and 'To' will be used. Thus, the Cauquigny chapelle can be found in both ToGG24 and in KbN1.

TO1.2 Elevations are treated in a manner consistent with the KELLAM'S BRIDGE map. Once again, relatively small changes in altitude can have important effects on the Line of Sight, so the terrain levels represent changes of only 10 meters or so. A feature such as the Amfreville church (see below) is a major landmark. Note: there are no Hillside walls or hedges (F10.)

TO1.3 BOCAGE: Bocage is important. Many of the roads on the map are lined on both sides by true hedgerows. When moving Infantry through any bocage hexside on this map, it can fairly be assumed that the MF penalty reflects the time taken searching for a passable gap; your Infantry are not equipped to punch holes through these hedgerows!

TO1.4 ROADS: All roads are unpaved. In fact, most roads on the map are narrow enough to restrict vehicular movement in a manner similar to Sunken Lanes (B4.43); however, it was felt unnecessary to add the complication of this rule due to the small numbers of vehicles present. Narrow Streets (P5.1) apply EXCEPT where a hexside road depiction has buildings on only one side (EX: E17-F17). In such cases, movement on the road costs half the normal Bypass MP expenditure; P5.11 applies but other parts of P5.1 do not.

TO1.5 BUILDINGS: All buildings are stone. All are single level except as detailed below:

TO1.5.1 The church in A17/B16 is a multi-story building, as designated by the white squares in both hexes, and also B16 has a third level 'Steeple' (Q4.2), effectively at map level 5. This steeple is a major feature of the area, clearly visible (for example) from the earth banks behind the La Fiere manoir (Kellam's Bridge hex CC9 - see the photograph on page 2 of the Kellam's Bridge manual - the steeple is just visible on the horizon). Please note the gap in the wall hexside A17-B17. This is a broad stairway, sufficient to negate the Wall MF penalty, so that Infantry movement from B17 to A17 will normally cost only 4MF.

TO1.5.2 BUILDING NOTES: The 'Gray Castle' remains a formidable feature, and has been reproduced as faithfully as the ground scale permits. (It is to this day the residence of Monsieur the Mayor of Amfreville, whose Mairie is to be found in hex D17, entered through the outhouse in C17.) E5 and G4 are also multi-story buildings, as signified by their white squares; D17, O21, and CC25 are single hex two story houses (white circle); and there are Rowhouses in D20-D21 and K25-L24.

Note: a wall links buildings in E5 and E6, preventing Bypass.

Some points concerning buildings: In KELLAM'S BRIDGE, it was possible to depict each real building in the area covered, down to lowly cattle sheds. As we approach villages and small towns, this is not possible. At the approximate scale of 40 meters per hex (1 : 2,000 scale) a normal building would be mere millimeters across. So, in a town, we either show tiny buildings, or else 'representative' ones. For Amfreville, the latter choice was made. As to the countryside around les Helpiquets and le Motey, one stone cowshed faithfully depicted every 50 or 100 meters would give us a town in game turns. Be assured: every building on the final map is a real 1944 construction even if, for the above reasons, a few less important buildings are not depicted.

TO1.6 WATER & MARSH: Water Obstacles exist in F7 - G3 (the castle moat) and BB0 - BB5 - GG4 (a principal drainage ditch deeper than the minor channels crisscrossing the flooded marshland) and are not enterable (except by swimming or the CC2 bridge). Marsh hexes are Level 0 and a Hindrance to same-level LOS.

TO1.7 BRUSH-PATHS: B13.6 applies normally to Brush-paths (i.e., there is no LOS effect, the hexes' Hindrance and TEM are as normal Brush in every respect). (Coincidentally, the designers of Pegasus Bridge have also used this device.) Orchard/Path hexes function as normal Orchards; Paths in otherwise Open Ground have no game effect (B13.6) other than to permit units to avoid Straying at night (E1.531); otherwise such paths are depicted for aesthetic purposes only (e.g. they do not negate vehicular bog checks for adjacent Marsh!).

TO2 GATEHOUSE ROADS: Hexes E6, D20, and Z20 contain Gatehouse Roads. These are large, gated archways with substantial gates. Any unit may enter the hex through a road hexside at its road movement rate, unless the player with Control of the hex declares that the gate is closed, in which case the unit can only enter the hex as if the road did not exist. When the gate is open, the road is equivalent in all respects to a NARROW STREET (P5.1), including provisions for TCA CHANGE (P5.122) and the presence of vehicles/wrecks (P5.126).

Note: this rule has been created to deal with the castle gatehouse in E6, and other hexes in which buildings span archways, and where an open road would give too much freedom of movement. There are no vehicles in the game capable of charging down such gates, and the designer feels that no tank commander in anything short of a Sturmiger would 'have a go' at the portals in question. To the question of whether a bazooka or Gun could take out such a gateway, the designer suggests the weapon be turned on the hex as a whole, to drive out the enemy prior to gaining Control and so opening the gate!

The Gray Castle 'Gatehouse' in TO hex E6, at right, should serve to illustrate the TO1.8 SSR well!





German Generation Tables

G1: ENEMY ACTIVATION CHECK (AC) (5.1)

unchanged
(no DRM)

G2: SQUAD/HS (5.72)

≤ 3	Elite
4-6	1st Line
7-9	2nd Line
≥ 10	Conscript

G5: STANDARD GUN/G5a AT GUN (5.76)

(+2 modifier applies to all DR)

G6: STANDARD AFV/G6a SPG (5.71)

1-3	S35 # +
4-5	Pz IVC
6	B1-bis +

All subsequent AFV are:

1-4	R35 *
5-6	H39 #

Notes:

1. All AFV are radioless and use the red TH #, but do not require Captured Use penalties.

2. Counter mix limitations do *not* apply. Note the availability of counters:

* Paratrooper
Pegasus Bridge
+ Time on Target

or:

- use French counters provided in Croix de Guerre for any French AFV called for in a scenario

G7: TRANSPORT

1-3	Opel Blitz
4-6	Wagon

G6b: RECON VEHICLE (5.71)

< 1	PSW 233 (max. 1 per mission)
1	Kfz 1/20
2-4	Kfz 1
5-6	SdKfz 2
> 6	Kfz 13

★ U.S. Generation Tables

U1: ENEMY/FRIENDLY ACTIVATION CHECK (AC) (5.1)

unchanged

U6: GUN

≤ 8	M1 57mm AT Gun
≥ 9	dm M1 81mm MTR

U2: SQUAD/HS (5.72)

≤ 4	2-2-7	1-2-6
5-7	7-4-7	3-3-7
≥ 8	5-4-6	2-3-6

U4: SW

≤ 2	.50 cal. HMG
3	M2 MTR
4	M2 MTR
5	Baz '44
6	MMG
7	Mines
8	Ammo
9	Ammo
10	MMG
11	Mines
12	Ammo

Notes:

1. All SW Activated dm if possible.
2. "Mines" represents a single factor of AT mines, in the form of a 1PP Daisy Chain.
3. "Ammo" represents a single unit of ammunition which can be Portaged at 1PP. (Use spare counters, e.g., skis) When Recovered by/Transferred to/Activated with a 2nd Line MMC, the counter is discarded and the Squad/HS is immediately replaced by a 7-4-7/3-3-7.
4. Unless HMG is specified by special rule, a dr ≤ 3 is a .50 cal.

UA1: American Activation Table

Final DR	Items Activated
≤ 1	AFV, S
2	AFV
3	S, S, L, SW
4	S, L, SW
5	S, L
6	HS
7	-
8	HS
9	SW*
10	F**
11	HS
12	HS, L
13	SW*
14	F**

* (SW can be Activated with no Infantry)

** (Ignore 5.74: see Table F below)

U4: AFV

Always M4 (only available June 9+)

U7: TRANSPORT

Always Jeep
(note rarity values for Jeep AAMG): -
(DR ≤ 5 FP 4; DR ≤ 7 FP 2)

Notes for U.S. Activation Table A1:

*F result for ENEMY American is always a foxhole [1S capacity] + 1 squad [Table U2].

**F result for FRIENDLY American is always a crashed glider. First roll on F1: Glider Contents Table, then for any Infantry and possible glider crew on F2: Glider Manning Table, using TEM as a +ve DRM. (Note: it is not necessary to use a Glider counter, as the crashed glider itself has no game function whatsoever.)

F1: GLIDER CONTENTS TABLE

1	Jeep, Gun
2	Jeep
3	Gun
4	SW, SW, SW
5	SW, SW
6	S, SW (Squad takes immediate MC as per F2)

F2: GLIDER MANNING TABLE

≤ 10	Good Order 2-2-7 crew
≥ 11	Glider has no surviving crew

There are no positive modifiers of any kind to the aC dr (i.e. for Village mapboard)." MSR 3: changes to German order of battle: only 1 x 8-1 leader only 8 x 467 squads only 2 x LMG remove the 2 x mortars (new) MSR 4: 4. All ENEMY HMG Activated are .50 cal. AMERICAN GENERATION TABLES UA1: Change 5DR to "S,L" U4: SW note 4. "Unless HMG specified by special rule, dr≤3 is .50 cal.

- Contrary to B16.1 and B16.41, a Jeep/SW/Gun may exist in a marsh hex if both are in a crashed glider and ADJACENT to ≥ 1 Open Ground hex. Such SW/Gun may only leave the hex if Good Order infantry gain Possession and Portage/Push the counter directly to Open Ground (TEM for pushing is per exiting mud/deep snow).
- A Jeep in a crashed glider is under a Bog marker and may move to an ADJACENT Open Ground hex as if exiting soft mud/snow. U.S. Vehicle note L also applies. Note Table U7 for possible Jeep armament.

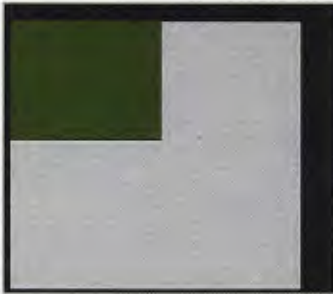
BENEATH THE CASTLE WALLS

North of AMFREVILLE, 8 June, 1944: Lt Col. Timmes' night patrols paid off. Lieutenant John Marr and Private Norman Carter stumbled upon the secret ford, and crossed to rendezvous with General Ridgeway at the Division CP. The General's staff called on the 1st Battalion of the newly arrived 325 Glider Infantry Regiment to effect a midnight crossing, in hopes of breaking the German stranglehold on the Merderet bridgehead. Under cover of the night, Lt Marr guided the glider men across the secret ford, then moved ahead to ensure that the way to the orchard had been cleared of friendly mines. While he was gone, long range fire from the Gray Castle surprised the men of the 325. Not realizing that the German position was effectively countered by the American presence in the orchard, Major Sanford sent Charley Company to 'neutralize' the threat, while the rest of Sanford's force moved off south against Cauquigny. Marr eventually caught up with the Charley Company, and helped them to extricate themselves from the nightmare of a surprise counter attack. Then, with Marr in the lead and Germans following close behind, Charley Company set out in search of the rest of the battalion.



The Gray Castle in the distance, from hex V7

BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



(only hexes numbered ≤ 11 on hexrows A to P are in play)



BALANCE:

- ★ American units may exit between hexes I11 and P8 inclusive.
- ✚ Germans receive one extra squad.

SCENARIO SPECIAL RULES:

SCENARIO SPECIAL RULES:

1. EC are Moist with no wind at start.
2. Night Rules are in effect. The Base NVR is two hexes with Scattered Clouds and a Full Moon. The American is the Scenario Defender (E1.2); the German is the Scenario Attacker and enters Cloaked. The Majority Squad Type of both sides is Normal.
3. Lieutenant Marr enjoys automatic Freedom of Movement, as does any friendly unit that has at any time been stacked with him. Lt. Marr and units beginning their MPH stacked with him are not subject to Straying.
4. American units may exit the map at any time between hexes I11 to P11 inclusive.

VICTORY CONDITIONS: The Americans win immediately if at the end of any Game Turn they control a building Location, otherwise, the Germans win if they have inflicted ≥ 6 CVP on the Americans.

★ AMERICAN Sets Up First

✚ GERMAN Moves First

1	2	3	4	5	6
---	---	---	---	---	---

Elements of Charley Company, 1/325th Glider Infantry Regiment set up within two hexes of K5:



[ELR: 3]
{SAN: 2}



507th Regiment guide set up on P11:



Scenario Defender

HIP	?
2	8 7 Morale

Elements of the 1057th Grenadier Regiment set up within two hexes of A3:



[ELR: 3]
{SAN: 4}



Scenario Attacker

?
CLOAKING Counters
8

NORTH RAMPART - FIRE!

LES HEUTES, 7 June, 1944: Lt. Col. Timmes was convinced by the strong German pressure from the south that his relief, when it came, would be from the north. The Germans were equally concerned with the northern flank. They knew what Timmes did not: that there existed a 'chemin des marais', a secret ford across the marshes whose cobbled surface lay hidden just under the water. Throughout D+1, pressure on the orchard stronghold was maintained by relentless sniping and artillery bombardment as the Germans prepared to cut the American outpost off from the northern crossing. Among the force allocated by Timmes to the northern flank of the orchard stronghold was a single anti tank gun retrieved from a glider and dragged out of the marsh by the farm's reluctant donkey. Though Timmes' worst fears of an armored counter attack did not materialize, this gun nevertheless lent its weight to the long range fire that kept the Germans from infiltrating around the northern flank of the position. By evening, all German assaults had been fended off, and a substantial parachute delivery of arms and ammunition had averted a supply crisis. Still, the outpost had no communication with any friendly force, and no idea of the progress of the invasion. As his men converted dairy cows into sizzling beef steaks, Timmes sent patrols north to seek friendly contacts.



The view south from the 'bridge' at CC2

BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



(only hexes numbered ≤ 10 are in play)



BALANCE:

★ The American AT Gun has unlimited HE ammunition.

⚡ The German OBA has Plentiful Ammunition.

SCENARIO SPECIAL RULES:

1. EC are Moist with no wind at start.
2. Americans receive one module of 60+ mm battalion mortar OBA. The Security Area requirements of C1.23 do not apply to the American phone. Germans receive one module of 81mm battalion mortar OBA (HE only).

VICTORY CONDITIONS: The Germans win immediately upon exiting 6 VP from hex GG1; otherwise, the Germans win at game end if they Control CC2.

★ AMERICAN Sets Up First	1	2	3	4	5	6
⚡ GERMAN Moves First [122]						

★ Elements of 2nd Battalion, 507th P.I.R. set up on or east of hexrow Q on hexes numbered ≥ 4:

	8			2		3		24 factors		6	

[ELR: 5]
{SAN: 4}

One module 60mm battalion mortar OBA

⚡ Elements of the 1057th Grenadier Regiment set up on or west of hexrow L:

	4	10			2		4	2			

Infiltrators set up on or west of hexrow P:

3	7

[ELR: 3]
{SAN: 5}

One module 81mm battalion mortar (HE only) OBA

SOUTH RAMPART - FIRE!

LES HEUTES, 6 June, 1944: By mid morning, Timmes had over a hundred men digging in around the buildings and gardens of the small hamlet of les Heutes. Timmes' own CP was established under the trees of a bocage-lined orchard. One detail requisitioned the farmer's donkey to haul supplies from gliders in the flooded marsh, while another group of paratroopers helped the farm hands to deliver a new born calf - which was duly named '6th June'. As the afternoon progressed, the volume of long range fire from the Gray Castle steadily rose, and shadowy figures were spotted infiltrating closer along the hedgerows. At around 18:00, the storm burst over Timmes' orchard. The Germans had spent the afternoon securing their hold on Cauquigny and the western shore of the Merderet. Next on the list of priorities was the elimination of the American force isolated at les Heutes. Slipping behind hedgerows and bushes, the Germans closed with their American adversaries, frequently inflicting damage only to withdraw still unseen. But the paratroopers were not to be dislodged from their stronghold. The longest day ended with Timmes' force standing firm.



BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



(only hexes numbered 11 to 25 on hexrows A to P inclusive are in play)



VICTORY CONDITIONS: The Germans win if a Friendly (i.e., German) Good Order unit occupies P11 at game end.

BALANCE:

- ☒ German OBA has Plentiful Ammunition.
- ★ Add one squad to the American Order of Battle.

SCENARIO SPECIAL RULES:

1. EC are Moist and Overcast with no wind at start.
2. Americans receive one module of 60+ mm battalion mortar OBA. The Security Area requirements of C1.23 do not apply to the American phone. Germans receive one module of 80+ battalion mortar OBA (HE only).

★ AMERICAN Sets Up First	1	2	3	4	5	6
☒ GERMAN Moves First						

★ Elements of 2nd Battalion, 507th P.I.R. set up within two hexes of N11:

[ELR: 5]
 {SAN: 4}

E
7-4-7
8

C1 Call
9-2
8

8-1
2

7-0
2

MMG
2
4-19
2

Phone
11
8

Foxhole
5 1S
OVR OBA +4
OBA +2
8

One module 60mm battalion mortar OBA

☒ Elements of the 1057th Grenadier Regiment set up ≥ 9 hexes from P11:

[ELR: 3]
 {SAN: 5}

1
4-6-7
6

2
4-4-7
8

9-1
2

8-1
2

8-0
2

7-0
2

LMG
1
3-8
3

MMG
2
5-12
2

dm MTR
50 mm
2

Radio
8
8

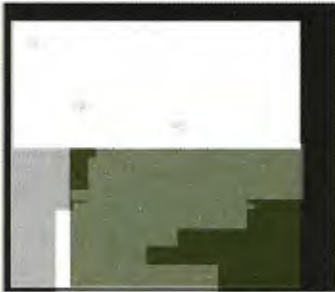
One module 81mm battalion mortar (HE only) OBA

WESTWARD HO!

CAUQUIGNY, 6 June, 1944: Captain Ben Schwarzwald was elated to find Cauquigny already in friendly hands. Now there was no need to fight for possession of the Cauquigny bridgehead, which seemed firmly held, he felt he had completed the task given him by Colonel Lindquist. He prepared to move on. Schwarzwald sent Lieutenant Marr forward on point, assuming that his direction should be westwards, towards his original objective of Amfreville. Only as Schwarzwald was about to take his leave did Lt. Levy mention to him the presence nearby of Timmes' force. This news led Schwarzwald to reconsider, and soon after he decided to lead his force northwards, seeking Timmes. This scenario investigates the possibility of Schwarzwald taking the road to the west, directly into the path of the German assault. Schwarzwald moved out, leaving Levy and Kormylo with a handful of men to maintain their watch over the western side of the Merderet bridgehead. Mere minutes later, the German armored column was heard approaching. While the Germans moved into Cauquigny, Schwarzwald and his followers threw in their lot with Timmes in the orchards around Les Heutes. What impact a meeting engagement between Schwarzwald and the German column might have had on the events of the day is open to conjecture. That it would have been a bloody and hotly contested affair seems certain.



BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



(only hexes numbered ≥ 18 on or east of hexrows G are in play)



BALANCE:

- ✚ Germans move first, having already expended half their MF/MP (FRU).
- ★ The Americans receive a second Bazooka.

SCENARIO SPECIAL RULES:

1. EC are Moist and Overcast with no wind at start.
2. Americans may exit the map from hex G22 only. Germans may exit the map from hex U25 only.
3. All tanks are radioless and use the red To Hit numbers.
4. Germans receive one module of 81mm battalion mortar OBA (HE only).

VICTORY CONDITIONS: The Germans win at game end by inflicting more Victory Points than they suffer. Both sides gain Casualty VP and Exit VP (see SSR2) normally.

★ AMERICAN Sets Up First and Moves First

★	✚	✚	✚			
1	2	3	4	5	6	



Scratch force comprising elements of the 508th P.I.R. with glider pilots and anti-tank gunners enter on turn one on road hexside U25:



[ELR: 5]
{SAN: 2}

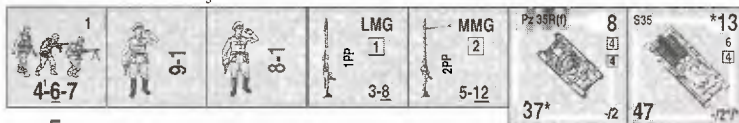


Elements of the 1057th Grenadier Regiment and Panzer Ersatz und Ausbildungs Abteilung 100 enter as indicated:



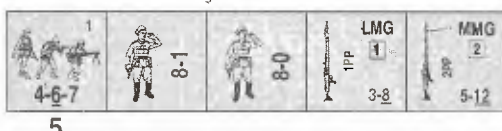
[ELR: 3]
{SAN: 2}

Enter on turn 1 on/adjacent to road hexside G22:

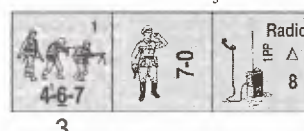


One module 81mm battalion mortar (HE only) OBA

Enter on turn 2 on/adjacent to road hexside G22:

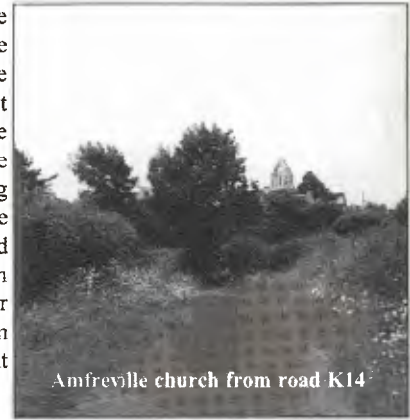


Enter on turn 3 on/adjacent to road hexside G22:



ABSENT FRIENDS

Outside AMFREVILLE, 6 June, 1944: 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. As dawn broke, sustained firing from Amfreville suggested to Timmes that Americans - and perhaps men of his own battalion - were already engaged there. He marched to the sound of the guns. Approaching Amfreville, Timmes' force was stopped dead by volleys of fire from the church tower and the rooftops. It suddenly became clear to Timmes that this was the only friendly force in the vicinity, and that the firing he could hear was all directed at himself. In moments, eight of his men went down. Four walking wounded were helped back; four KIA had to be left behind. The Germans garrisoning Amfreville were confused and disconcerted by the wide dispersal of the night's paratroop landings. They sensed themselves surrounded, and responded with keen alacrity when ordered to break out to the east. Following close behind Timmes' withdrawal, they pressed their pursuit. Around 09:30, Timmes found himself back in the orchard he had left some hours before. He had his men dig in, and the German advance was halted. Here Timmes would make his stand for the next, fateful, forty eight hours.



BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



(only hexes numbered 11 to 25 on hexrows A to P inclusive are in play)

VICTORY CONDITIONS: The Germans win if at game end they have more Victory Points than the Americans (Casualty and Location points: see SSR 2).

BALANCE:

- ✚ German SAN is 5.
- ★ German SAN is 3.

SCENARIO SPECIAL RULES:

1. EC are Moist and Overcast with no wind at start.
2. Both sides receive Casualty Victory Points, plus 2 VP per hex for Control of O12, P11, and P12 at game end.
3. Civilian Interrogation (E2.4) is allowed. The Americans are considered to be in a friendly, and the Germans in a hostile, country.

★ AMERICAN Sets Up First	1	2	3	4	5
✚ GERMAN Moves First					

Elements of the 2nd Battalion, 507th P.I.R. set up within one hex of H16 and/or H18 with no more than one MMC per hex:

8					2	2

[ELR: 5]
{SAN: 2}

Elements of the 1057th Grenadier Regiment set up on or west of hexrow C:

10	2	2	3	2	2	

[ELR: 4]
{SAN: 4}

Solitaire Mission 2:

Luftlande!

BRIEFING: You are a company commander of the first battalion, 1057th Grenadiers. All night, chaos has reigned as reports of American parachutists have come in from all directions. At last, the sun is up and some order is being restored. Your men are overjoyed at the order to break through the airborne ring encircling Amfreville—all the more so when they discover that panzer support is at hand. These old French machines may have seen better days, but if anything is certain, it is that the *Amis* have no panzers!

PREVAILING ATTITUDE (A2): Hold {A2b}

MISSION TABLES (12.32):

ENEMY SAN	FRIENDLY SAN
4	2
ENEMY AC#	RE NUMBERS
3	NA

EC are Moist and Overcast with no wind at start.
German ELR is 4; American ELR is 5.

MAPBOARD:

Only hexes numbered 11 to 25 on hexrows A to P inclusive are playable.

VPO LOCATIONS (14.):

There are no VPO in this Mission.

S? PLACEMENT/ENTRY (4.):

Place one ENEMY S? in every Concealment Terrain Location on or east of hexrow G.

SEQUENCE:

Following placement of ENEMY S?, FRIENDLY units set up within two hexes of A17.

The FRIENDLY side moves first.

MISSION END:

At the end of Game Turn 12, and the end of every Game Turn thereafter, perform a dr. If the result is ≤ 2 , the Mission end immediately.

VP SCHEDULE:

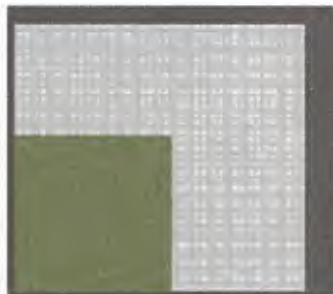
*Each side gains VP for Casualty VP gained.

*The ENEMY gains VP for all Good Order units in play at game end (plus one VP for each unactivated S?).



MISSION SPECIAL RULES:

1. All successful ENEMY Activation is resolved on the UA1: American Activation Table.
2. There is a +1 DRM to DR on Table UA1.
3. Your reinforced company is composed as follows:
 - 1 x 9-1 Leader
 - 1 x 8-1 Leader
 - 1 x 8-0 Leader
 - 8 x 4-6-7 squad
 - 2 x 1-2-7 crew
 - 2 x LMG
 - 2 x MMG
 - 2 x Pz 35R(f)Note: Tanks are radioless and use Red TH#.
4. All ENEMY HMG Activated are .50 cal.



(only hexes numbered 11 to 25 on hexrows A to P inclusive are in play)



Solitaire Mission 1:

The Gathering

BRIEFING: It is the early morning of June 6, 1944. You are Lt. Col. Charles J. Timmes, leading the 2nd Battalion, 507th Parachute Infantry Regiment. Your assignment is to secure the western banks of the Merderet River, then push out a defensive perimeter to the west, protecting the VII Corps beachhead. Since you jumped from the C-47 that carried you from England, things have gone wrong. Your drop took you into deep water, unexpected on the DZ, and you have had a close call, surviving after almost drowning. You are wet, your weapon is filled with mud, and you are alone.

PREVAILING ATTITUDE (3.2): Hold {A2b}.

MISSION TABLES (12.32):

ENEMY SAN	FRIENDLY SAN	
4	2	
ENEMY AC#	ENEMY AC#	RE NUMBERS
2	3	NA to this Mission

EC are Moist and Overcast with no wind at start. Light Rain is falling (E3.51-.55).

German ELR is 4; American ELR is 5.

MAPBOARD:

The entire To map is in play.

VPO LOCATIONS (14.):

The first time a building becomes FRIENDLY Controlled, and at game end for non-FRIENDLY-Controlled multi-hex buildings, a dr ≤ 1 results in a VPO chit being placed on the building. The following DRM apply:

- 1 multi-hex building
- 1 multi-story building
- +2 adjacent to VPO Location

S? PLACEMENT/ENTRY (4.):

Uniquely, in this Mission elements of the FRIENDLY force, as well as the ENEMY are unknown to the player and are represented by on-board S?

SEQUENCE:

1. Select thirty yellow S? to represent possible FRIENDLY forces. Then draw a letter chit and place it on hex number 12 of the hexrow indicated. Make a C1.31 Random Location DR and move the chit as indicated, then make a second DR and move the chit a second time. If at any time the chit moves off board, start again with a new letter chit. Replace the chit in its destination hex with a yellow S? and return the letter chit to its pool. Next, place one yellow S? in each ADJACENT Concealment Terrain Location not already occupied by a S?, working clockwise from the north. Draw another letter chit and continue the process until all thirty S? are placed.

2. Gray S? are used to depict possible ENEMY forces. After placing all the yellow S?, first place gray S? on every level (2, 3, and 4 but not 5) of B16. After this, roll on Table {A9e} for each building hex not occupied by a yellow S?, and place gray S? as indicated (no DRM apply).



3. Make a dr for placement of Lt. Col. Timmes (9-2 Leader):

1-2	X1
3-4	BB8
5-6	FF11

The FRIENDLY moves first.

MISSION END:

At the end of Game Turn 12, and the end of every Game Turn thereafter, perform a dr. If the result is ≤ 2 , the Mission ends immediately.

VP SCHEDULE:

- * Each side gains VP {A10b} for Control of VPO.
- * Each side gains VP for Casualty VP gained.
- * OPT. The Mission ends in defeat if Lt. Col. Timmes is KIA.

MISSION SPECIAL RULES:

1. The FRIENDLY player treats all S? as if they were ENEMY, using the G.1: ACTIVATION CHECK Table.

EXC. 1: The AC# may differ depending on whether the S? is yellow (FRIENDLY) or gray (ENEMY).

EXC. 2: LONG RANGE ACTIVATION (5.32) is only applicable to gray (ENEMY) S?

An ENEMY unit can never cause a S? of any color to make an Activation Check; FRIENDLY S? can never undergo Activation Checks when ENEMY units (including gray S?) are in the same hex.

2. If the Original AC dr for a yellow S? is 6, replace the yellow S? with a gray S? and immediately make an AC dr for a potential ENEMY. There are no positive modifiers to the AC dr (i.e., Village).

3. All successful FRIENDLY Activation is resolved on the UA1: AMERICAN ACTIVATION TABLE. Since units may move/rout/advance in the Phase in which they are Activated, note that newly Activated FRIENDLY units which move/rout/advance may themselves trigger ? Activation Checks (both ENEMY and FRIENDLY) in the same phase (unless, of course, they Panic).

4. There is a +1 DRM to each DR on Tables A1 and UA1. No positive modifiers of any kind are made to the AC dr (i.e., for Village mapboard).

HISTORICAL NOTES:

1. The Light Rain LV Hindrance reflects not only the historical wet, overcast weather, but also the fact that this mission spans the early dawn of June 6.

2. The (possible) presence of 2nd Line infantry reflects the combination of disorientation and fatigue (many were suffering the residual effects of air sickness medication) as well as lack of supplies. The instant 'cure' of finding ammo supplies can be viewed as a reflection of the troops' resilience!

3. The apparent inactivity of American forces reflects the limited vantage point of a lone officer amid dense hedgerows. Frequently, quite bitter firefights were conducted without the knowledge of nearby friendly troops.

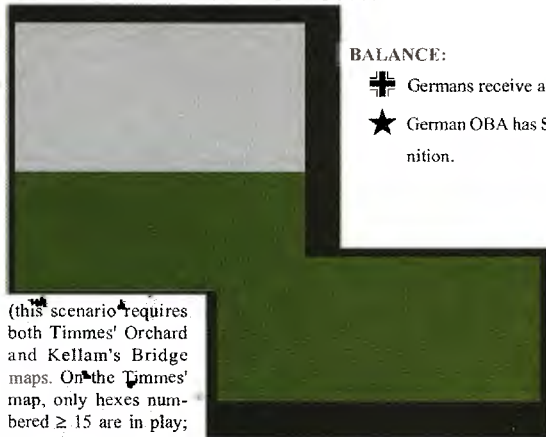
A BRIDGE SO FAR...

AMFREVILLE, 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.

At right: A view from La Fiere showing the bridge, Cauquigny les Helpiquets, & Amfreville



BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



BALANCE:

- ✚ Germans receive a second S35.
- ★ German OBA has Scarce Ammunition.

(this scenario requires both Timmes' Orchard and Kellam's Bridge maps. On the Timmes' map, only hexes numbered ≥ 15 are in play; all of the Kellam's map is in play)

VICTORY CONDITIONS: The Germans win at game end if they have more Victory Points than the Americans (see SSR 5 & 6 for VP schedule).

SCENARIO SPECIAL RULES:

1. EC are Moins with no wind at start. All A-T Mines must set up in the same hex. Although A-T Mines are set up in full view, they can only be removed by Clearance (B24.74)
2. Germans receive one module of 81mm battalion mortar OBA (HE only) with Plentiful Ammunition. All tanks are radioless and use the red To Hit numbers. The Panzer 35-S 739(f) can be found in the PEGASUS BRIDGE counter mix, in TOT #3, or the French counter from CROIX DE GUERRE may be used.
3. All American infantry units (including SMC) are equipped with Gammon Bombs as an Inherent SW. Use of this requires a Gammon Bomb check dr of ≤ 4 (HS/CX +1; SMC +2 dr) 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. an 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 use). 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/IFT 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.
4. No American unit may change its hex during the MPh of American Player Turns one and two, except turn one reinforcements which may move freely.
5. Victory Points are awarded at game end as follows (All the hexes below are considered American Controlled at start): 1 Point each for Control of building hexes: ToK22, ToO23, KbJ3, and KbK3; 1 Point each for Control of hexes: KbR5, KbT6, and KbV7; 2 Points each for Control of building hexes KbN3 and KbAA9; and 2 Points for Control of bridge hex KbY8. Additionally, for each platoon of reinforcements each player has received as per SSR 5, the opposing player receives Victory Points at game end (see SSR 6).
6. From turn three, before the start of each turn, the ATTACKER may choose to bring on reinforcements. Reinforcements are limited to one platoon per Player Turn, and a maximum of four platoons per side in the course of the game. For each platoon of German reinforcements entered, the American player gains 1 Victory Point if entered at ToA18 or 2 Victory Points if entered at KbA10. For each platoon of American reinforcements entered, the German player gains 1 Victory Point if entered at KbHH3 or 2 Victory Points if entered at any one hex between ToR15 and ToDD15, inclusive.

★ AMERICAN Sets Up First	★ 1	2	★ 3	✚ 4	5	6	7	8	9	10
✚ GERMAN Moves First										

★ Elements of the 505th, 507th, and 508th P.I.R. set up as indicated:
Set up on To map ≤ 3 hexes from Q22:

6			

Set up on Kb map on or east of hexrow V:

2		4		2
factors				

Optional reinforcement platoon (see SSR 5-6):

4

Set up on Kb map ≤ 3 hexes from K3:

2						

Set up on Kb map on or east of hexrow Z:

7		3		5		
Foxhole						
5 15 OVR, OBA +4 Other +2						

✚ Elements of the 1057th Grenadier Regiment and Panzer Ersatz und Ausbildungs Abteilung 100 set up as indicated:
Set up on the To map ≤ 5 hexes from A18:

12	2	2		4		2		4			

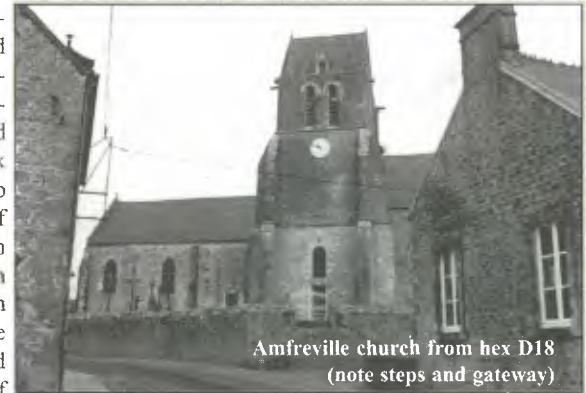
Optional reinforcement platoon (see SSR 5-6):

3						

One module 81mm battalion mortar (HE only) OBA

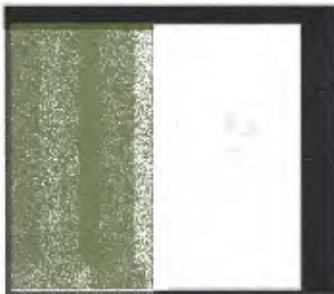
MILLET'S MEN

West of AMFREVILLE, 9 June, 1944: On the night of the 6th June, George V Millett, Colonel of the 507th Parachute Infantry Regiment, had come down in a grain field about a thousand yards south of the DZ. He gathered a small force and struck east for Amfreville. But the opposition proved too strong, and although his band of men continued to grow, they remained holed-up out of harm's way in the countryside to the north west of the small town. Weapons and supplies (including a generous ration of Hennessy cognac) were obtained from a German truck column. This kept the isolated force in good spirits until day three, when word came via radio from Division that they were to attempt a breakout, to link up with Timmes on the far side of Amfreville. Millett's men moved out in the small hours of 9th June. Moving in a single column under cover of darkness, Millett's force became split up as one man lost contact in the gloom with those ahead and took a wrong turning. Come daylight, the back part of the column, with Millett himself, fell into a German ambush and the survivors were captured. The rest of the column edged around the north side of Amfreville, putting up a vigorous fight as they skirted the Gray Castle. Ultimately, of four hundred men who had set out from the stronghold, a total of 149 men, 6 officers, and 26 prisoners joined the lines of the 505th PIR at Neuville-au-Plain.



Amfreville church from hex D18 (note steps and gateway)

BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



(only hexes A - L are in play)



VICTORY CONDITIONS: The Americans must exit ≥ 20 VP (including prisoners) from the north or west edge of the play area, between hexes F0 and L14, inclusive.

BALANCE:

- ✚ Add seven to the American entry dr.
- ★ Add five to the American entry dr.

SCENARIO SPECIAL RULES:

1. EC are Moist with no wind at start.
2. A pre-Game dr is made for each building hex numbered ≥ 14 , except the church in A17-B16. On a dr ≤ 3 , place stone rubble in the affected hex.
3. After German setup, the American player selects a single entry hex between A8 and A19 (inclusive). Turn one units will enter on or adjacent to this hex. He then makes a dr and adds +6 to the total; this total is the number of squads which must delay entry until turn three. Turn three entry must be between three to six hexes south of the original entry hex. (EX: The American selects A15 for turn one entry, then rolls a dr of 5. $5+6 = 11$ squads must enter on turn three between A18 and A21, inclusive.) Units must enter on the turns indicated or be considered prisoners for VP purposes. Leaders/SW/prisoners may be freely allocated between groups, except Col. Millett, who must enter with the turn three group.
4. Americans may freely use German LMGs with no Captured Use penalty.

✚ GERMAN Sets Up First [122]	★ 1	2	★ 3	4	5	6
★ AMERICAN Moves First						

★ Elements of the 507th P.I.R. enter on turns one and three as directed by SSR 3:

7-4-7	8-1	8-0	7-0	[1]-0-6	3PP 2	1PP 1
18	2	2	2	2	4-10	3-8
					2	4

Colonel Millett enters on turn three (see SSR 3):

9-1

[ELR: 5]
{SAN: 0}

✚ Elements of the 1057th Grenadier Regiment set up on or east of hexrow C:

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

[ELR: 2]
{SAN: 3}

THE SIEGE

LES HEUTES, 8 June, 1944: By D+2, Timmes had the enormous psychological boost of a telephone line across the marsh to the far shore. He had also 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 prepare entrenchments. Timmes had no relief in sight. The secret ford was a precarious lifeline, swept by fire and barely usable in daylight. As casualties continued to mount in the orchard, scores of wounded threatened to overwhelm the wholly inadequate medical facilities. And the German determination to retake the crossing was undiminished. Once again, the unrelenting bombardment gave way to multiple furious German assaults on the orchard. This time, the attacks were from every direction. Timmes and his men clung on, while wounded and civilians took what little shelter the surviving buildings offered. By day's end, the outpost held. But within the perimeter, a quarter of the force were dead or incapacitated, and a further quarter suffering minor wounds. The struggle continued.



Timmes' Orchard S12 & R12 from hex Q11

BOARD CONFIGURATION:



(the entire map is in play)



BALANCE:

- ★ The Germans win if the Americans have ≤ 10 GO squad equivalents.
- ✚ The Germans win if the Americans have ≤ 14 GO squad equivalents.

SCENARIO SPECIAL RULES:

1. EC are Moist with no wind at start.
2. Bore Sighting is NA.
3. A pre-Game dr is made for each of Q13, R12, and S12. On a dr ≤ 3 , place stone rubble in the affected hex.
4. To reflect the supply state and the large numbers of walking wounded, American MMC are not treated as having their Morale Factor underscored, and are subject to Replacement by 2nd Line Infantry (keeping a side record, as they retain 4 ELR and are capable of Battle Hardening to Paratroops). At some cost to historical accuracy, players wishing to avoid side records may agree to replace all twelve 2/507 squads with ten 7-4-7 counters, and give all paratroops and all SMC in the game ELR 5.
5. Germans receive one module of 81mm battalion mortar OBA (HE only).
6. As per U.S. Ordnance Note 1, Americans may exchange the three mortars for one module of 4FP battalion mortar OBA (HE only), with a Field Phone (but no extra SMC). The Security Area requirements of C1.23 do not apply to an American Field Phone.

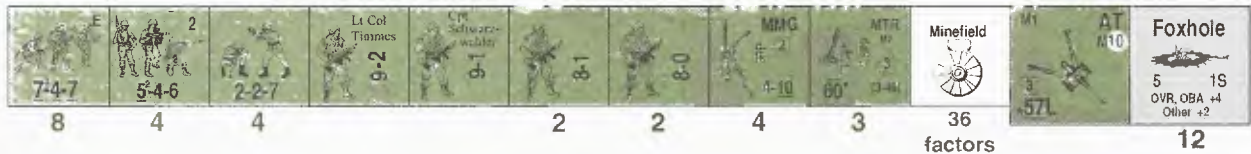
VICTORY CONDITIONS: The Americans win immediately at the end of any American Player Turn in which the total Victory Points they have exited between T24 and GG25 (inclusive) ≥ 12 . The Germans win immediately at the end of any German Player Turn if the Americans have fewer than 12 Good Order squad equivalents (excluding crews) on board. Otherwise, the Germans win at game end if they Control CC2.

★ AMERICAN Sets Up First [318]	1	2	3	4	5	6	7	8
✚ GERMAN Moves First [204]								

Elements of the 2/507th P.I.R. [ELR: 4] set up ≤ 5 hexes from V7:



[ELR: 4/2]
{SAN: 4}



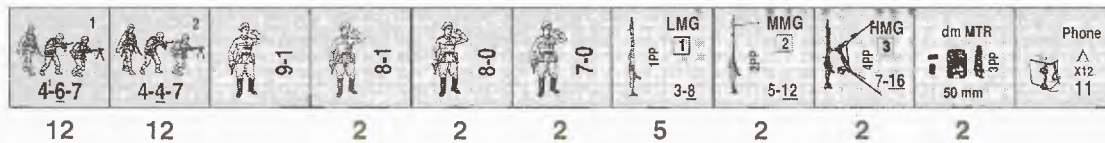
Elements of the 1/325th Glider Infantry Regiment [ELR: 2] set up ≤ 2 hexes from Q11 (not in entrenchments):



Elements of the 1057th Grenadier Regiment set up on or southwest of the line L0 - L5 - 17 - 115 - Q19 - Z14 - GG18:



[ELR: 3]
{SAN: 5}



One module 81mm battalion mortar (HE only) OBA