

# The Cotentin Campaign



Sixteen scenarios depicting the first eight days on the Cotentin Peninsular, June 1944:

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## Utah Beach to Carentan, June 6-13, 1944

After the Allies decided to land in Normandy, they had to work out the specifics of how to expand the beachhead. The Allied planners could see that the village of Carentan was key to a link-up between the forces from Omaha and Utah Beaches. In addition, their strategy called for the early capture of Cherbourg to be used as a port for unloading supplies for the troops. The Germans had flooded areas behind Utah Beach determining that there were only a few exits by which the forces landing at Utah Beach could move inland. To facilitate these objectives, the US 82<sup>nd</sup> and 101<sup>st</sup> Airborne Divisions would land in the Cotentin to pave the way for the II Corps including the American 4<sup>th</sup> and 90<sup>th</sup> Infantry Divisions so that they could move quickly inland and secure their beachhead. The 101<sup>st</sup> Division consisting of the 501, 502, and 506 Parachute Infantry Regiments (PIRs) was to land on the east side of the peninsula - the 501<sup>st</sup> was to land in Drop Zone (DZ) "C" near Hiesville, the 502<sup>nd</sup> in DZ "A" behind Causeway #4, and the 506<sup>th</sup> in DZ "D" south of Vierville. Their counterpart, the 82<sup>nd</sup> Division including the 505, 507, and 508 PIRs would land on the west side of the peninsula - the 505<sup>th</sup> in DZ "O" near the village of Sainte-Mère-Église, the 507<sup>th</sup> in DZ "T" in the Courbesville-Amfreville area, and the 508<sup>th</sup> in DZ "H" northeast of Pont l'Abbé. Both Divisions together mobilized about 13,100 soldiers in all. Just after daybreak on June 7<sup>th</sup> two battalions of the 325<sup>th</sup> Glider Infantry Regiment (GIR), and a battalion of the 401<sup>st</sup> landed by glider. The 2/401 GIR became the 325<sup>th</sup>'s third battalion. The 1/401 became the 327<sup>th</sup>'s GIR third battalion of the 101<sup>st</sup> Division which mostly came in by Landing Craft at Utah Beach.



Enroute to the landing ships

## Air Landing Assault Rules

### Parachute Landings

#### US Paratrooper Drop Platoon

- 1 Lieutenant, 1<sup>st</sup> or 2<sup>nd</sup>
- 2 Paratrooper Squads

Plus:

#### Headquarters

- 0-1 Captain or Major
- 0-1 Medic
- 0-1 Forward Observer (artillery or air)

#### Infantry

- 0-3 Paratrooper Squads
- 0-3 Machinegun Teams (medium)
- 0-1 Sniper Team
- 0-1 Flamethrower Team
- 0-2 Anti-Tank Teams (bazooka)
- 0-1 Mortar Team (light)

#### US Paratrooper Reinforced Platoon (includes the above)

Plus:

- 0-1 Medium Mortar Team

#### Artillery

- 0-1 Light or medium AT Gun, Light AA Gun, or LH

#### Tow

- 0-1 Jeep

#### Parachute Drop Rules – (*DitS* p126)

*Units* – Each 'stick' may include up to 15 figures (mortars, bazookas, and machine guns count as figures). Divide your force into sticks; do not split units. Then pick out one order die for each unit in the stick. Place them in the dice bag.

*Scatter* – (*revised*) when an order die is received roll a d6:

1=the stick lands offboard and takes d6 hits (roll to damage), the survivors are placed in Reserve.

2-3=the stick lands offboard and is placed in Reserve.

4-5=the stick lands onboard; roll the order die onto the table.

6=the stick may land anywhere onboard and facing in any direction.

*Place Unit* – (*DitS* Alternate rule p126) Place the first figure in base contact with the order die, behind the arrow. After the first figure, place the rest of the figures in the stick with 1" of clear space apart (base to base) following a straight line in the reverse direction of the arrow. Some figures will have a difficult landing: roll damage for each figure that lands on any kind of terrain feature that is not flat and solid (that is, other figures, shallow water, trees, walls, 1-story houses, bocage, etc.). Figures that land in impassable terrain are removed (sticks that extend offboard, or in deep water, or on 2<sup>nd</sup> story roofs). Once all the models in a stick have been placed all the units included receive 1 pin marker each. Then take one order die for each unit in the stick and set it to 'Rally' meaning regrouping, not rallying. Units in the stick may then take one free d6" move to regroup.

*Enemy Fire* – Now, enemy units in Ambush may fire if they wish to. In addition, all flak units with a pen value of +2 or less may fire as if they were in ambush; place an order die set to 'Fire' next to the firing unit. Start over for the next stick.

*Offboard Sticks* – will enter as Reserves beginning on the 2<sup>nd</sup> game turn; choose an arbitrary short side of the board to be north. Roll a d6 for each stick to determine from which side they may enter: 1=N (short side), 2-3=E (long side), 4=S (short side), 5-6=W (long side). They may enter from anywhere along that board edge.

## **Glider Landings**

**US Gliders** – the US commonly had two types of gliders. Gliders are soft skins.

“Waco CG-4,” 15 figures, crew 2, troops 13, or 1-jeep with 4 troops or 8 litters, or one 57mm AT gun, or one 75mm pack howitzer, or one 1/4 ton trailer.

“Airspeed AS-51 Horsa,” 22-27 figures, crew 2, up to 25 troops, or one jeep, or one light or medium AT gun, or one pack howitzer.

### **US Glider Reinforced Platoon**

1 Lieutenant, 1<sup>st</sup> or 2<sup>nd</sup>

2 Glider Squads

Plus:

#### **Headquarters**

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (artillery or air)

#### **Infantry**

0-3 Glider Squads

0-1 Machinegun Team

0-1 Sniper Team

0-1 Flamethrower Team

0-1 Anti-Tank Team (bazooka)

0-1 Mortar Team (light or medium)

#### **Artillery**

0-1 Light AT Gun

0-1 Light AA Gun

0-1 Light Howitzer

0-1 Medium AT Gun

#### **Transports and Tows**

0-1 Jeep (Allies only, tows as needed)

### **Glider Landing Rules** (BE p21, DitS p128)

*Units* – Divide your glider-rider force into sticks of complete units (do not split units between gliders). Sticks may include various numbers of figures, vehicles, and artillery per the glider type. Then pick out one order die for each unit in the sticks and one for each glider.

*Die Rolls* – (this part is revised) When an order die is received, choose a glider and roll a d6: on a 3+ the glider lands onboard; otherwise, it lands offboard. If a '1' is rolled the glider crashes offboard (see #1 below). Offboard units will enter as Reserves from anywhere along the player's friendly board edge beginning on game turn two.

*Onboard Landings* – (BE p21) The phasing player chooses a spot on his friendly board edge; this point represents the trajectory of the incoming glider as it enters the board. Direction: roll a d6: 1-2=45° to the left, 3-4=straight on, 5-6=45° to the right. Take out an order die for each unit then roll a d6 landing die for each onboard glider:

*Glider Landing Results Table (BE p21):*

1 = Crash! Glider crashes just inside the board edge. All units exit the vehicle, move 6", take d6 hits (squads) or d3 hits (teams), d3 pins, and go Down.

2-3 = Short! Glider lands along trajectory 12-24" inboard. Each unit deploys within 6" of the glider and takes 1 pin.

4-5 = Long! Glider lands greater than 24" inboard. Each unit deploys within 6" of the glider and takes 1 pin.

6 = Great Pilot! Glider lands anywhere on the board regardless of trajectory. Each unit deploys within 6" of the glider without pins.

*Note: measure from the board edge to the glider's nose; a glider that hits any immovable object (or another glider) automatically crashes.*

**Amphibious Landing Assault Rules** (adapted from BE p31, DitS p134, Eif p118, CNG p126)

**Landing Craft** – three or four landing craft are placed in the Allied setup zone. If advancing or stopped crew may fire onboard weapons; transported units may not fire. Landing craft are soft-skins. They have no point cost. Transported units may not fire.

**Setup Zone** – The board is played along the 6' width. Up to 3' from the Allied friendly edge being water. Craft may setup within 12" of the friendly board edge and at least 12" from either side.

**Movement** – landing craft are Slow, Advance 6" with one 90° turn; Run 12", no turns. Paddled boats and rafts can only Run 6" per turn.

**Targeting** – defenders on a ridge may shoot over the heads of units on the beach or in shallow water at craft that are in deep water.

**Capacity** – for the purposes of our small-scale games landing craft may transport up to 12 infantry figures (count mortars and MMGs as figures), or one vehicle or artillery piece and crew. The rules allow them to transport more but the game could be over in the first turn. Engineer boats and rafts carry up to 6 figures.

**Secondary Craft** – before starting the next turn, any craft that has unloaded its units or has been destroyed is re-setup in the start zone and loaded with more units. Craft that still have units onboard remain in place. Continue until all units in the platoon have been boarded. No order tests are needed to setup.

**Deep Water**

**Vehicles** – deep water is impassible to all vehicles except those with that have the waterborne or amphibious rules. Immobilized vehicles will drift forward 6" per turn.

**Firing Weapons** – boats have a -1 to hit due to the movement on the waves.

**Destroyed** – when a vehicle is destroyed, onboard non-amphibian or waterborne units must try to reach shallow water, or they are also destroyed.

**Shallow Water**

**Landing** – vehicles may beach, allowing transported units to disembark onto solid ground.

*Movement* – may be done by infantry or by units with the amphibious or waterborne rules. Shallow water is very rough ground and advancing infantry may not fire weapons.

*Order Tests* – must be passed by Infantry units in water for activation, even if they have no pins.

*Cover* – infantry units in shallow water receive hard cover, and HE is halved.

*Regrouping* – infantry units receive an additional pin when leaving water.

*Artillery* – shallow water is impassible to artillery units; they must reach solid ground or be destroyed.

## **Terrain Special Rules**

### ***Anti-Tank Emplacements***

*Tank Obstacles* – Czech Hedgehogs, Belgian Gates, and Dragon's Teeth provide hard cover, are rough ground for infantry, and are impassable to all vehicles.

Barricades: are placed by scenario, destroyed on 6 HE hits, they are tank traps.

Belgian Gates: 10pts/1", destroyed on 8 HE hits.

Czech Hedgehogs: 20pts/ea, destroyed on 6 HE hits.

Dragon's Teeth: 15pts/ea, destroyed on 10 HE hits

AT Ditches: 25pts/6" provide dug-in cover for infantry, they are tank traps.

***Anti-Tank Traps*** – Including AT ditches, bocage, obstacles, and redoubts. These are impassable for wheeled and half-track vehicles. Roll a die when a tracked vehicle attempts to cross, DMs: vehicles 7-8 armor -1, 10-11 armor +1, Inexperienced crew -1, veteran crew +1, bocage -1, barricades -2.

1 or less = Dead stop (tank receives Minimum Damage), if not immobilized roll to move again next turn.

2 = Stuck; try again next turn.

3-4 = Hung-up with belly exposed (almost through!); if hit by a natural '6' from the front, the shot hits the exposed belly (same as rear armor); try to move again next turn with an additional +1.

5-6 = Pass through.

***Barbed Wire*** – there are two classes of barbed wire, tight and loose. Both types are impassable to infantry and wheeled vehicles. Half-tracked and tracked vehicles may drive through (remove a 6" section).

*Tight Wire* – (CNG p123) causes a unit on foot to stop when it makes contact. On the following turn (Down order) a unit may attempt to get through it by rolling a 6. Add a cumulative +1 on each subsequent turn, but a roll of '1' always fails. Units with wire cutters (+1 point per model) add +2 to each die roll. Engineers are always successful but still spend one turn Down.

*Loose Wire* – (CtWD p34) counts as an obstacle. Impassable to wheeled vehicles; tracked vehicles and Engineers destroy a 4" section when passing through. Infantry may pass with an Advance order (no shooting) but must first pass an order test even if they don't have pins.

***Bocage*** – (BE p64, modified) blocks LOS. Figures in base contact may fire over it. They receive hard cover when targeted. If the shooters are on a higher level, a hill or second story, targets in base contact receive soft cover. Bocage is difficult ground for infantry (Advance only,

no shooting); and is impassable for wheeled and half-tracked vehicles. For tracked vehicles it is a Tank Trap, roll on that table. Tanks with Cullen cutters drive straight through if they Advance (remove a section), but if they Run, they must roll on the Tank Trap table.

**Bridges** – are clear down the center but a superstructure gives soft cover when it intervenes in the LOS (bridges with stone parapets give hard cover). Tracks and railroad bridges are obstacles to infantry and vehicles.

**City Fighting** – (*EiF* p122, *O* p108)

**Rubble** – destroyed buildings create patches of rubble that count as hard cover when shooting across at targets on the other side.

**Infantry** – treat rubble as Rough Ground. Units in rubble have variable cover when targeted depending on their order die: Advance -1; Fire or Rally -2; no order, Ambush, or Down -3.

**Tanks** – When attempting to cross through a building or across a pile of rubble roll a die. *DMs: heavy or super-heavy tank -2, light or medium tank -1, inexperienced crew -1, veteran crew +1:*

0 or less = Vehicle falls into a cellar and is destroyed.

1-2 = Bellied out; the vehicle moves d6" and stops; if hit by a natural '6' from the front, the shot hits the exposed belly (same as rear armor).

3-4 = The vehicle slides d6" to side or rear and stops (try again next turn); roll another d6: 1-2 = left, 3-4 = right, 5-6 = rear.

5-6= The vehicle is free to move through.

**Plunging Fire** – (Dave's addition to the rule on page 123 of *BA II*) small-armed units in or on buildings above open-topped armored transports may shoot down into the vehicle with small arms at the troops inside. Up to 12" away or less, the targeted unit receives hard cover; units 6" or less receive soft cover. If a unit is further than 12" away troops cannot be targeted specifically, per normal rules. This adaptation makes an accommodation for the street fighting from upper stories.

**Street Fighting** – (*EiF* p123, *O* 110) is deadly, when rolling to damage infantry and soft-skin vehicles on an open city street add +1 Penetration to Damage.

**Defensive Emplacement Costs** – in Attacker-Defender scenarios defending players must pay for Defensive Emplacements out of their point allowance. If none are selected the attacker normally receives 30% more points. See Dug-in rules below.

AT Ditches: 5pts per inch

Barbed wire: 1pt/inch

Foxholes: 20pts each

Sangars/Sandbags: 15pts per 3-4"

Trenches: (*CNG* p123) 25pts per 6" Weapon Pit: (*CNG* p123) 30pts each

Log Pillboxes: (*CNG* p123) 30pts each Coral Pillboxes: 40pts each

Steel Pillboxes: 50pts each Masonry Pillboxes: 60pts each

Concrete Bunkers: 75pts each

Minefields: 50pts per 6"x6" section

*One free Dummy Bunker/Pillbox or Minefield may be included.*

**Dense Terrain** – (*BA II* p52) is Rough Ground to move into, across, or out of. It blocks LOS unless defenders are inside. Targets inside receive soft cover for woods and hard cover for rocky outcroppings.

**Derelicts** – block roads and may give hard cover to infantry, artillery, and vehicles. They may be pushed aside by other vehicles that have a higher armor rating (Advance only, no

shooting). If a tank makes a run at a derelict, move it 6" forward and roll for Minimum Damage on the tank. Roll a d6: 1-2=45° it moves to the left, 3-4= straight ahead, 5-6= 45° to the right.

**Difficult Obstacle** – is more of an impediment than Rough Ground (Advance, no shooting).

**Dug-in:** (EiF p112, DitS p124, CNG p121, O p102)

**Sunken Works** – (foxholes, trenches, and gun pits) and the troops inside do not block LOS; they are indestructible.

**Built-up Works** – (berms, sangars, sandbags) are built above ground level so they do block LOS. A section is destroyed when driven over by a tracked vehicle (impassible to wheeled and half-tracked vehicles).

**Cover** – hard cover to defenders and half-cover against HE (as if a unit is Down, round up). Double the benefits if the unit is actually Down.

**Obstacle** – emplacements are impassable for wheeled and half-tracked vehicles, obstacles for infantry and tracked vehicles; they may act as tank traps (see below).

**Hull Down** – dug-in Vehicles count as having hard cover. When receiving an "Immobilized" damage result use the "Crew Stunned" result instead.

**Hidden** – dug-in units can use the normal Hidden rules; they count as Down.

**Tank Assault** – dug-in units automatically pass their morale check when charged by tanks; they hunker down (sunken works) instead of moving aside (built-up works). However, if a tank finishes its Assault move on top of dug-in models they are removed as casualties, and the unit must take the Morale Check for tank assault as normal.

**Fences** – (BA II p57) – (vehicle rules added) stone yard walls are obstacles for infantry and tracked vehicles; impassable for wheeled or half-tracked vehicles. They provide hard cover when intervening in the line of fire; but no penalty to the shooters if 50% of the unit is in base contact. Vehicles receive soft cover (CtWD p15). A 3-4" section is destroyed on 6 HE hits or when rolled over by a tank. Wood Fences (Dave) provide soft cover and 3-4" sections are destroyed on 4 HE hits. They are obstacles for infantry, wheeled, and half-tracked vehicles but no impediment to tracked vehicles. Remove a section if they are driven through.

**Fords** – are classed as Deep or Shallow: deep fords are Difficult Ground for in infantry (Advance, no shooting) and impassable to vehicles and artillery while shallow fords are Rough Ground for infantry, artillery, and vehicles.

**Forests** – (BE II p52) provide soft cover. If a unit is firing from an edge of a wood, no penalty is applied if 50% a unit's figures are within 1" of the edge.

**Hedges** – (ordinary hedges) block LOS for infantry and artillery, not vehicles.

**Hills and Ridges** – may block line of sight (per scenario). The sides of hills and ridges may be rough ground (Advance only). Vehicles on reverse slopes may achieve a hull-down position (hard cover). Steep hillsides and ridges are Difficult Obstacles, Advance, no shooting, and impassable for artillery and vehicles. The crest will provide hard cover versus fire at units in contact with it.

**Minifields** – (BE p35) in some scenarios mines will cover a significant portion of the board. Otherwise, minifield sections must be 6"x6" squares, 50 points each (anti-personnel) or 100 points each (anti-tank), with one free dummy minifield per two actuals.

**Anti-Personnel Minifields** – whenever a unit (friend or foe) moves into a minifield the opponent may interrupt a movement as if in Ambush, rolls one die if the enemy is Advancing,



three dice if they are Running; one figure per successful die roll, or all on one vehicle. A result equal or higher than the unit experience value (3/4/5) triggers the explosion(s), causing D3 pins; roll damage as normal for each hit with a +2 penetration against non-armored targets and +3 against to bottom of armored vehicles (same armor as the rear). If using a Dummy, make all die rolls hidden (to hide the dummy), but if the result is positive, it must be revealed.

**Anti-Tank Minefields** – only affect vehicles. As if in Ambush, the opponent rolls one die if enemy is Advancing, three dice if Running. A result of equal or higher than the unit experience value (3/4/5) triggers the explosion(s), causing D3 pins; They are hit with a +5 penetration without modification. If the target unit survives it will complete its move.

**Mixed Minefields** – hit infantry and artillery as above with +2 penetration and vehicles with +5. Mixed minefields cost 100 points each. A minefield can hit a unit only once during a move.

**Clearing a Field** – after scoring a hit roll a D6, on a '6' the field is cleared.

**Friendly units and Engineers** – force the opponent to re-roll any hits. Engineers may attempt to manually clear a minefield. Special equipment costs +1 point per figure. The unit rolls a die, and the field is cleared on a 6+; *DMs*: veterans +1, Inexperienced -1, mine-clearing gear +2, per pin marker -1. To do this the unit must have at least five models inside the field. However, on an unmodified roll of '1' a mine is set off. Six HE hits with an indirect weapon will also clear a 6" x 6" field. Target the center of the field using the normal Indirect Fire rules.

**Power Poles** – take 6 HE hits to bring down.

**Roads** – paved roads provide vehicle x2 movement; dirt roads do not. However, some dirt roads will allow x2 movement on a d6 die roll of 4+.

**Supply Dumps** – 12 cumulative HE hits are required to completely destroy a dump of any type. One charge may be set at any of the four corners of a depot.

**Swamps** – give soft cover and are rough ground, impassable to vehicles.

## General Special Rules

**Ambulances** – (*BE* p42) and armored ambulances count as Medics.

**Attrition Points** – (*Dave*) In most scenarios, players receive attrition points for each destroyed enemy unit:

1 point for a weapon team, inexperienced rifle squad, light gun, or softskin vehicle.

2 points for a command team, FO team, regular rifle squad, medium gun, or armored car.

3 points for a veteran rifle squad, a heavy gun, or a light tank.

4 points for a medium tank or a super-heavy gun.

5 points for a heavy or a super-heavy tank.

**Demolition and Sabotage** (*CNG* p18) partisans, commandos, rangers, engineers, SOE, and SAS may form demolition teams of two figures, with one demolition charge for +25 points.

**Setting Charges** – (*CNG* p18) To set charges, a demolition team must Advance into base contact with the selected point and place the charge. A unit may set only one charge per turn. At the end of the turn place an appropriate bomb marker. This may be detonated by rolling 2+ on a d6 any time after the current turn: apply a Heavy Howitzer hit. If a '1' is rolled the team must start over.

**Disarming Charges** – (*Dave*) one figure of a squad or team must Advance into base contact with an explosive charge to cut or pull the wires. While this happens, the other members of the squad may fire their weapons. Each unit may disarm only one charge per turn. At the end

of the turn remove the appropriate bomb marker. If the charges are under a bridge, the teams must move into the river in single file on either side of the bridge (the understructure is Rough Ground), but only one unit may be on a single side of a bridge at a time.

### **Engineer Special Rules**

*Clearing Minefields* – (BE p35) Engineers may attempt to manually clear a minefield. Special equipment costs +1 point per figure; the unit must have at least five models inside the minefield. The unit rolls a die, and the field is cleared on a 6+; *DMs*: veterans +1, Inexperienced -1, mine-clearing gear +2, per pin marker -1. If fail, try again on subsequent turns. However, on an unmodified roll of '1' a mine is set off.

*Clearing Barbed Wire* – (CNG p123) Engineers are always successful at cutting the wire but still spend one turn Down while doing so.

*Demolition Teams* – (CNG p18) Engineers may form demolition teams (see Demolition Teams above).

**Radio Jamming** – (DitS p58) some scenarios allow one side to perform radio jamming. Starting on the first turn of the game all enemy officers have a -1 to their morale rating. At the end of each turn the opposing player rolls a die: if the result is less than the current game turn, the jamming stops, and the morale modifiers return to normal.

## **Scenario 1 – Battle of Sainte-Marie-du-Mont, 0130 hours, June 6, 1944**

This scenario could represent any village in Normandy where the paratroopers landed. If the players are ambitious, they can recreate the landing at Sainte-Mère-Église. Beginning at 0130 on D-Day Allied paratroopers of the 101<sup>st</sup> Division began to land in Normandy. Ten minutes later they were followed by the 82<sup>nd</sup> Airborne Division. Each unit had varying degrees of success in hitting their Drop Zones (DZ). The 82<sup>nd</sup> had a more difficult time due to cloud cover. Many units were not able to regroup or find their objectives, and a number of them were completely off the intended course. This scenario represents the night-drop parachute landings at or near Sainte-Marie-du-Mont, beginning at 0130.

Sainte-Marie-du-Mont was easily captured but at Sainte-Mère-Église German troops were awake and monitoring the attempt to put out a building on fire. Some paratroopers landed directly on the town and were shot down before they could de-harness. Others caught their chutes on power poles and trees and were easily killed by the Germans. One man's chute (John Steele) caught on the church tower and, helpless in that position, he pretended to be dead for two hours until he was captured. Later, he escaped and rejoined his unit. That morning, troops of the 3/505 attacked the village capturing thirty Germans and killing eleven. However, Germans of the 1058 Grenadier Regiment outside of town were able to organize counterattacks on the village. The paratroopers held-out against them until reinforcements of the 4<sup>th</sup> Division from Utah Beach arrived with infantry and tanks the following afternoon.

This is a free-for-all scenario which represents the confusion of the first night.

### **Forces**

This is an Attacker/Defender scenario. The US Paratrooper Platoon may have 30% more points. Use the **US Paratrooper Drop Platoon** selector guide (p3).

The German Reinforced Infantry Platoon must use the **1944 – Normandy** selector guide on page 96 of the *AoG II* book.

Neither side may call for air or artillery support.

### **Setup**

This scenario requires a 6'x4' table; select one short side to be north. The terrain is a small hamlet with 4-5 houses/stores set in a town square with a church and Manor house as city hall (Hotel de Ville). Several other houses or ruins may be set around the board at least 12" from any board edge. Yard walls may be placed as seems appropriate. There may also be outlying fields and clumps of trees and bocage. The Germans may have two redoubts guarding the entrances to the village. This is a night scenario.

## Special Rules

### Terrain Special Rules

*City Fighting (p8), Fences (p9), Reduced Visibility (BA II p220), Roads (p10).*

### US Airborne Special Rules

*Fire and Maneuver (AotUS p20), Parachute Drop Rules (p3).*

### German Special Rules

*Hitler's Buzz Saw (AoG II p17), Initiative Training (AoG II p17).*

## First Turn

The US Player's entire force will drop onto the board on the first turn. Proceed with the rules described in the Parachute Jump Rules, then play resumes as normal.

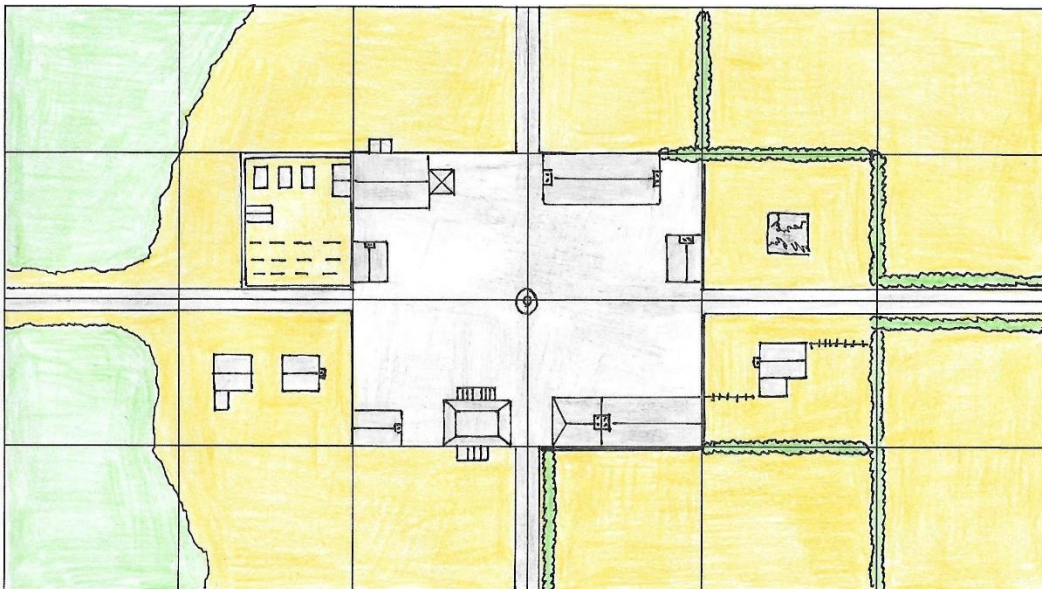
Half of the German force (round up) are the First Wave; the remainder are the Reserve who are bivouacked inside houses. The First Wave sets up anywhere in the village on guard. One rifle squad must be placed in the town square, the other units may be anywhere. The Reserve may be activated beginning on game turn two.

## Game Duration

The game will last 6 turns.

## Victory

Add up attrition points (p11) for both sides; if one side is two points higher than the other, that side wins, otherwise the game is a draw.



Map for Battle of Sainte-Marie-Mont



Here they come!



Front Row: Men of Easy Company 2/101; Back Row: men of the 4<sup>th</sup> Infantry Division; Ste-Marie-du-Mont.

## **Scenario 2 – Clearing Sainte-Mère-Église, 0200 Hours, June 6, 1944**

On the night of June 5-6 Mayor Renaud of Sainte-Mère-Église was awakened by the firing of distant German anti-aircraft batteries. He was herding his wife and children into their makeshift bomb shelter when someone knocked on the door. The town fire chief informed him that the two-story house of the Hairon family on the town square was on fire. The mayor was needed to ask the German commandant to lift the curfew so they could fight the fire. Permission was given to call out the volunteer firefighters and also to form a citizen bucket brigade. Renaud asked the parish priest to ring the church bell to alert the citizens. Soon over a hundred men and women were fighting the blaze, some still in their night clothes and guarded by 30 German soldiers. The fire was still raging and the bells were still ringing when everyone heard the sound of aircraft low overhead. Then human forms were seen descending under parachutes. About 20 paratroopers of the 82<sup>nd</sup> Airborne Division as well as a few 101<sup>st</sup> Airborne landed in the square or in trees or on buildings and were mercilessly gunned down by the German guards. Private John Steele's (Co. F-505) chute was caught on the church spire and he hung there helpless watching it all, until the Germans in the tower hauled him up to safety.

The civilian firefighters and the bucket brigade scattered when the shooting started. Lieutenant Vincent Wolf, commander of Company F/505 landed and was very grateful he had his Thompson machinegun ready. Of his stick only Russ Brown, his 60mm mortar man survived. Most of F Company had landed in or near the town. The remaining paratroopers landed in a field west of town. They moved toward the fighting with G Company in the lead, followed by H and I Companies. The commander of 3/505 Battalion, Lt. Colonel Ed Krause had about 200 men ready to go. He instructed his men only to use knives, bayonets, and grenades so they could tell by the muzzle-flashes who were the Germans in the dark. Wolf and others began to clean out buildings. The well-trained Germans of the 6<sup>th</sup> Fallschirmjager regiment fought back hard.

The injured Lt. Colonel Benjamin H. Vandervoort, commander of the 2/505, had injured an ankle in landing. Unable to walk he snagged a couple of 101<sup>st</sup> men to haul him in a hand-drawn ammo cart. Strangely, the German garrison went back to their barracks. Krause's Paratroopers burst in, capturing 30 and killing 10. They also found the main communications cable to Cherbourg and cut it. After he had gathered about 400 men Vandervoort set out for town. He ordered the dead paratroopers hanging from trees and poles to be cut down. At the City Hall in the north part of town Krause put up the American flag he had carried from Italy. Nearby the surgeon Robert 'Doc' Franco (505 PIR) and his medics were setting up in the local hospital where they began treating wounded Americans, Germans, and French civilians. The village was cleared of Germans by morning.

## **Forces**

This is an Attacker/Defender scenario.

The US Paratrooper Reinforced Platoon may have 30% more points. The force must be taken from the **US Paratrooper Drop Platoon** selector guide (p3).

The German Grenadier Reinforced Infantry Platoon must use the **1944 – Normandy** selector guide on page 96 of the *AoG II* book.

Neither side may call for air or artillery support.

## **Setup**

This scenario requires a 6'x4' table; select one long side to be north. The terrain is a small village with houses and stores lining the street leading to the town square. More buildings are placed in the back lots filling the board. The German player must divide his force in half; the first wave is placed outside the houses anywhere in town. The second wave is placed in the houses without disclosing exact locations. The German player must write down his second wave units on pieces of paper and place them in houses, with a few blank papers to confuse the American player. This is a night fight.

## **Objective**

The American player must clear the town of Germans who in turn must defend themselves. The American player has orders not to shoot, but rather must use knives, bayonets, and grenades (i.e., Close Quarter Combat). The Germans may fire at will.

## **Special Rules**

### Terrain Special Rules

*Fences (p9), Reduced Visibility (BA II p220), Roads (p10).*

### US Airborne Special Rules

*Fire and Maneuver (AotUS p20).*

### German Special Rules

*Hitler's Buzz Saw (AoG II p17), Initiative Training (AoG II p17).*

## **First Turn**

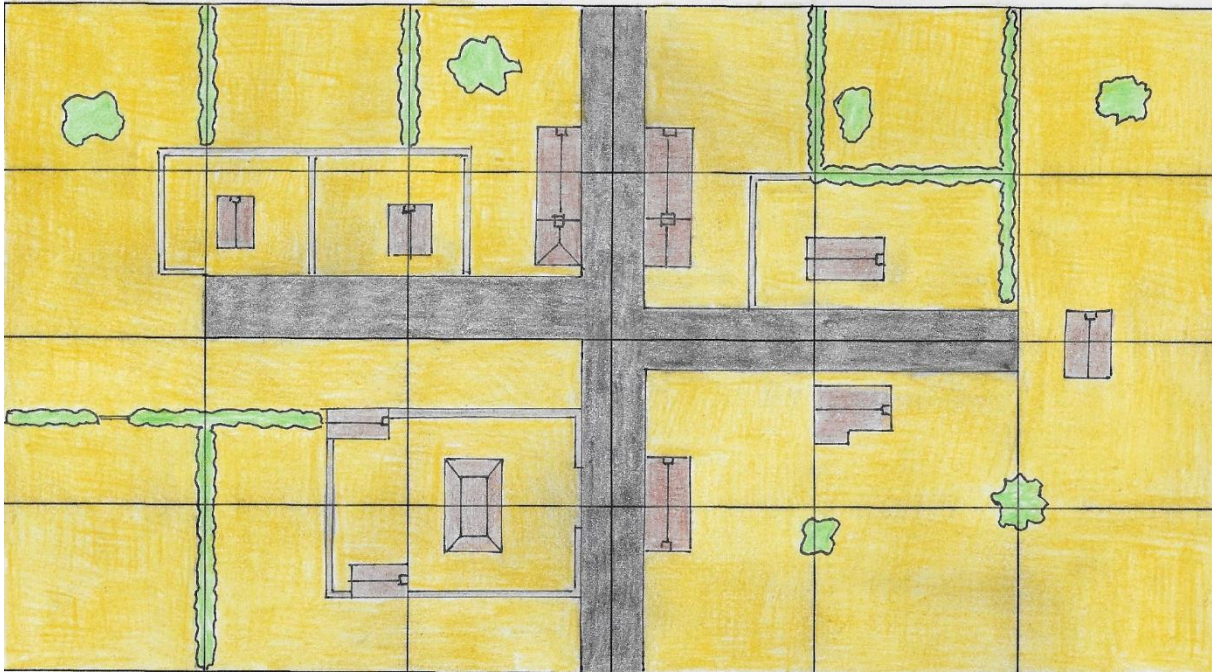
The US Player's entire force enters the board along the street on the first turn. Half of the German force (round up) are the First Wave; the remainder are the Reserve; they are bivouacked inside houses. The First Wave sets up anywhere in the village on guard. The Reserve may be activated beginning on game turn two.

## **Game Duration**

At the end of turn 6 roll a die. If the result is 4+ there will be another turn, otherwise the game is ended.

## Victory

Add up attrition points (p11) for both sides; if one side scores two points higher than the other, that side wins, otherwise the game is a draw.



Map for Sainte-Mère-Église



### **Scenario 3 – Mission “Galveston,” 0400 hours, June 6, 1944**

Beginning at 0400 on June 6, the first wave of US Glider-borne troops descended towards their Landing Zone (LZ) surrounding the village of les Forges (Mission “Chicago” LZ-W) and Hiesville (Mission “Detroit” LZ-E). They were all employed in landing light antitank guns, jeeps and support troops, for the 82<sup>nd</sup> and 101<sup>st</sup> Divisions.

Another set of Gliders landed just after dawn on June 7. They were bringing in the 327<sup>th</sup> Glider Infantry Regiment (GIR) of the 82<sup>nd</sup> Airborne. Due to heavy ground fire, they were rerouted to LZ-E, previously used by part of the 101<sup>st</sup> Division. Mission “Galveston” landed nearly a thousand men, 20 guns, and 40 vehicles. The first serial included low releases that cause accidents and 100 injuries (17 fatal). The second serial at LZ-W landed with accuracy and few injuries. They were followed by Mission “Hackensack” at LZ-E bringing in the remainder of the regiment. They experienced heavy fire that killed 15 and wounded 60. The last serial brought in 81mm mortars and crews and one company of infantry without casualties. By 1015 the Regiment had assembled with 90% present and marched to Chef-du-Pont.

Later in the evening, two more Horsa glider missions were launched, “Keokuk” for the 101<sup>st</sup> and “Elmira” of the 82<sup>nd</sup> (Drop Zone “O” at Sainte-Mère-Église). These were heavily escorted by fighter planes. German flak guns at Turqueville and Saint Côme-du-Mont, held their fire until the gliders were descending. Keokuk delivered supplies for the 101<sup>st</sup> Division; Elmira brought in 2 battalions of howitzers for the 82<sup>nd</sup>, 24 howitzers for the 507 and 508 PIRs.

This is a “Dawn Assault” scenario.

#### **Forces**

This is an Attacker/Defender scenario. The US platoon may have 30% more points. The American Reinforced Platoon must use the **US Glider Reinforced Platoon Selector Guide** (p4). The gliders have no point cost. After daylight the Americans have Air Superiority and may call for two air strikes.

The German Heer Grenadier Reinforced Infantry Platoon must use the **1944 – Normandy** selector guide on page 96 of the *AoG II* book without artillery or vehicles. They may call for one artillery barrage at any time.

#### **Setup**

This scenario uses a 6’x4’ board. The terrain is open fields separated by bocage which runs along the short and long centerlines of the board. There may be gates in the bocage and clumps of trees or a small farmhouse may be placed in two quadrants, one on each side of the centerline. The German player chooses one long length to be his friendly board edge and the American player takes the other.

## Special Rules

### Terrain Special Rules

*Bocage (p7), Dawn Assault (BA II p220).*

### US Airborne Special Rules

*Air Superiority (AotUS p20), Fire and Maneuver (AotUS p20), Glider Landing Rules (p5), Modern Communications (AotUS p20).*

### German Special Rules

*Hitler's Buzz Saw (AoG II p19), Initiative Training (AoG II p19).*

## First Turn

The US player will land his entire force in the first turn. No outflanking.

Half the German force sets up anywhere in their start zone, within 12" of their friendly edge. The other half is placed in Reserve. They may enter the board from the German friendly edge beginning on game turn two. They may have artillery support and they may outflank.

## Objective

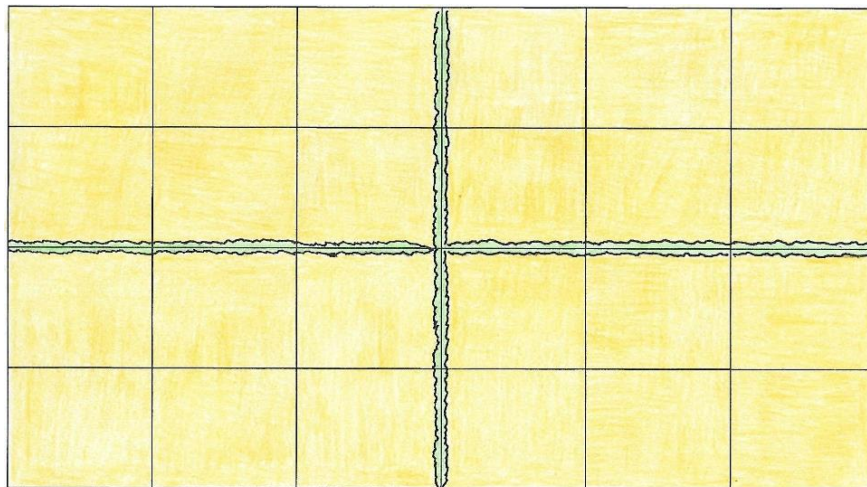
The Americans are attempting to reinforce their parachute units and the Germans are trying to destroy their ability to do that.

## Game Duration

At the end of turn 7 roll a die. If the result is 4+ there will be another turn, otherwise the game is ended.

## Victory

Add up attrition points (p11) for both sides; if one side is two points higher than the other, that side wins, otherwise the game is a draw.



Map for Mission Galveston



Waco Glider



Gliders attempt to land between the hedgerows.

## **Scenario 4) Battle of Timmes' Orchard, 0930 Hours, June 6, 1944**

Amfreville was one of the objectives of the 2/507th Parachute Infantry Battalion commanded by Lieutenant-Colonel Charles J. Timmes. But in the early hours of June 6, 1944, the parachutes of the 507th PIR were the most imprecise of all the American airborne drops and many of them landed in the marshes on both sides of the Merderet river and died under the weight of their equipment. Timmes only succeeded in gathering about thirty soldiers once on the ground. After taking the direction of Amfreville, he realized the Germans there were too strong, so he turned back and settled in a defensive position in an orchard less than one kilometer northwest of Cauquigny at 0930. The orchard was next to the marsh which he hoped would provide an escape route if they were hard pressed. The Germans followed. Lacking a radio, he decided to send a patrol of 17 men under Lieutenant Lewis Levy (company D, 507th PIR) in the direction of Cauquigny.

Levy found the village of Cauquigny empty, but he did come across men of Co. D-507 under the command Lt. Kormylo. Most of Kormylo's men were sent to reinforce Timmes. At noon Levy and a dozen men dug in at Cauquigny. Then 39 men of the 508<sup>th</sup> PIR entered the village and were added to Levy's small group. They saw fighting on the other side of the causeway and sent up and received orange smoke which meant that both sides of the causeway were secure. Seeing that Americans were on both sides of them the Germans hiding in weapon pits along the causeway surrendered. A large party of the 507<sup>th</sup> crossed over from the west under Captain Ben Schwartzvalder and entered Cauquigny. Believing the fight for the causeway was over he then headed for Amfreville leaving Levy behind with only a few men.

As soon as Schwartzvalder's force was out of sight Levy was attacked by artillery which preceded captured French tanks supported by infantry. In the short fight a bazooka put one tank out of action and two others were damaged by gammon grenades. Levy withdrew in the direction of Timmes. Paratroopers who were coming across the causeway were trapped by the tanks' artillery and cut down by machinegun fire. The survivors ran left and jumped into the marsh. It is believed that none escaped. Levy and Schwartzvalder arrived at the orchard and found themselves besieged also. The 175 men were trapped there for three days. On the bright side they did block the Germans from using the ford behind them. It wasn't until June 8 that Americans discovered them and sent forces to their relief.

### **Forces**

This is an Attacker/Defender scenario. The German Platoon may have 30% more points.

The American Platoon must be taken from the **Paratrooper Drop Platoon** selector guide (p3).

The German Reinforced Infantry Platoon must use the **1944 – Normandy** selector guide on page 96 of the *AoG II* book. They may call for artillery support.

### **Setup**

This scenario requires a 6'x4' table; played across the 6' length. A 12" strip along the American friendly edge is flooded. Two paved roads run down both sides of the board and across the center as shown on the map below. The American setup zone is a 24"

square in the orchard and adjoining buildings. The orchard is bordered by bocage. The German setup zone is 12" anywhere along their friendly 4' edge. The Terrain is interspersed with open fields and bocage. This is a daytime attack.

### Objective

The American player must hold out for 6 game turns. The Germans must clear this area of Americans, so they can advance to Cauquigny across the sunken road.

### Special Rules

#### Terrain Special Rules

*Bocage (p7), Fences (p9), Roads (p10).*

#### US Airborne Special Rules

*Fire and Maneuver (AotUS p20).*

#### German Special Rules

*Hitler's Buzz Saw (AoG II p17), Initiative Training (AoG II p17).*

### First Turn

The US Player's entire force is setup in the orchard; they are dug in with foxholes and weapon pits.

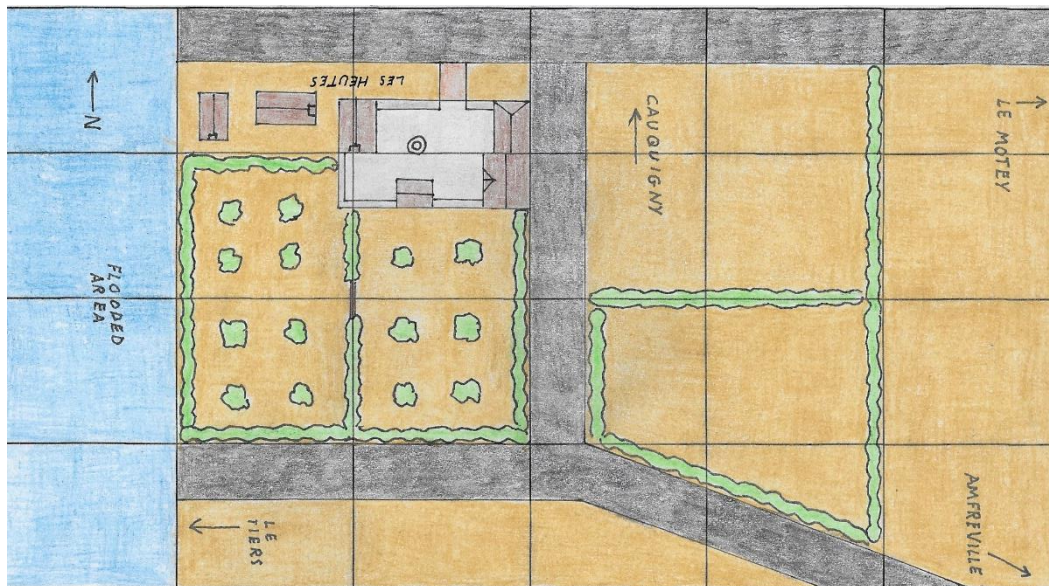
The entire German force is placed within 12" from their friendly edge.

### Game Duration

At the end of turn 6 roll a die. If the result is 4+ there will be another turn, otherwise the game is ended.

### Victory

Add up attrition points (p4) to determine victory; if one side is two points higher than the other, that side wins, otherwise the game is a draw.



Map for Timmes' Orchard

## **Scenario 5 – Assault on Strongpoint WN-5, 0630 hours, June 6, 1944**

Beginning at 0617 293 B-26 Martin Marauders of the Ninth Bomber Command dropped 250-pound bombs on the "...coastal defense positions..." on Utah Beach. They were told to come in under the cloud cover so they could see their targets – thus, they came in under 4,000 feet, some at 1200 feet. Their assigned targets consisted of mine fields, enemy personnel, tank barriers, obstacles, trenches, barbed wire, bunkers, light defense positions, dug-in guns, and land line communications. According to eye-witnesses' strongpoint WN5 was partially destroyed. This was in glaring contrast to the Eighth Air Force's drops at Omaha Beach which completely missed the defensive targets.

Utah Beach contained barbed wire, booby traps, and clear fields of fire for its nine strongpoints, spaced 1100-4400 yards apart, and manned by 700 men of the 709<sup>th</sup> Static Division. This scenario portrays the beach landings at Uncle Red Beach against Strongpoint WN5, defended by the ill-equipped 3<sup>rd</sup> Company, 919<sup>th</sup> Regiment, commanded by Generalleutnant Karl-Wilhelm von Schlieben. Their equipment consisted of an assortment of captured French, Soviet, and Czech. Many of the men were unreliable Osttruppen: Soviets, Georgians, and Poles.

At 0630 20 LCVPs arrived carrying four companies of the US 8<sup>th</sup> Infantry Regiment. Two companies, B & C, were intended to land on Tare Green Beach on the right and the other two companies, E & F, at Uncle Red Beach. But currents shifted them south opposite Exit 2 at Grande Dune. Brigadier General Theodore Roosevelt, Jr. was the first to realize they had landed off course, but he concluded that this area was better. The strong currents had pushed the underwater obstacles ashore, and there was only one strongpoint, and it had been damaged by the bombers. He ordered following waves to be re-routed to this area, which was secured by 0830. However, Company C came in at WN 5 and captured the strongpoint.

By the end of the day 1,700 vehicles and nearly 23,250 American soldiers had landed on Utah Beach, with only 197 killed and 60 missing.

### ***Opposing Forces***

The Germans are dug-in so they must pay for their defenses with their point allotment. The German Platoon must be taken from the **1944 – Atlantic Wall Resistance Nest** selector guide on page 94 of the *AoG II* book, no Kriegsmarine squads or vehicles. As a strongpoint, they may have up to two of each type of heavy weapon.

The US Infantry Platoon (Regular) must be taken from the **Normandy Reinforced Platoon** selector on page 66 of the *AotUS* book (no Ranger, Paratrooper, or Glider Squads). The American player may include up to 3 landing craft (free) and up to 3-M4A1 Sherman tanks (not free).

Both sides may have artillery support x1. Neither side has air support.

## Setup

This scenario requires a 6'x4' table played along the long length. The US Army side of the board is water: the first 24" are Deep Water and the next 12" are Shallow Water. The German side is land and contains a 4'x12" strip (the German setup zone) including a small rise that comprises Strongpoint WN5. Between the water and the setup zone is beach, upon which barbed wire and Czech Hedgehogs may be placed. The Germans may have up to one concrete pillbox on the ridge, which is supported by infantry and gun emplacements in reinforced trenches or sandbag emplacements. The German player receives 2 mine sections (free) placed on the flanks of the ridge; they may be anti-personnel or anti-tank, but not mixed.

## Special Rules

### Terrain Special Rules

*Anti-tank Emplacements (p7), Barbed Wire (p7), Bunkers (BA II p127), Deep Water (p6), Dug-in (p9), Hills and Ridges (p9), Minefields (p9), Shallow Water (p6).*

### US Infantry Special Rules

*Fire and Maneuver (AotUS p20), Amphibious Landing Assault Rules (p6).*

### German Special Rules

*Hitler's Buzz Saw (AoG II p17), Initiative Training (AoG II p17).*

## First Turn

The US Infantry setup in their landing craft in their start zone. The Germans setup, anywhere in their setup zone. After Game turn one and prior to game turn two, the US Navy inflicts a Preparatory Bombardment (*BA II p131*). After game turn two, the Americans and the Germans may receive one Artillery barrage each if they have FO officers.

## Objective

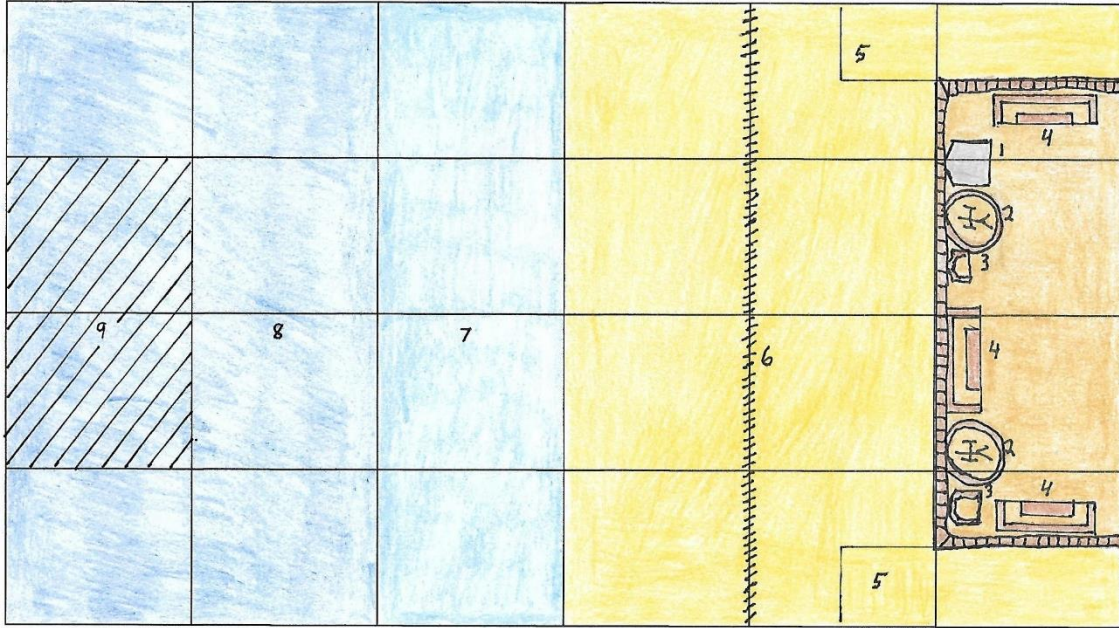
The Americans are attempting to gain a foothold on French soil and the Germans are trying to stop them at the beaches.

## Game Duration

The battle is concluded at the end of game turn 9.

## Victory Conditions

Add up attrition points (p11) for both sides; if one side is two points higher than the other, that side wins, otherwise the game is a draw.



Map for Utah Beach WN5 Scenario. 1=Concrete Pillbox, 2=Gun Pit, 3=Machinegun Pit, 4=Trench, 5=Minefield, 6=Barbed wire, 7=Shallow Water, 8=Deep Water, 9=Start Zone.



Troops landing at Utah Beach



## **Scenario 6 – Battle of Brecourt Manor, 0830 hours, June 6, 1944**

Paratroopers of the 101<sup>st</sup> Division collected at Le Grand Chemin during the night and morning of June 6. Captain Hester, Operations Officer of 2<sup>nd</sup> Battalion of the 506<sup>th</sup> Regiment PIR selected Richard D. Winters of Easy Company to silence the guns firing nearby to their south. It turned out to be a battery of four guns, originally 1<sup>st</sup> Company of the 1058 Grenadier Regiment, 91<sup>st</sup> Luftlande-Infanterie-Division. The gun crews had fled upon observing the landings at Utah Beach but Oberstleutnant Friedrich von der Heydte of the German 6th Parachute Regiment ordered his 1st Battalion to occupy and hold Sainte-Marie-du-Mont and Brécourt, and to find men to work the abandoned battery.

Lieutenant Winters and 12 men of Easy Company and two others moved forward into position. Upon arriving at the scene, they discovered that the battery was not composed of 88mm guns as originally thought, it was 105 Howitzers, placed in gun pits connected by trenches. Winters set two machinegun teams at the hedgerow facing the battery to give cover fire and sent three soldiers to the flank to reduce one machinegun nest and also provide covering fire for the next move. Attacking from the flank, Winters captured the first gun. Using the trenches for cover, they continued to the next the second, and then the third. 2d Lt. Ronald C. Speirs and eight men of Dog Company arrived as reinforcements. They captured the last gun. The guns were destroyed with TNT shoved down the barrels using German stick grenades as detonators. When it was over the Americans came under intense fire from the direction of Brécourt Manor. Later in the day, two tanks from Utah Beach reduced the remaining defenders.

This scenario is not meant to be an exact duplication of Winters' attack; instead, it is a battle between two BA reinforced platoons with artillery guns as the objective.

### **Opposing Forces**

This is an attacker/Defender scenario so the German player must purchase defenses from his point allotment, no vehicles.

The German Platoon must be taken as Fallschirmjager from the **1944 – Normandy** selector guide on page 96 of the *AoG II* book (only Fallschirmjager squads and teams). As a defender, they may have up to two of each type of heavy weapon and must include two howitzers (preferable mediums) representing the battery in prepared positions.

The US Reinforced Platoon must be taken from the **US Paratrooper Drop Platoon** selector guide on page 3, no guns or vehicles.

### **Setup**

This scenario requires a 6'x4' table played across the short sides. Hedgerows are placed on the board per the sketch. The two gun-pits are placed butted up against the middle hedgerow; they are centered two feet from either short edge (see sketch).

## **Special Rules**

### Terrain Special Rules

*Bocage (p7), Dug-in (p9).*

### US Infantry Special Rules

*Fire and Maneuver (AotUS p20).*

### German Special Rules

*Hitler's Buzz Saw (AoG II p17), Initiative Training (AoG II p17).*

## **First Turn**

The US paratroopers begin the game in their setup zone within 6" of their friendly edge. The Germans do the same within 6" of their edge; the guns are setup in the gun pits. Then play proceeds as normal.

## **Objective**

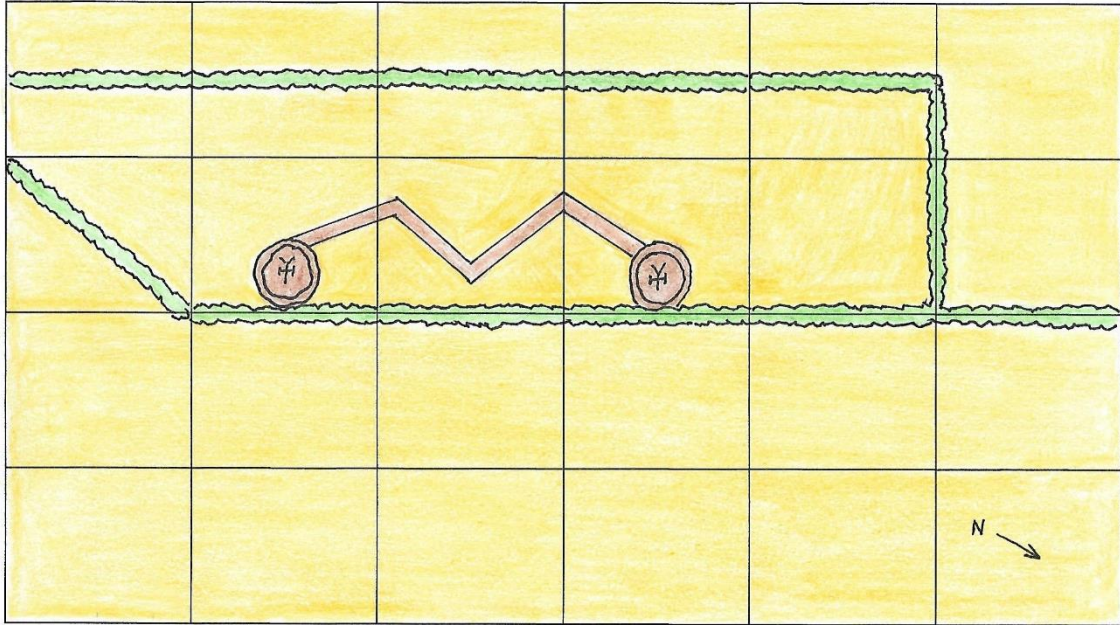
The Americans are attempting to destroy the gun emplacements in order to stop their bombardment of Utah Beach. The Germans are trying to continue their fire at the beach.

## **Game Duration**

The battle is concluded at the end of game turn 6.

## **Victory Conditions**

Add up attrition points (p4) for both sides; if one side is two points higher than the other, that side wins, otherwise the game is a draw. The Americans also receive 2 points for each gun pit captured. This means that a friendly unit is within 3" of it with no opposing units within 3". The Germans receive 2 points for each gun pit that is still held by them; no points if they have been abandoned.



Map for Brecourt Manor.



Actors portray the assault on the Brecourt Battery.  
(from the film "Band of Brothers")

## **Scenario 7) Assault on la Ferme de la Fiere – 1200 Hours, June 6, 1944**

One of the tasks of the 82<sup>nd</sup> Airborne was to capture the causeways that would allow the 4<sup>th</sup> Infantry Division to move quickly west. From their drop zone east of Sainte-Mere-Eglise they were to capture the La Fiere causeway just to their west. The causeway began at la Fiere Bridge on the Merderet River and ran 500 yards through flooded areas to the crossroads at Cauquigny. From there the road forked with the northern branch leading to les Amfreville and the southern branch to la Bastille. Company A-505<sup>th</sup> PIR was assigned to capture la Fiere Manor on the eastern end of the bridge while units of the 507<sup>th</sup> PIR were intended to secure Cauquigny. Then Company A would dig-in to defend against a possible counterattack.

That was the plan, however, men and equipment were scattered all over the Cotentin. The 1/505th PIR Battalion commander, Major Frederick Kellam, and most of his battalion landed on time and on the correct DZ. As the spearpoint of the 505th, 'Red Dog' Dolan's Company A approached la Fiere Manor through a field on the north side of the road in the predawn blackness. No enemy movement could be seen due to the reduced visibility caused by the darkness, the foliage, the hedgerows, and the high stone walls around the property. They became engaged in a firefight through which they could not maneuver. Meanwhile Company G-2/507<sup>th</sup> approached the Manor through the fields on the south side of the road. Lt John Marr led a scout team around the south side to find a crossing of the Merderet River. Approaching along the river's edge they were fired upon by a machinegun in the farm's cattle-feed lot. They destroyed it with grenades and moved to the bridge where they were able to destroy two more machinegun nests.

Thus freed, Dolan maneuvered his 1st and 3rd Platoons into position around the Manor with third platoon near or on the road and sent 2nd Platoon, to move around the buildings from the north side, using the hedgerows to conceal their movement. They didn't come under fire until they reached the bridge where two men were killed. 3<sup>rd</sup> Platoon advanced around the right towards the road and came under fire from rifles and submachineguns in a hedgerow. The Battalion Exec and a radio operator were killed, and the assistant platoon leader was mortally wounded. Four men on the south side were killed by snipers. A paratrooper fired a bazooka into one of the windows of the Manor and all firing stopped. Then, in the backyard, some 10-12 Germans began firing out of second story windows, but after receiving sustained fire they waved a white flag. However, when a trooper went forward to receive them, he was shot dead, probably by a German who did not know about the surrender. More heavy firing convinced the remaining Germans to also surrender, this time for real. The terrified Leroux family, owners of the Manor, were found taking refuge in their wine cellar. The eastern end of the bridge was secure.

### **Forces**

This is an Attacker/Defender scenario. The US Paratrooper Reinforced Platoon may have 30% more points. The American Platoon must be taken from the **US Paratrooper Drop Platoon** selector guide (p3).

The German Reinforced Infantry Platoon must use the **1944 – Normandy** selector guide on page 96 of the *AoG II* book.

Neither side may call for air or artillery support.

## **Setup**

This scenario requires a 6'x4' table; played across the 4' width. The terrain is a manor compound with a main house and outbuildings in a walled compound. A 6" strip of water representing the flooded Merderet River runs along the German 6' edge of the board (west). A road runs down from the center of the east 6' edge across to the center of the American 6' edge (east). The Manor is placed beside the road and within 6" of the river. Bocage and clumps of trees are randomly placed on the board. This is a day time attack.

## **Objective**

The American player must clear the manor of Germans who in turn must defend themselves.

## **Special Rules**

### Terrain Special Rules

*Fences (p9), Roads (p10).*

### US Airborne Special Rules

*Fire and Maneuver (AotUS p20).*

### German Special Rules

*Hitler's Buzz Saw (AoG II p17), Initiative Training (AoG II p17).*

## **First Turn**

The US Player's entire force enters the board anywhere along their 6' friendly edge.

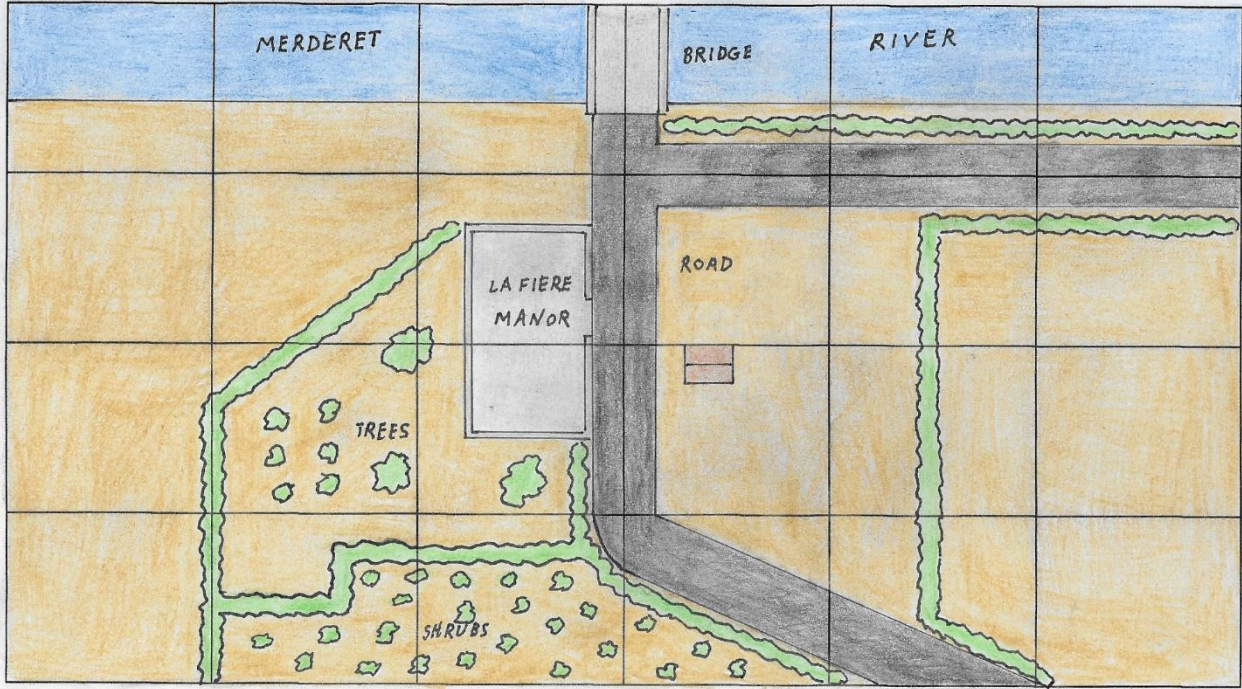
Half of the German force is placed in the Manor compound and the remainder are dug-in anywhere outside up to 12" from the river.

## **Game Duration**

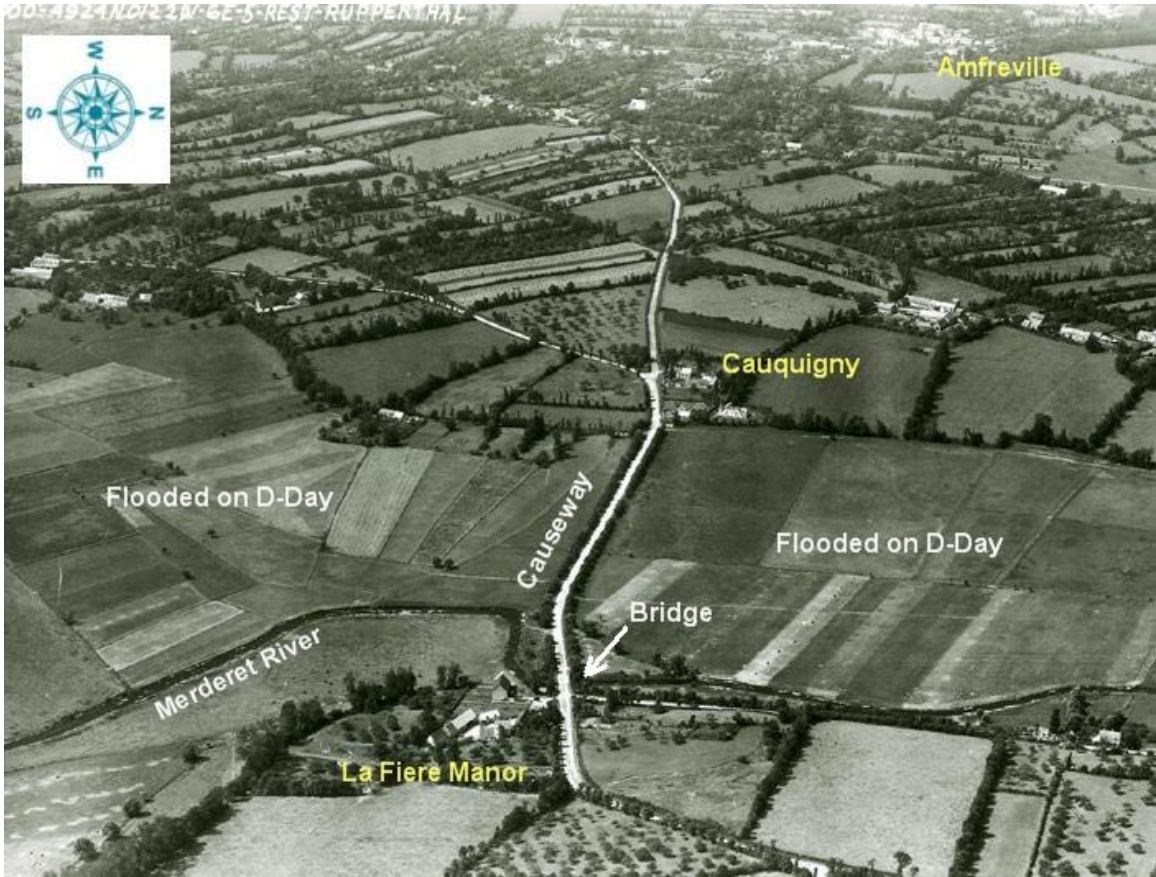
At the end of turn 6 roll a die. If the result is 4+ there will be another turn, otherwise the game is ended.

## **Victory**

Add up the attrition points for both sides, plus, the side which has units within the manor compound and no enemy units are inside adds 5 points. If one side is two points higher than the other, that side wins, otherwise the game is a draw.



Map for la Fiere Manor



Map showing La Fiere Manor and the causeway.

## **Scenario 8 – Counterattack at la Fiere Bridge – 1600 hours, June 6, 1944**

After capturing the Manor Dolan had Company A dig in on the Manor side of the bridge. Two bazooka teams were placed in foxholes, one on each side of the road, and rifle squads dug foxholes to the right and left of the Manor. A machinegun team and other riflemen setup in the yard of the Manor compound and at the back windows of the Manor compound. A 57mm AT gun was setup in the road with another machinegun in support. Anti-tank mines were placed 50-60 feet up the causeway beyond the bridge, but they were visible, not covered. In addition, the paratroopers pushed a damaged German truck across the bridge to block it. The causeway was straight until it made a bend to the right a short way down the road. It was flanked with trees and bushes making it so the Germans would not be seen until they rounded the bend.

Then, at about 1400 hours intense firing was heard to the west of the bridge, a group of paratroopers from the 508th were seen running back across the marshland. It was obvious that they were being pursued. German forces led by four light tanks of French manufacture of the Ausbildungs Abteilung 100 (or PzAbt100), a panzer training unit, surrounded by infantry were coming down the causeway from the direction of Cauquigny; Levy's small force that Schwartzwalder had left there had been routed. Company A was assaulted by the tanks and infantry. The tanks were captured French Renault R35s and Hotchkiss H39s; the soldiers were members of the 1057 Grenadier Regiment.

When the German column came around the bend and reached the mine field they stopped. Some accounts say that 12 or 15 captured paratroopers were forced to go ahead of the column and remove the mines in the road. Other accounts say that German soldiers did that. Either way, when they stopped, the lead tank commander stood up to survey the scene and the American machinegun in the Manor opened fire, killing him. The two bazooka teams stood up and fired at the same time the AT gun did. The left team, Lenold Peterson and Marcus Heim, got out of their foxhole to get a better shot. They took cover behind a concrete telephone pole. The lead tank was hit in the tracks and spun around to one side, and as it did, it fired at the Peterson Bazooka team hitting the pole and breaking it. The team had to dodge the falling pole as they jumped to the side. As the rest of the Americans opened up the Germans reciprocated with cannon, mortar, machinegun, and rifle fire. The bazooka teams kept firing until the lead tank was out of action. The second tank pushed it out of the way and advanced. They resumed firing and after three shots it also went up in flames. Now the third tank was advancing. At that point Peterson's loader, Marcus Heim, had to run across the road under fire to see if the other team had any rockets left. He found the foxhole empty and their bazooka destroyed but he did find some rockets which he carried back to the left side without getting hit. After the destruction of the third tank the Germans retreated back to Cauquigny but returned twice more. The second attack was made with two tanks and infantry. Both times they were unsuccessful. The American 57mm and a machinegun were both destroyed. Of the platoon only 14 effective men remained.

### **Forces**

This is an Attacker/Defender scenario. The German player may have a 50% higher point allotment.

The American Platoon must be taken from the **US Paratrooper Reinforced Platoon** selector guide (p3). No vehicles.

The German Grenadier Reinforced Infantry Platoon must use the **1944 – Normandy** selector guide on page 96 of the *AoG II* book. They may include a platoon of up to four captured French tanks (Renault R35 or R39, Hotchkiss H35, or Somua S35).

The Germans may call for artillery support; the Americans have none.

### **Setup**

This scenario requires a 6'x4' table; played across the 4' width. A 30" strip of water (impassable) representing the flooded Merderet River runs along the German 6' edge of the board and an 18" strip of land runs down the American 6' edge. A 4" wide road runs from the center of the American 6' edge across the center of the land strip where a stone bridge is setup, and the water begins and an 8" wide causeway continues across the water. It is lined with trees and shrubs that give soft cover to troops in the road from the side. The Manor compound is placed beside the road and within 6" of the river. Bocage are placed as shown on the map. A derelict German truck is placed in the road on or before the bridge as desired. The Americans must place a 6"x6" minefield section on the German side of the bridge. This is a daytime attack.

### **Objective**

The American player must hold the bridge for six turns. The Germans must capture the bridge, so they can continue on to Sainte-Mère-Église to stop the Americans from exiting the beachhead.

### **Special Rules**

#### Terrain Special Rules

*Bocage (p7), Derelicts (p8), Dug-in (p8), Minefields (p9), Roads (p6).*

#### US Airborne Special Rules

*Fire and Maneuver (AotUS p20), Air Superiority (AotUS p20).*

#### German Special Rules

*Hitler's Buzz Saw (AoG II p17), Initiative Training (AoG II p17).*

### **First Turn**

The US Player's entire force starts the game dug-in in foxholes along the shore of the water, or setup in the manor compound, with the 57mm gun setup and one MMG on the road. The entire German force must enter the board in column on the causeway. Two bazooka team should be setup at the bridge.

### **Game Duration**

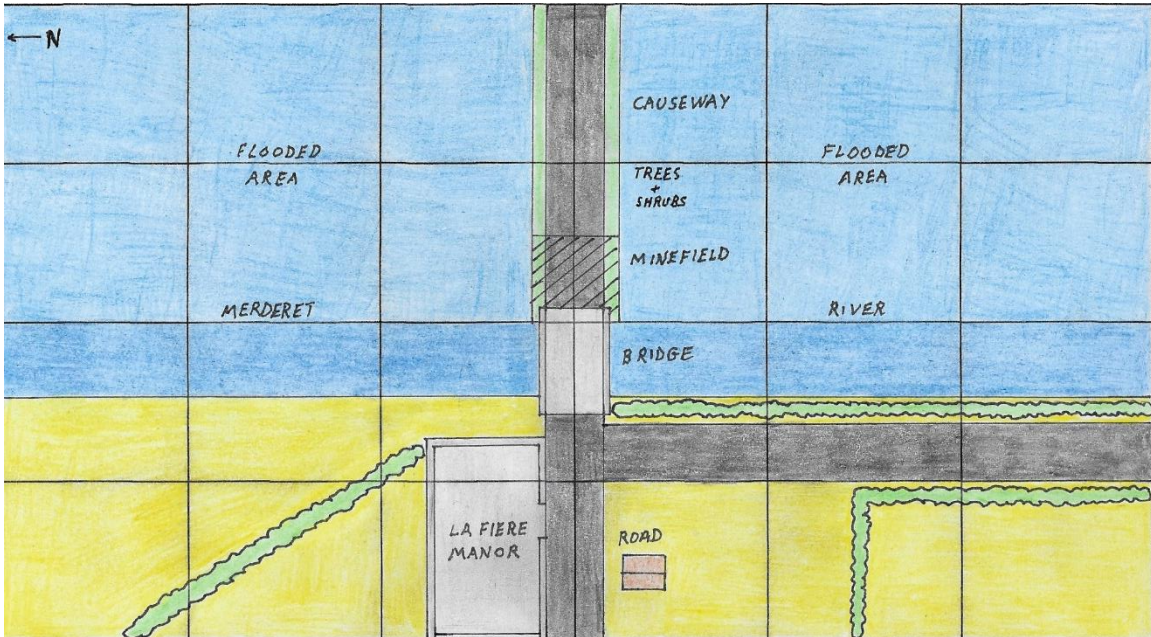
At the end of turn 6 roll a die. If the result is 4+ there will be another turn, otherwise the game is ended.

### **Victory**

Players add up attrition points for units lost. The side that controls the bridge gains 5 extra points. The bridge is controlled if a unit is in contact with it and no enemy unit is



in contact with it. If one side scores two points higher than the other it is a clear victory; otherwise, the game is a draw.



Map for Counterattack at la Fiere Manor.



La Fiere causeway after the battle, just beyond the bridge.

## **Scenario 9 – Battle of “Dead Man’s Corner,” 1830 Hours, June 7, 1944**

At 0430 on the 7<sup>th</sup>, understrength units of the 101<sup>st</sup> Division began to move toward Saint Côme-du-Mont, which was situated on the N13 highway that ran from Sainte-Mère-Église to Carentan. The 1/506 Battalion marched down the road from Vierville followed by the 2/506. The 3/501<sup>st</sup> battalion moved cross-country on a parallel line to the left of the 506<sup>th</sup>, and the 1/401 was marching to their left. As the 1<sup>st</sup> and 2<sup>nd</sup> 506 PIR moved up the road from Vierville to Saint Côme-du-Mont the Germans repeatedly infiltrated behind them. A sniper killed Lt. Col William L. Turner, commander of 1<sup>st</sup> Battalion. Clearing the hedgerows proved to be impossible.

The 506 moved through the village of Beaumont and swung right opposite Saint Côme-du-Mont to attack the German defenses on the height held by the German 3/1058 Grenadier Infantry Regiment who were dug-in in a curve at the edge of town. The 1<sup>st</sup> Battalion of the 6<sup>th</sup> Fallschirmjager Regiment (1/6FJR) protected the northern approach to the town and the 3/1058 Grenadier Regiment held the eastern trenches. Their German line stretched from the N13 road north of town around the east side of the village and back to the main road south of town. Inside the town itself the 2/6FJR was posted with two companies of the 3/6FJR. The American attack stalled, they decided to wait for tank support.

As the battle was developing Oberstleutnant Friedrich von der Heydte, commander of the 6<sup>th</sup> FJR, moved up half of his third battalion to reinforce the 3/1058 and took over defense of the village. With a Stuart light tank to support them Company D advanced two miles down the road at 1830. They reached the crossroads (their objective) that linked Saint Côme-du-Mont with Carentan. However, the Stuart was destroyed by a panzerfaust and a dead crewman’s body was half-ejected from the tank. Company A followed Company D to the edge of town and joined in the fight but both units were recalled because they could not be supported from there. Since the tanker’s body could not be removed it remained at the crossroads, making it literally “Dead Man’s Corner”.

### ***Opposing Forces***

This is an attacker/Defender scenario, so the Germans must pay for emplacements from their point allotment.

The US Infantry Reinforced Platoon must be taken from the **US Paratrooper Reinforced Platoon** selector guide on page 3; the Americans may have one M5/M5A1 light tank.

The German Platoon must be taken as Heer Grenadier or Heer Veteran Grenadier from the **1944 – Normandy** selector guide on page 96 of the AoG // book (no Fallschirmjager or Waffen-SS squads).

Artillery support is available to both sides but neither has air support.

## **Setup**

This scenario requires a 6'x4' table played across the short sides. The main road (N13, Sainte-Mère-Église to Carentan), runs across the long length 6" from the German friendly side (west). Secondary roads make a 'tee' and a 'fork' as shown on the sketch. At the fork place a Manor house and a few buildings by the road. The Germans have taken the Manor house as their HQ and their troops are dug-in around it. This is a daytime scenario.

## **Special Rules**

### Terrain Special Rules

*Derelicts (p8), Dug-in (p9).*

### US Infantry Special Rules

*Fire and Maneuver (AotUS p20).*

### German Special Rules

*Hitler's Buzz Saw (AoG II p17), Initiative Training (AoG II p17).*

## **First Turn**

The US paratroopers begin the game offboard; they must enter from anywhere along their friendly table edge (east). The Germans begin the game setup within 24" of their friendly edge (west); they may be in houses or dug-in. The game proceeds as normal.

## **Objective**

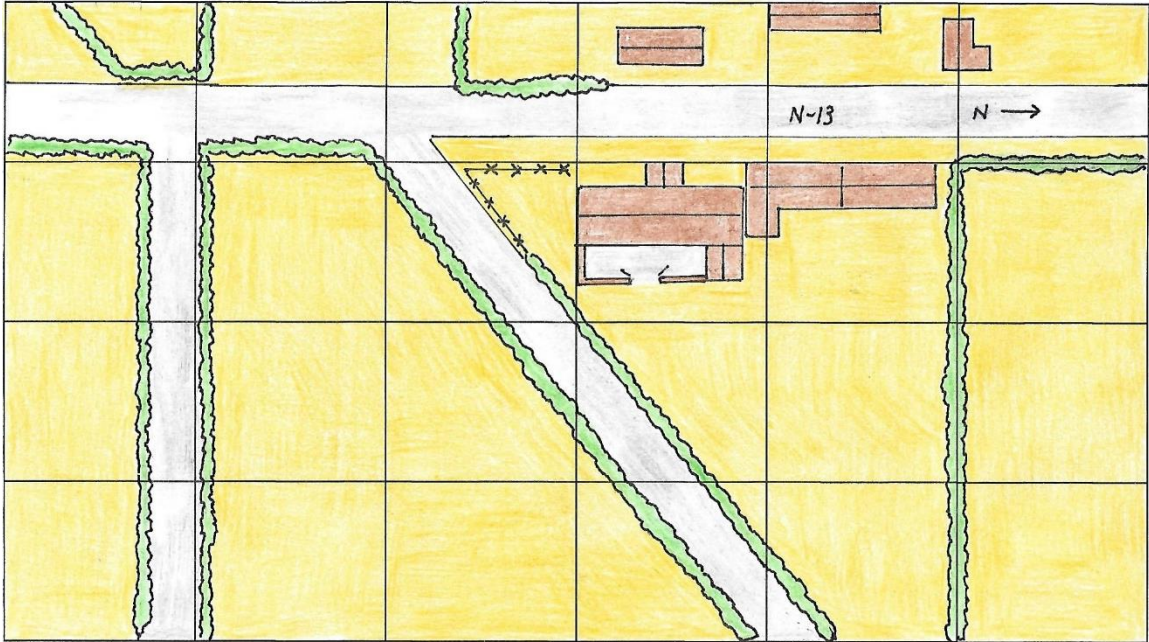
The Americans are attempting to extend their beachhead and the Germans are trying to drive them back to the sea.

## **Game Duration**

The battle is concluded at the end of game turn 6.

## **Victory Conditions**

Add up attrition points (p11) for both sides; if one side is two points higher than the other, that side wins, otherwise the game is a draw.



Map for Dead Man's Corner.



Aerial View of Dead Man's Corner

## **Scenario 10 – Counterattack at Neuville-au-Plain, 0930 Hours, June 7, 1944**

By June 7, Sainte-Mère-Église was still in 82<sup>nd</sup> Division hands though commanders worried that the Germans might counterattack. Vandervoort's 2<sup>nd</sup> Battalion was ordered to move up the Nouville-au-Plain road to block any enemy advance from that direction. However, a German force approached Krause's 3<sup>rd</sup> Battalion from the south. Vandervoort's battalion was recalled to reinforce them. Vandervoort, however, decided on his own to send a reinforced platoon to Neuville-au-Plain to forestall any attack from that direction. General Gavin later called Vandervoort's move "one of the best tactical decisions in the battle of Normandy," for it was there that the Germans were also gathering for an assault.

First Lieutenant Turner B. Turnbull III, a half-Choctaw, jogged with 44 men the two miles up the N-13 highway from Sainte-Mère-Église to Neuville-au-Plain. They continued through the town to some high ground on the northern edge and dug-in against a possible counterattack. They had one machinegun, a bazooka team, a 60mm mortar team, a few BARs, and rifles. Vandervoort, in a jeep towing a 57mm gun, joined them. Receiving word from a civilian that a group of paratroopers were approaching from the north with a captured self-propelled gun and a large number of German POWs, Turnbull and Vandervoort watched and waited. Before long, a large column was seen about 400 yards down the road, coming in their direction.

What had appeared to be a massive surrender was a trick. The "POWs" turned out to be Germans of the 1058 Grenadier Regiment, 91<sup>st</sup> Luftlande-Infanterie-Division and the "paratroopers" were either Germans in American uniforms that had been stripped from the dead or were real Americans who had been captured by the Germans. They were supported by Panzers and SPGs (probably Panzer IVs and StuG IIIs or IVs). They began firing at Turnbull and his men. Then mortars and small arms joined in. Turnbull's machinegun team ripped into them causing many casualties among the German infantry. Vandervoort told Turnbull to delay the enemy for as long as possible, then withdraw back to Sainte-Mère-Église. He then departed in the jeep to alert the troops in Sainte-Mère-Église that the enemy was coming from this direction also. Unfortunately, Turnbull's bazooka team was taken out early.

The battle lasted all day, with Turnbull's little force holding on. At one point a soldier, Private John Atchley, manning a 57mm gun he had never fired before, knocked out an SP gun. But by this time the enemy was flanking the Americans on both sides. Sergeant Otis Sampson, located south of Neuville, dropped mortar rounds on the enemy threatening Turnbull's flank; his aim was deadly, and the flank attack was stopped. Turner and his men took out three tanks and an SPG. A flyover by a squadron of American fighter-bombers scattered the German soldiers for a brief time and gave the besieged platoon a little relief. By early afternoon Turnbull's little force was close to collapse, only 23 men were still on the firing line. He had 11 wounded and nine dead. At about 1700, the time came to withdraw, Turnbull had only 5-16 effectives remaining (accounts vary). During the retreat he was killed by an artillery explosion. For his valor, Turnbull received the Silver Star, posthumously. The 82nd retook Neuville-au-Plain the following day with the help of armor from Utah Beach. Turnbull's delaying action had given the 505th time to consolidate its position and likely saved the men in Sainte-Mère-Église from a double-sided attack.

## **Forces**

This is an Attacker/Defender scenario. The American player must purchase defenses from his point allotment: foxholes, and weapon pits.

The American Platoon must be taken from the **Paratrooper Reinforced Platoon** selector guide (p3). In addition to one Lieutenant and 2 rifle squads the platoon must have an air FO officer, an MMG team, a light mortar team, a bazooka team, and a 57mm gun. Excess points may be spent on rifle squads.

The German Grenadier Reinforced Infantry Platoon must use the **1944 – Normandy** selector guide on page 96 of the *AoG II* book. They may include a platoon of up to three Panzer IVs, StuG IIIs, or StuG IVs per the selector guide.

The Americans may call for air support; the Germans for artillery support.

## **Setup**

This scenario requires a 6'x4' table played across the 4' width. A road runs down the center of the American long edge (south) across to the center of the German long edge (north). The terrain is an open field that provides no cover. The American side of the board has a 12" strip of ridgeline that runs across the 6' length of the board on both sides of the road. This is a daytime attack.

## **Objective**

The American player must hold the ridge for six turns. The Germans must capture the ridge so they can continue on to Sainte-Mère-Église.

## **Special Rules**

### Terrain Special Rules

*Dug-in (p9), Hills and Ridges (p9), Roads (p10).*

### US Airborne Special Rules

*Fire and Maneuver (AotUS p20), Air Superiority (AotUS p20).*

### German Special Rules

*Hitler's Buzz Saw (AoG II p17), Initiative Training (AoG II p17).*

## **First Turn**

The US Player's entire force starts the game dug in on the ridge with the 57mm gun setup on the road.

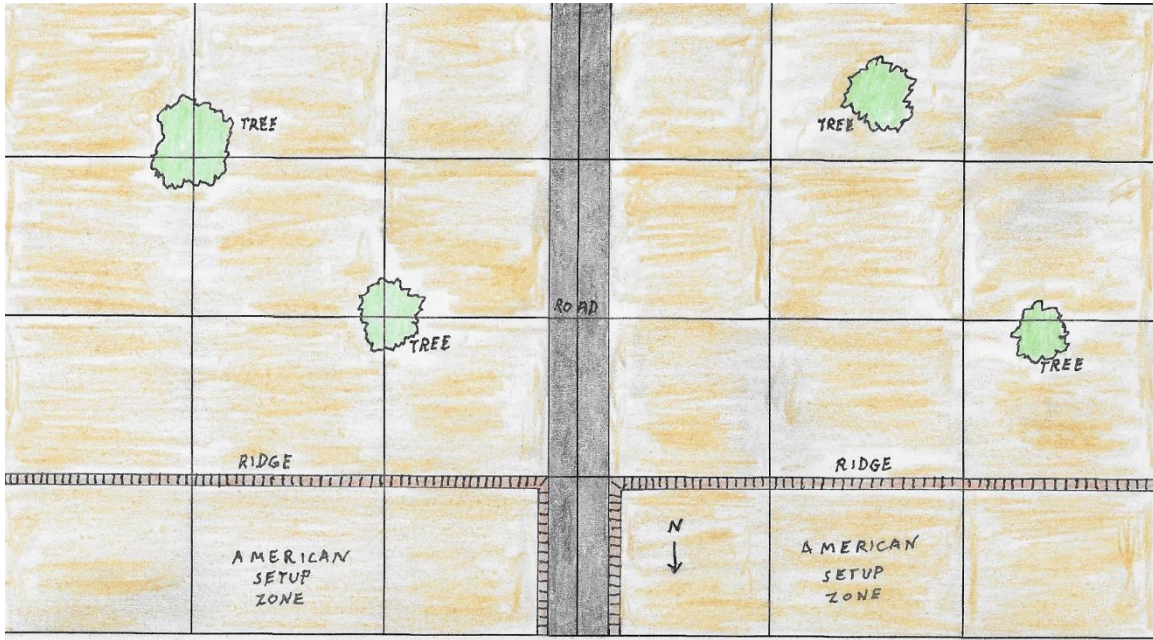
Up to half the German force must enter the board on the road. The remainder of the force is in reserve and may enter from anywhere along their friendly edge.

## **Game Duration**

The game will last 6 game turns.

## **Victory**

Add up Attrition Points (p11) for both sides. If one side scores two points higher than the other it is a clear victory; otherwise, the game is a draw.



Map for Neuville-au-Plain



A destroyed German self-propelled gun smolders along the road leading from Neuville-au-Plain to Sainte-Mère-Église.

## **Scenario 11 – Battle of Saint-Côme-du-Mont, 2100 June 8, 1944**

The Americans brought up artillery to soften German defenses. They fired 2500 rounds from 105s at the village for an hour and a half. Colonel Sink ordered his men forward on a three-battalion front: the 1/401 GIR on the left, the 3/501 PIR in the center, and the 1 & 2/506 PIR on the right. Unfortunately, the attack was controlled somewhat by the hedgerows. The 1/401 (now designated the 3/327) was directed to capture Dead Man's Corner, the 3/501 was ordered to capture the N13 road on the south end of town, and the 506 was pointed directly at the town. The Americans were supported by 8 Stuart light tanks.

However, the men of the 506 were so exhausted they couldn't get through the hedgerows. Consequently, they constantly moved left along the Vierville road, and once again, Company D raced unopposed to Dead Man's Corner and attacked up the N13 road towards the village. The 1/401 moved to flank the enemy on the right, but they were also unable to storm the enemy stronghold. The 3/501 was blocked by the tangle of American units and could not attack the enemy. The result was that the Americans had to disengage and reorganize their units in order to be effective again. The 506 was ordered to form a defensive line along the Vierville road, while the 3/501 moved on their left to reach the Carentan road. They made it by 0900. Then the battalion commander decided to move south along the highway to capture the causeway into Carentan but they were halted by a German strongpoint at the second bridge and by fire from an 88mm gun. Units of the 6<sup>th</sup> Fallschirmjagers, probably retreating from Saint-Côme, attacked them from behind. They then formed up on a section of high ground and repelled attacks from 0930 to 1600.

The 1/401 moved forward between the 501 and the 506 to attack the enemy. Simultaneously, the 506 sent patrols to feel out the enemy positions. Neither unit made contact. Unknown to the Allies, men of the German 3/1058 Battalion had been leaving their strongpoint throughout the day on their own. Their line was getting weaker and weaker. Oberstleutnant von der Heydte had ordered the 2&3/6 Fallschirmjagers to fall back to the west, cross the river, and follow the railroad line to Carentan. After passing through, they destroyed the railroad bridge. Although their supply train of 40 cartloads was captured, most of the men escaped and Saint Côme-du-Mont was occupied by the Americans.

The 1/6<sup>th</sup> FJR which had attempted to reach Saint Marie du Mont also attempted to retreat back to Carentan by moving across the flooded areas. But they ran into other formations of US paratroopers who surrounded them in the swamp. Caught in the open, and convinced they were facing overwhelming forces, five to six hundred men were forced to surrender to a smaller force. Their 2<sup>nd</sup> and 3<sup>rd</sup> Battalions were able to extricate themselves mostly intact and, after attacking the 3/501, made it back to Carentan.



## **Opposing Forces**

This is an attacker/Defender scenario, the Americans must be given 30% more points, and the German player must purchase defenses from his point allotment. The US Reinforced Platoon must be taken from the **US Paratrooper Reinforced Platoon** selector guide on page 3.

The German Platoon must be taken as Fallschirmjager from the **1944 – Normandy** selector guide on page 96 of the *AoG II* book (Fallschirmjager squads only).

## **Setup**

This scenario requires a 6'x4' table oriented along the short sides. Houses are placed along the ridges on the German side of the board. The Fallschirmjager are dug in or placed in houses on the edge of town up to 18" from their friendly edge. Setup bocage as shown on the sketch. The American start zone is within 6" of their friendly board edge. This is a daytime battle.

## **Objectives**

The Americans must clear the German strongpoint in their march to Carentan. The Germans must stop them from doing so.

## **Special Rules**

### Terrain Special Rules

*Dug-in Rules (p9), Bocage (p7).*

### US Infantry Special Rules

*AotUS p20: Fire and Maneuver, Air Superiority, Modern Communications,*

### German Special Rules

*AoG p19: Hitler's Buzz Saw, Initiative Training, Tiger Fear (if a Tiger is taken).*

## **First Turn**

The US paratrooper units begin the game in their start zone; they must enter from the eastside. The Germans also setup in their start zone. The game proceeds as normal.

## **Objective**

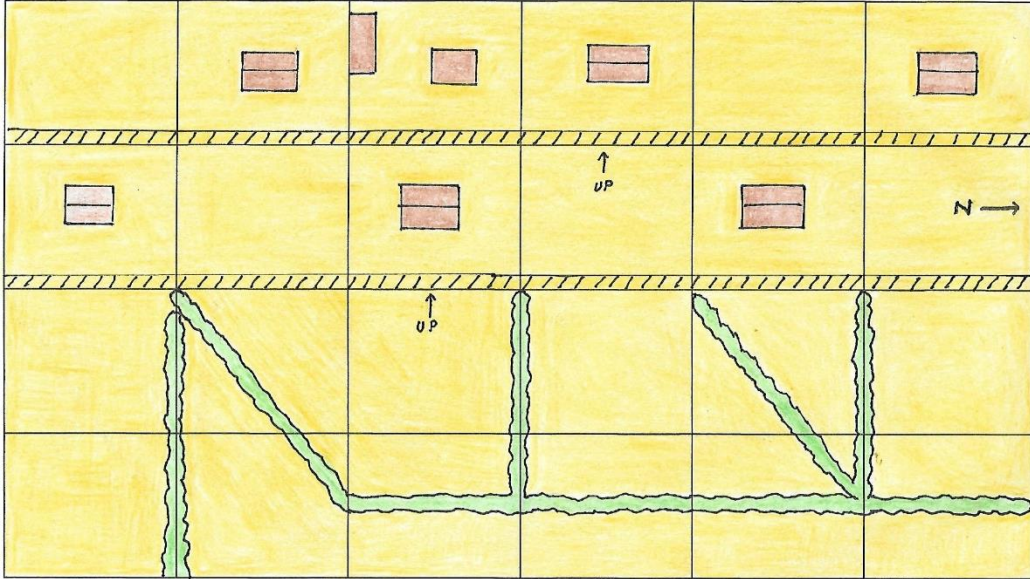
The Americans are assaulting the enemy's defenses and the Germans are trying to protect their hold on Carentan.

## **Game Duration**

The battle is concluded at the end of game turn 6.

## **Victory Conditions**

Add up Attrition Points (p11) for both sides. If one side scores two points higher than the other it is a clear victory; otherwise, the game is a draw.



Map for Saint-Côme



Youthful-looking Fallschirmjäger of the 6<sup>th</sup> Regiment in Normandy, originally a 3,457 man unit of highly trained and motivated men of 15 companies in 3 battalions – 4 rifle companies per battalion supported by a heavy mortar company, an anti-tank company, and a pioneer company. They suffered approximately 3,000 casualties in Normandy.

## **Scenario 12 – Assault on la Fiere Causeway, 1030 hours, June 9**

General Gavin ordered the newly arrived 3/325<sup>th</sup> GIR (Glider Infantry Regiment) of the 82<sup>nd</sup> Airborne Division to make the assault across la Fiere Causeway despite the fact that the regiment had already taken 30% casualties at Utah Beach. Captain Sauls' Company G was selected to lead the assault. His objective had been designated as Hill 30 to the left of the road on the other side. General Ridgeway had setup his HQ in an outbuilding of the Manor. In the rear 12 Sherman Tanks and two 57mm AT guns had arrived and deployed on the high ground overlooking the causeway. They began a bombardment on the Germans on the other side. Back at the gate of the Manor Gavin pulled Captain Robert D. Rae aside and told him of his doubts that the 325<sup>th</sup> could succeed in the attack and he told Rae to be ready to take over when they faltered.

Opposing the Americans was a regiment-sized unit of the 1057 Grenadier Infantry Regiment, 91<sup>st</sup> Luftlande-Infanterie-Division. At this point their true strength was unknown. Their HQ was located in the stone barns and outbuildings behind the church. The front line was forward of the church cemetery and almost at the water's edge. While the artillery barrage ranged in both directions Sauls maneuvered his men into position. He had been told that smoke rounds would signal the end of the bombardment but in reality, no smoke was available as most of the ammo was still enroute from Utah. At 1035 the barrage ceased. There was a stunning silence as smoke drifted away. Gavin shouted to Sauls to go. He led his 1<sup>st</sup> platoon of 31 men out onto the causeway. The German infantry recovered from the barrage and began firing. The leading man in 2<sup>nd</sup> Platoon fell and the men behind him froze though Sauls was unaware of it. The disabled truck on the end of the bridge forced the column to split with Sauls leading one section and an NCO the other. They cleared the German foxholes with grenades and SMGs. A hail of fire was going both ways as they advanced.

Around the bend the friendly forces could not see the assaulting company. At the last German damaged tank, the road was a straight shot into Cauquigny. Sauls and his men were going as fast as they could. He still thought the rest of the men of the 3<sup>rd</sup> battalion were following behind. Back at the Manor the commanders could not tell what was going on, but they did see the collapse of Company G. Gavin and other officers began pushing men down the road. Slowly they began to follow Sauls. Gavin could only see failure in front of him. Ridgeway waved a tank forward past the disabled truck and it hit a mine, throwing a track and blocking the road. Soldiers could only get by single file. Gavin ordered Rae forward. Rae and his men ran straight over the bridge and up the road, past the truck and Sherman, then continued following the 3/325. Rae now assumed he was the point of the assault.

On the far bank the machinegun in the road ahead of Sauls had been silenced. Reaching abreast of the German positions Sauls and his force flanked the Germans on the left and were receiving withering fire from the church area on the right. Sauls and one element rolled up the German line on the left while the second element raced up a small rise and found cover behind a hedgerow which also gave them a flanking opportunity. He and his men continued to attack the German right flank. Other 325<sup>th</sup> men reached the far bank and turned right to flank the Germans along the bank. Rae's company arrived at the church positions and received heavy fire from the Church compound. They were still unaware of any 325<sup>th</sup> men. The time was now about 1115. There was a very active MG42 in the road. Both commanders independently decided to take it out. Rae's men

put down suppressive fire while Sauls' radio operator crawled behind the position and took out the crew with his rifle. They were still unaware of each other.

Meanwhile Gavin decided to cross over while Ridgeway directed the clearing of the road to allow a column of tanks to cross. Gavin reached Cauquigny and found Rae and his men clearing the orchard and barns. In his disdain for the glider men, he assumed the 325th had not made it across. He ordered Rae to finish clearing the area and move to Le Motay ahead on the 90<sup>th</sup> Division's route once they were relieved by the 325<sup>th</sup> GIR. Sauls continued clearing the southern area. When he sent a team to bring up the rest of the unit, he found out that he and his 12 surviving men were alone. But he was also not aware of other men of the 325<sup>th</sup> who had crossed over and were clearing the north side of the German defenses while the paratroopers were fighting in the Cauquigny church complex. Rae was awarded a Distinguished Service Cross while Sauls received a Silver Star. Even when the facts came out Gavin would only grudgingly acknowledge Sauls' actions. During the fighting at la Fiere Captain Rae had lost 20 killed and 35 wounded. Sauls had lost 35 killed and 102 wounded.

## **Forces**

This is an Attacker/Defender scenario. The German player must purchase defenses from his point allotment: foxholes and weapon pits.

The American Platoon must be taken from the **US Glider Reinforced Platoon** selector guide (p4). At least half the force must be Inexperienced with the remainder Regular. No vehicles or artillery.

The German Reinforced Infantry Platoon must be taken from the **1944 – Normandy** selector guide on page 96 of the *AoG II* book. Rifle Squads may be Heer Grenadier or Heer Veteran Grenadier only. They may not have armored vehicles.

The Germans may call for artillery support; the Americans have none. Neither side has air support. Outflanking is out of the question.

## **Setup**

This scenario requires a 6'x4' table; played across the 4' width. A 24 strip of water (impassable) representing the flooded Merderet River (impassable) runs along the American 6' edge of the board and a 24" strip of land runs down the German 6' edge. A 4" road runs from the center of the American 6' edge, representing the causeway, across to the center of the German friendly edge. Clumps of trees and bushes line the edge of the causeway. On the German side a few houses and a Church are placed as shown on the map. This is a daytime battle.

## **Objective**

The German player must hold his position for six turns. The Americans must capture Cauquigny, so they can allow the 4<sup>th</sup> Infantry Division to cross.

## **Special Rules**

### Terrain Special Rules

*Bocage (p7), Dug-in (p9), Fences (p9), Roads (p10).*

### US Airborne Special Rules

*AotUS p20: Fire and Maneuver.*

## German Special Rules

*AoG p19: Hitler's Buzz Saw, Initiative Training.*

### **First Turn**

The US Player's entire force starts the game on the causeway within 12" of the American friendly edge.

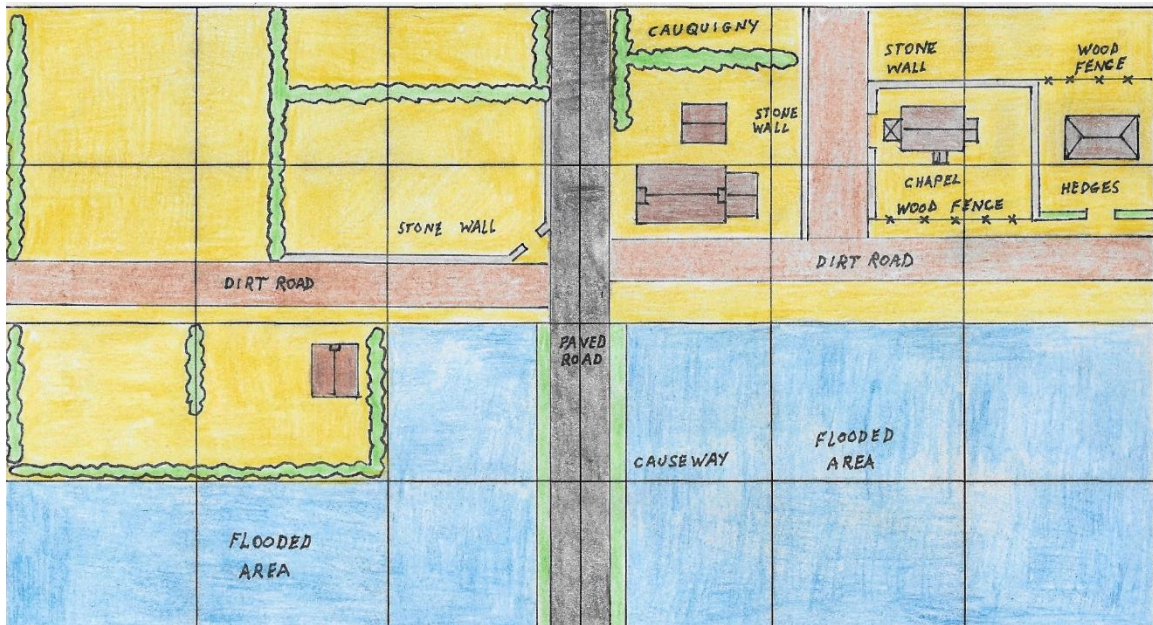
The entire German force starts the game in their defenses, anywhere within the landward side of the board.

### **Game Duration**

The game will last 6 game turns.

### **Victory**

Add up Attrition Points for both sides for enemy units destroyed. In addition, the German player receives 1 point for each surviving American unit that does not end the game in the German setup zone. The Americans receive 1 point for each unit that does. If one side scores at least 2 points more than the other they have a clear victory, otherwise, the game is a draw.



Map for Assault on la Fiere Causeway.

## **Scenario 13 – Battle of Graignes, 1400 hours, June 10, 1944**

During the parachute drop on D-Day, twelve planeloads of paratroopers from the 3rd Battalion, 507th PIR, 82<sup>nd</sup> Airborne Division, had been scattered throughout the marshes, up to 5 miles south of Carentan, eighteen miles from their objective. Instead of being near Amfreville (Drop Zone “T”), they were in the vicinity of the village of Graignes. By 1000 hours the next day, twenty-five paratroopers under the command of 507th Captain Leroy D. Brummitt had also gathered in the village. Two hours later, more 3rd Battalion/507th men arrived led by Major Charles D. Johnston. Because the troopers were deep behind enemy lines and far from their drop zone, the decision was made to remain where they had landed and defend Graignes.

As the Americans went to work preparing defensive positions, the mortar platoon setup in the cemetery. They sent two men to occupy the church belfry as an observation post. Major Johnston established his command post at the boys’ school. More American troopers continued to arrive, and by the end of the following day (D+1), the group had grown in size to 182 (12 officers and 170 enlisted). Meanwhile, the locals held a meeting regarding the American arrival. They made a unanimous decision to feed the paratroopers, despite the risks that came with helping the enemy. Under Madame Germaine Boursier’s direction, the Café owner, the women of Graignes began cooking on a round the clock basis so they could serve two meals each day. Volunteers scoured the countryside for more food. Doctor-Captain Sophian setup an aid station in the church.

In the afternoon on Saturday, June 10, a mechanized patrol from the 17th SS Panzergrenadier Division, Götz von Berlichingen, approached a defensive position that was manned by some of First Lieutenant Murn’s B Company/501st men. They let the patrol get close, then opened fire killing four of the enemy. At about 1400 hours, the Germans commenced a punishing mortar bombardment of Graignes. This preparatory fire was swiftly followed by a second infantry assault against the flanks of the defensive line around the village. It almost succeeded. That evening the defenders could hear heavy vehicles moving about. Major Johnston sent the civilians away. At about 1900 hours, two German 88mm guns opened fire from the heights of nearby Thieuville a few kilometers away. This quickly disorganized the Americans and killed Major Johnston. With the observation post in the belfry destroyed, it was no longer possible for the mortarmen to fire with any degree of effective accuracy. By the time the Germans made the final thrust into Graignes that night, the defenders had been reduced to a few isolated pockets of resistance spread out around the village.

One hundred-fifty troopers out of the original 182 made it out alive and eventually made their way to Carentan. The 17th SS stormed the church and found Captain Sophian’s aid station. They promptly executed him and all of the wounded. Other Germans began systematically rounding-up French civilians suspected of assisting them. A total of forty-four villagers were collected and under interrogation as suspected collaborators. The next day they burned the village and left for Carentan. Ironically, these

troops were not even German, they were French, Romanians, Georgians, and Mongolians. This battle ensured that US troops could enter the strategic town of Carentan before the Germans did. As a result, the 17th SS did not arrive in that vicinity until June 13, two days later.

### **Forces**

This is an attacker-defender scenario, the Germans should have 30% more points.

The American platoon must be taken from the **US Paratrooper Drop Platoon** Selector Guide (p3).

The Germans of the 17<sup>th</sup> SS Panzergrenadier Division must be taken from the **1944 – Normandy** selector guide on page 96 of the *AoG II* book. Half the rifle squads may be Waffen-SS, the other half must be taken from the Osttruppen selection. The platoon can be supported by up to two StuG IV Assault Guns.

The SS platoon may call for artillery support. The US paratroopers have neither air nor artillery support. No outflanking allowed

### **Setup**

The 6x4' board is played along the 6' length. A town begins 3' from the Axis board short edge (south). The buildings form a square with a plaza in the middle. A forest extends 12" from the German board edge. This is the German setup line. The US mortar team is in the cemetery and the spotter is in the church tower. The Command team and the medic start inside the Boys School. The other squads and teams set up behind sandbag barricades or inside buildings. Since they are on alert, they may be setup as Hidden with Ambush orders. This is a daytime battle.

### **Objective**

If the Allies can hold out for six turns, they can escape under cover of darkness. The Germans must get to Carentan.

### **Special Rules**

Terrain Special Rules:

*Buildings (BA II p120), Dug-In (p9), Roads (p10), City Fighting (p8).*

Allied Special Rules:

*AotUS p20: Fire and Maneuver.*

German Special Rules:

*AoG p19: Hitler's Buzz Saw, Initiative Training; Shirkers (BA II p91).*

### **First Turn**

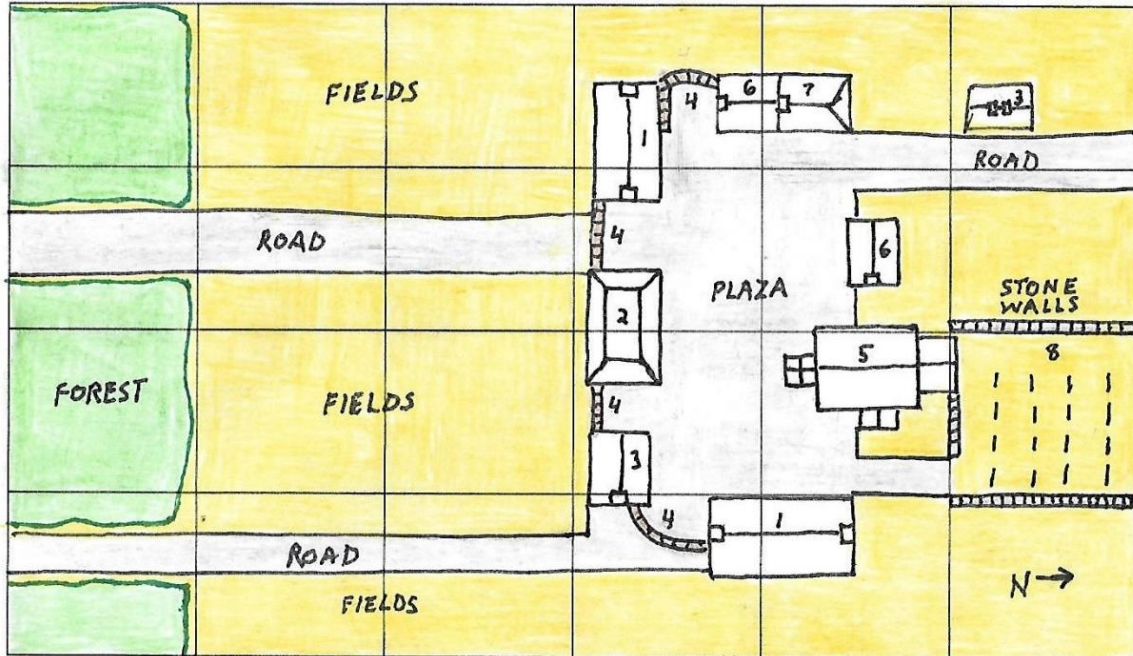
The game starts with a preparatory bombardment (BA II p131). The entire German force sets up on board within 12" of their edge.

## Game Duration

The conflict will last six game turns.

## Victory Conditions

Add up attrition points (p4) for both sides; if one side is two points higher than the other, that side wins, otherwise the game is a draw.



Map for Battle of Graignes. 1=duplex residence/store, 2=City Hall/Boy's School, 3=residence, 4=sandbag emplacements, 5=church, 6=Residence, 7=café, 8=cemetery.



A local man ferries US Paratroopers away from Graignes.



## **Scenario 14 – Battle of the “Cabbage Patch,” 0615 hours, June 11, 1944**

The Germans had entrenched themselves behind a farmhouse in nearby hedgerows which put them in a position to control the Saint-Côme-du-Mont to Carentan route. During the previous night, enemy fire had subsided. Company H 3/502 under Lt. Colonel Robert G. Cole crept forward followed by Company G and the HQ Company. The scouts had nearly reached a farmhouse when they were struck down by enemy fire. Cole called for artillery support, but it seemed to have no effect on the Germans. Then he called for a smoke screen at 0615 he passed the word to be ready to charge. He blew his whistle and ran forward supported by only about 20 men. More followed when they realized what was going on. They found the farmhouse empty but were stopped by Fallschirmjager Regiment 6 dug-in at the hedgerow behind it who were only eliminated by hand-to-hand fighting at severe cost.

Needing a rest, Cole requested the 1/502 continue the attack, but they took so many casualties moving up they could only hold on themselves. Fighting in the afternoon took place in a cabbage patch at extremely close range with enemy forces on opposite sides of the same hedgerow. The Americans repelled repeated attacks which continued until they had been pushed back to the last hedgerow. Lt. Cole’s artillery officer had had his radio jammed by the Germans. He finally got through to VII Corps Artillery and called in a barrage so close to the American lines it killed several of his men, but the attack rolled back the German assault.

The Fallschirmjager regiment was nearly out of ammunition and had to pull back during the night. They left a small rearguard of one company to defend Carentan while they regrouped on the heights southwest of the town.

### **Opposing Forces**

This is an Attacker/Defender scenario. The US Reinforced Platoon may have 30% more points. Use either the **Glider Reinforced Platoon** (p4) or **US Paratrooper Reinforced Platoon** selector guide (p3).

The German force must be taken as Fallschirmjager from the **1944 – Normandy** selector from the *AoG II* book p96. They may pay for emplacements if desired.

### **Setup**

The game is setup on a 6’x4’ table played across the short width. The board contains farm fields and bocage per the sketch. A farmhouse is setup in the center of the board. The American setup zone is within 6” of the north side. The Germans may setup within 18” of their friendly board edge. This is a daytime battle.

### **Special Rules**

Terrain Special Rules

*Bocage (p7), Dug-in (p9).*

American Special Rules

*AotUS p20: Fire and Maneuver.*

German Special Rules

*AoG II p17: Hitler’s Buzz Saw, Initiative Training; Radio Jamming (p11).*

## Objectives

The Germans are attempting to protect the approaches to Carentan while the Americans are attempting to enter the town and connect with forces from Omaha Beach.

## First Turn

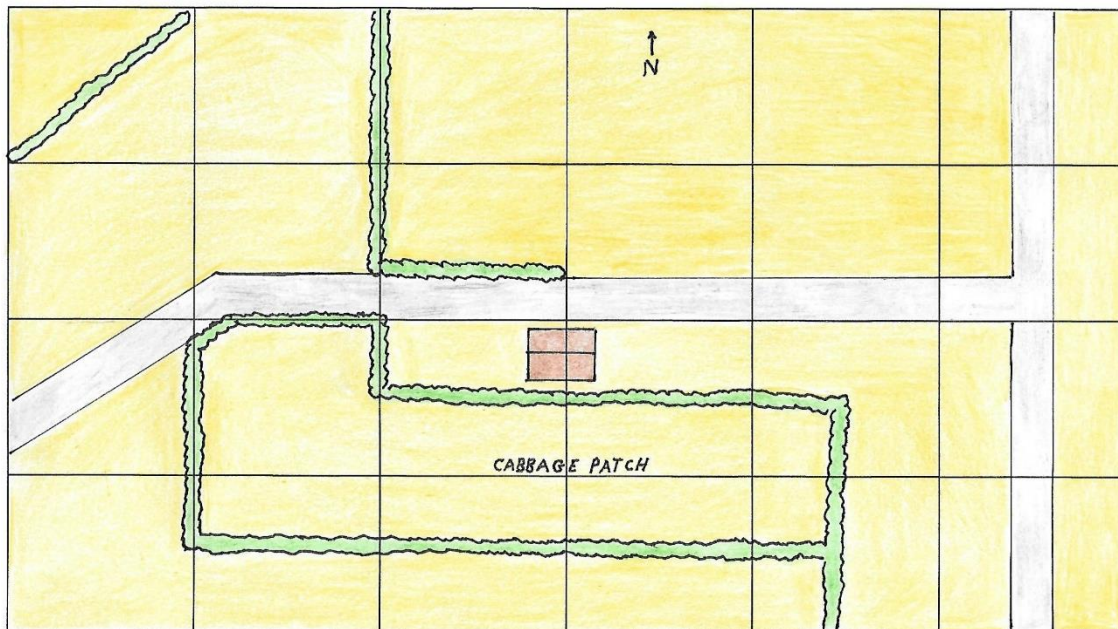
The Germans are setup anywhere in their setup zone; they may be setup Hidden (BA II p131). The US troops are setup in their setup zone. Play proceeds as normal.

## Game Duration

The conflict will last six game turns.

## Victory

Add up attrition points (p4) for both sides; if one side is two points higher than the other, that side wins, otherwise the game is a draw.



Map for the Cabbage Patch

## Scenario 15 – Battle of Carentan, 0500 hours, June 11, 1944

During an all-night bombardment, the U.S. troops moved into position to assault the town. Two battalions of the 506 PIR advanced down the Carentan Causeway after dark. They took Hill 30 in the village of Billonerie at 0500. The 1<sup>st</sup> Battalion was assigned to defend the village from the southwest while the 2<sup>nd</sup> was ordered to attack the town itself. The 327<sup>th</sup> GIR took heavy casualties while approaching from the east. At 0600 the attack began with the 1/401 GIR on the east bank of the Marina canal and G Company of the 327<sup>th</sup> on the west side. The 2/506 PIR attacked from the south end of town. Most of the casualties were inflicted by mortar and machinegun fire. Chaplain Gordon Cosby earned a Silver Star for bravery in the face of the enemy for assisting wounded glider men in front of heavily armed German soldiers.

The German defense was provided by one company of the 6<sup>th</sup> Fallschirmjager Regiment. The Americans came together at the Railway Station in the center of town by 0730. The 1/506 had to save Colonel Sink's command post that, during the night, had drifted to far towards the German line. Then the 327<sup>th</sup> passed through the town to link-up with the Omaha Beachhead.

### Opposing Forces

This is an Attacker/Defender scenario with the German troops holding the town against the US forces. The Americans may have 30% more points. The US Reinforced Platoon must be taken from the **US Glider Reinforced Platoon** selector guide (4) or the **US Paratrooper Reinforced Platoon** selector guide (p3).

The German force must be taken as Fallschirmjager from the **1944 – Normandy** selector from the *AoG II* book p96.

### Setup

The game is setup on a 6'x4' table. It is covered with buildings representing a town square. A canal runs through the 6' length of the board (see sketch). It is bridged as shown. If the players have the resources, they can setup a RR line and train station instead of the canal. The entire German force sets up anywhere within the town. This is a daytime scenario.

### Special Rules

#### Terrain Special Rules

*City Fighting* (p8).

#### American Special Rules

*Fire and Maneuver* (p8), *Stubborn* (BA II p91).

#### German Special Rules

*Hitler's Buzz Saw* (AoG p19), *Initiative Training* (AoG p19).

### First Turn

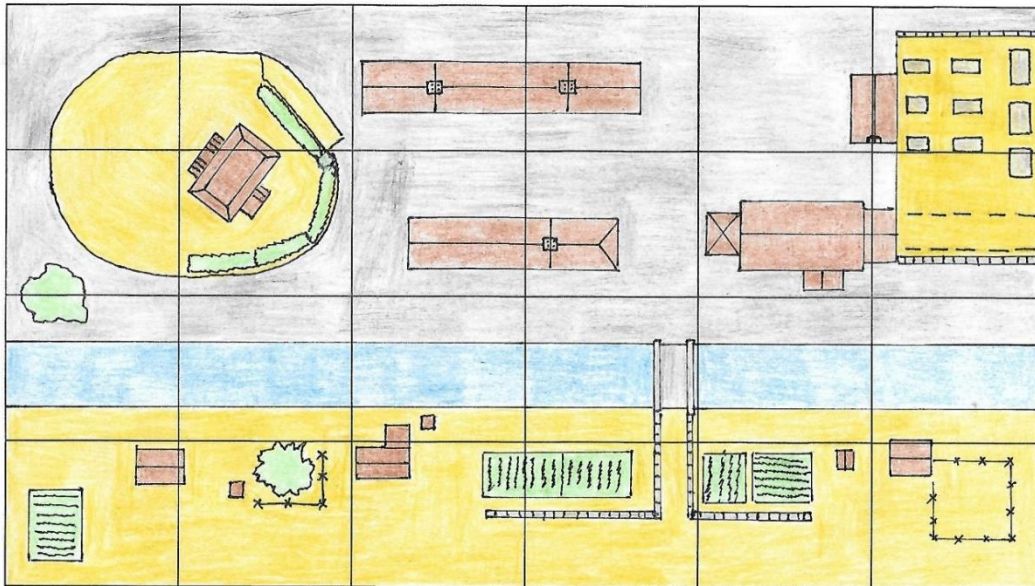
The entire German force is setup anywhere on the board; they may be setup Hidden (BA II p131) in buildings. The American player must divide his force in half forming two waves. The first wave enters from the SW on the first turn and the Reserve enters from the NW beginning on game turn two.

## Objectives

The Germans are attempting to stall the American advance while the Americans are attempting to capture the town. Setup according to the map or build your own town.

## Victory

Add up attrition points (p4) for both sides; if one side is two points higher than the other, that side wins, otherwise the game is a draw.



Map for Carentan



The Americans liberate Carentan

## Scenario 16 – Battle of “Bloody Gulch,” Dawn, June 13, 1944

Capturing Carentan wasn't enough. They also had to hold it. The 506 and 501 Regiments were positioned about a mile southwest of town to block German advances from that direction. At dawn on the 13<sup>th</sup>, the 2/506 was dug-in about two miles southeast of Carentan. They were faced by what was left of the 6<sup>th</sup> Fallschirmjager Regiment (2<sup>nd</sup> and 3<sup>rd</sup> Battalions) in the next hedgerow. The Americans were just about to attack when the Fallschirmjagers backed by the SS troops of the 17<sup>th</sup> Panzergrenadier Division entered the field, supported by 17 StuG Assault Guns. They hit the 501<sup>st</sup> PIR on the American left, which fell back. The left flank companies of the 2/506 (Dog and Fox Companies) then also gave way leaving E (Easy) Company, commanded by 1<sup>st</sup> Lieutenant Richard D. Winters, alone on the line. Their right flank was anchored to a railroad embankment. Beyond the railway tracks the 2/502 PIR helped slow the German attack. By mid-day the German columns were about 500 yards from Carentan (their objective); the 2/6FJR made it into the town all the way to the train station. But unknown to the Americans help was on the way.

At 1400, the CCA (Combat Command “A”) of the 66<sup>th</sup> Armored Regiment attacked. One task force of tanks and armored infantry rolled down the road toward Baupre in the 2/506<sup>th</sup> area. Another column descended along the Périers highway through the 501<sup>st</sup> area on the left flank. The CCA, inflicting heavy damage on the enemy columns, and pushed them a mile back. Carentan would never be taken again.

### Opposing Forces

This is a four-player Attacker/Defender scenario with the Germans attacking dug-in U.S. Infantry. The Germans may have 30% more points.

The US paratrooper platoon is the First Wave. Use the **US Paratrooper Reinforced Platoon** selector guide (p3). The Armored Platoon is taken from the **1944 – Normandy** selector of the AotUS book p66. It may have up to three M4A1 tanks; the rest must be mounted armored command and infantry.

The German reinforced platoon must be taken as Fallschirmjager from the **1944 – Normandy** selector from the AoG II book, p96. They are the First Wave. The troops of the 17<sup>th</sup> SS Panzergrenadier Division are taken from the same selector. They are the Reserve. Half the rifle squads and weapon teams may be taken as Waffen-SS. The remaining rifle squads and teams must be taken from the Osttruppen selection. They may be supported by up to two StuG IV Assault Guns.

The Americans have neither air nor artillery support. The Germans may have artillery support. No outflanking for either side.

### Setup

The 6'x8' game board is set up with one corner representing north. The game is played across the 6' width. A 6' railroad line runs along 12" from the NE 6' edge. It is situated on a ridge that runs 18" from the NW edge. Two lines of bocage cross the 8' length; each one is placed 18" from opposing long (8') NW/SE edges. Another line of bocage is placed perpendicular to them at the centerline. There may be one gate in each length of bocage. The US and German Paratroopers are placed in their opposing startup zones behind the bocage up to 18" from their friendly board edge. This is a daytime battle.

## Special Rules

### Terrain Special Rules

*Bocage (p7), Dug-in (p9), Roads (p10).*

### American Special Rules

*AotUS p20: Fire and Maneuver, Gyro-Stabilizers.*

### German Special Rules

*AoG p17: Hitler's Buzz Saw, Initiative Training; Shirkers (BA II p91).*

## Objectives

The Germans are trying to recapture Carentan. The Americans are attempting to hold the town while they try to link-up with the Omaha Beachhead.

## First Turn

Play begins as normal. The American and German Armored platoons enter as reserves beginning on game turn 2.

## Game Duration

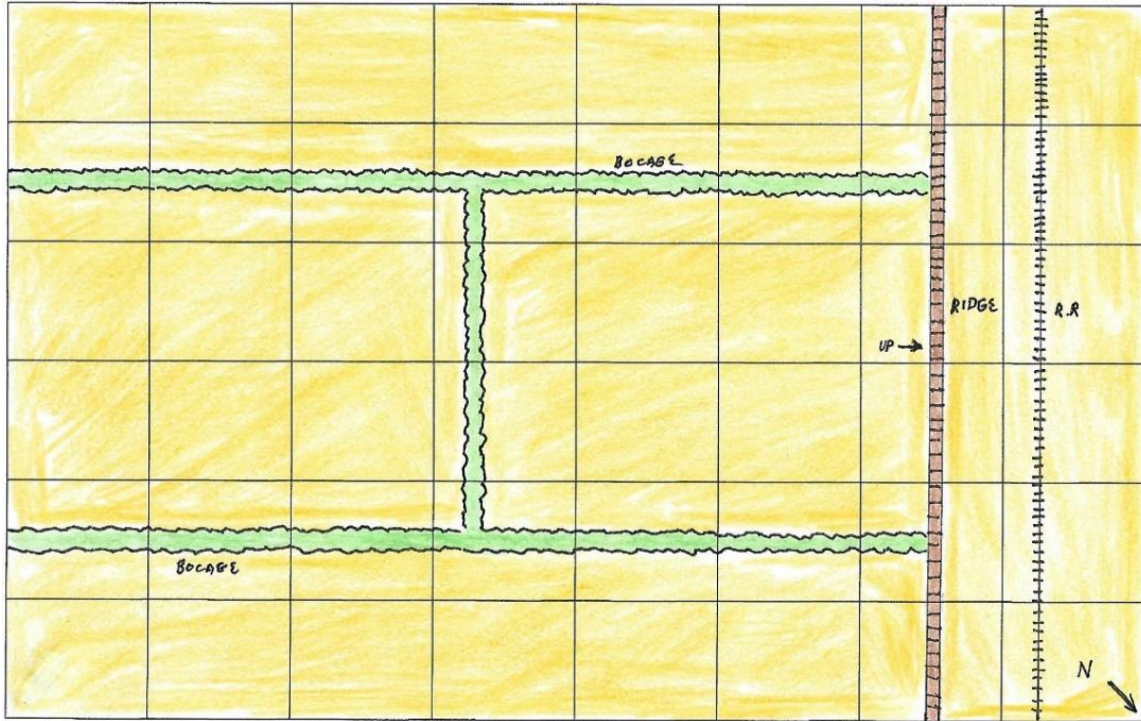
The conflict will last six game turns.

## Victory Conditions

Add up attrition points (p4) for both sides; if one side is two points higher than the other, that side wins, otherwise the game is a draw.



StuG IVs and infantry of the 17<sup>th</sup> SS Panzergrenadier Division moving toward Carentan.



Map for Bloody Gulch



**Above:** 17<sup>th</sup> SS commander Werner von Ostendorf (left) was furious that the 6<sup>th</sup> Parachute regiment had given up Carentan. He originally wanted to arrest Fallschirmjager commander Friedrich August Freiherr von der Heydte (centre) for defeatism, but higher command talked him out of it. Here Ostendorf plans the attack on Carentan with von der Heydte. The remnants of the 6FJR were incorporated into the 17<sup>th</sup> SS Division.