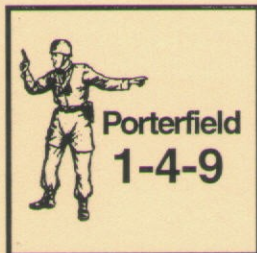


Action at Carentan!

The 101st Airborne in Normandy



These FOUR brand-new, fast-playing tournament style scenarios take you to the outskirts of Carentan, the heart of hedgerow country. There, your men of the 101st 'Screaming Eagles' Parachute Division will take on all comers. Hitler's generals will hurl lowly garrison troops, elite SS-men and vaunted Fallschirmjäger of the 6th Parachute Regiment against your weary ranks.

The tyrant's blows are all to no avail since you and your buddies will not be put off your mission—wresting all of Normandy from Hitler and his once-mighty Wehrmacht and Waffen SS henchmen...

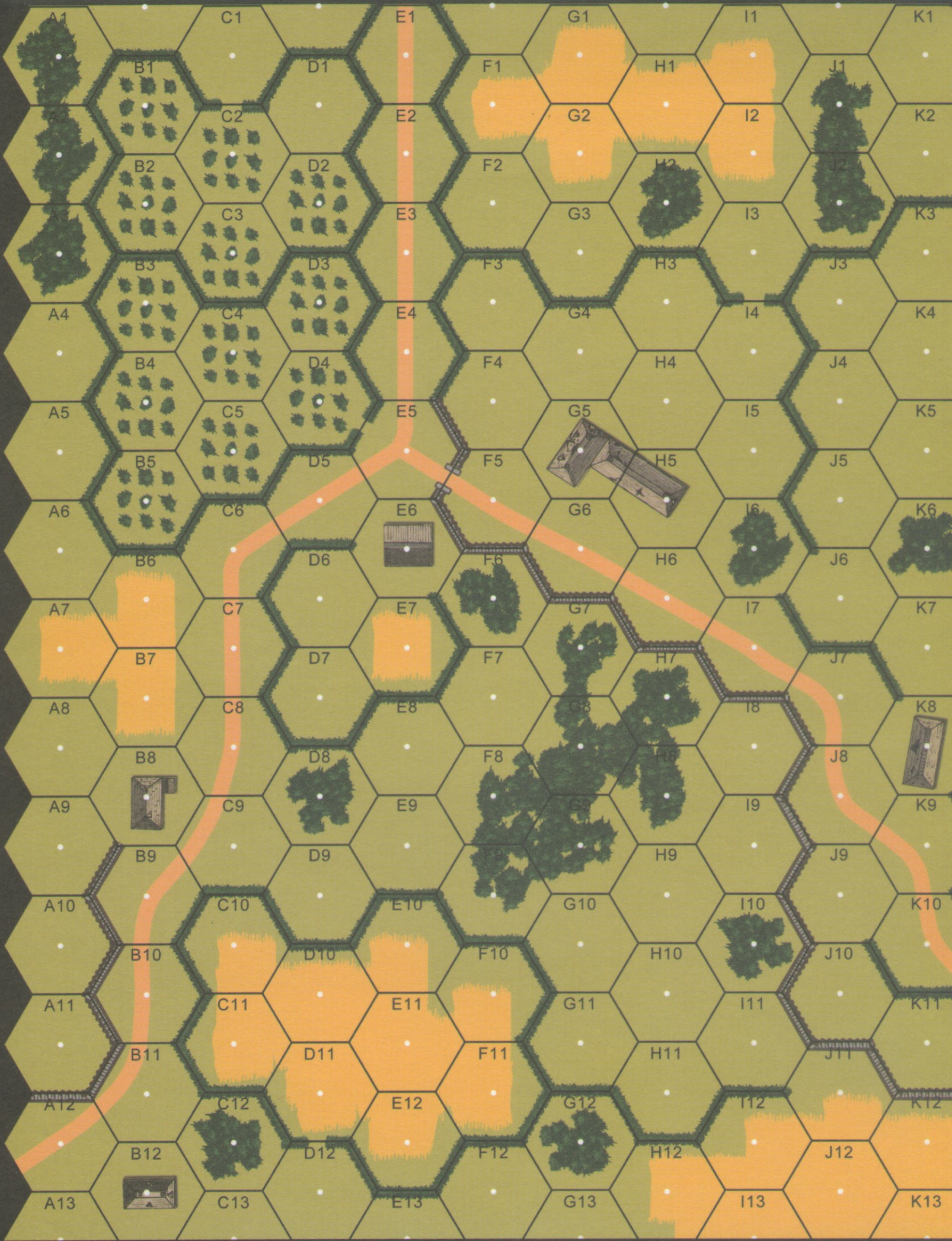


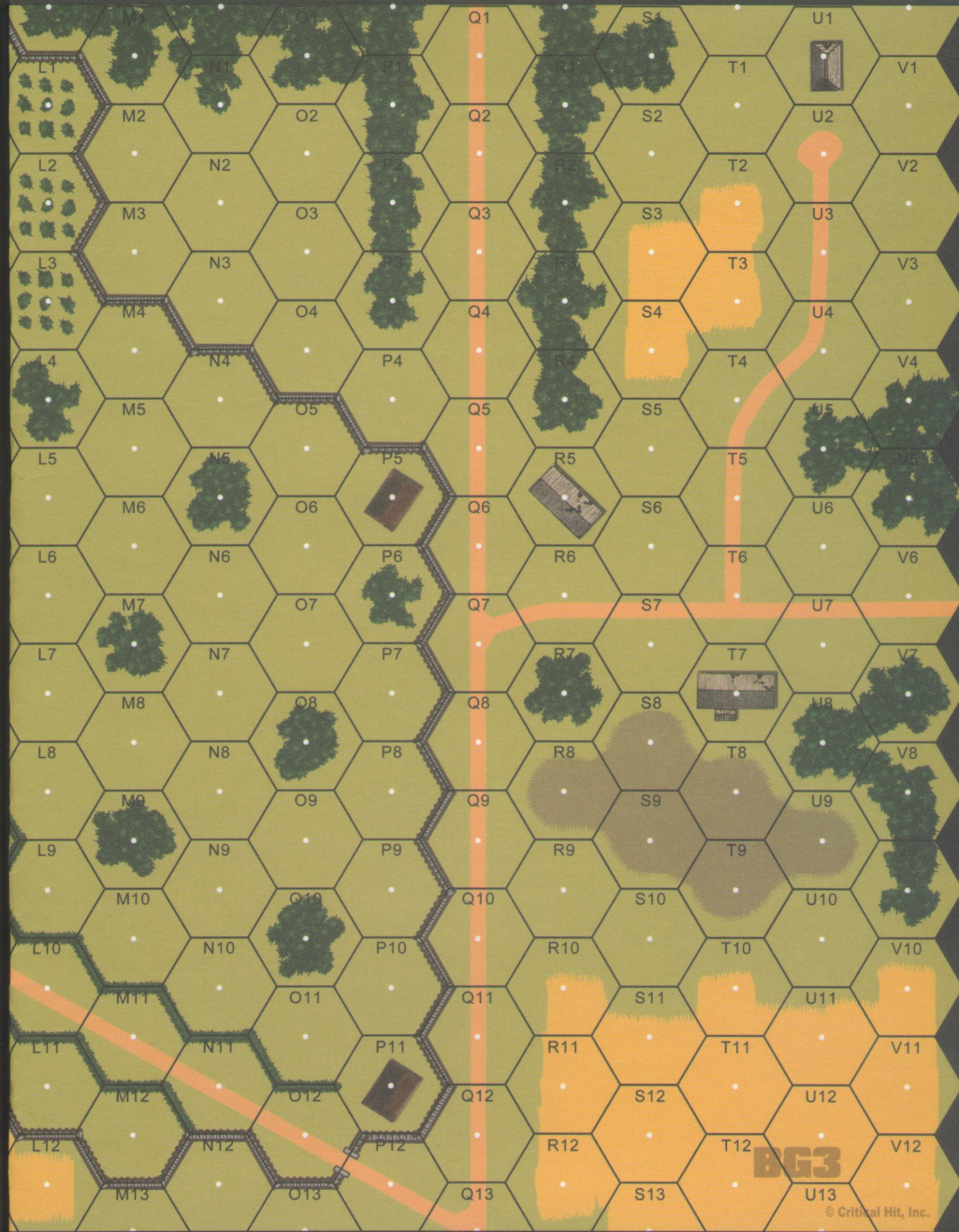
ACTION AT CARENTAN! consists of FOUR brand-new scenarios featuring Western Front 1944 actions by units of the 101st Airborne Division. These scenarios all feature a 'tournament style', with the emphasis on low piece density and re-playability and brevity in terms of special rules. All four play on the new map provided in the set. **ACTION AT CARENTAN!** is a SQUADS & LEADERS compatible product and a VARIANT for Beyond Valor™ and Paratrooper™. Ownership of BEYOND VALOR™ and PARATROOPER™ of GI: ANVIL OF VICTORY™ needed to use this product.

MAP NOTES: The terrain art used on the 'BG3' mapsheet is a trademarked presentation of Critical Hit, Inc. While it is assumed the identity of the natural representations used should be obvious, the following key is presented to ease use of the product. Hex F8 is an example of WOODS. Hex B7 is Grain. Hex B8 is a Stone building. Hex T6 contains a Road. Hexside P9/Q10 contains a Wall. Hexside C9/C10 contains a Hedge. Hex C5 contains an Orchard. Hex P11 is a Wooden building. Hex T9 is Level 1 Hill.

All scenarios are original designs by Ray Tapio.

1200402





BG3

COLE'S CHARGE

AaC #1

GERMANS Set Up First AMERICANS Move First	1	2	3	4	5	6	7	8
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Elements of the Local Garrison set up first in hexes on/south of hexrow G:

1 4-6-7	2 4-4-7	9-1	FP: 3 Rng: 8 ROF: 1 LMG	MA: 50' Rng: 2-13 ROF: 3 MTR
3		2		

Elements of the 6th Fallschirmjäger Regiment enter along the south edge on turn one or later:

E 5-4-8	9-2	8-1	8-0	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG
10	2		3		

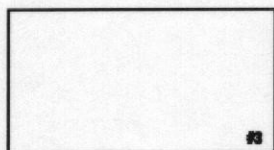
{SAN: 3}
[ELR: 3/4]

Elements of the 502th Parachute Infantry Regiment set up second on/north of hexrow C:

E 7-4-7	E 3-3-7	10-2	9-1	8-1	1-4-9	FP: 4 Rng: 10 ROF: 2 MMG	BAZ 44 FP: 8 Rng: 4
12	3					3	2

{SAN: 2}
[ELR: 5]

MAPLAYOUT:



VARIATIONS:

- Replace one 5-4-8 squad in the German OB with an 8-3-8.
- Replace the 9-1 leader in the American OB with a 9-2.

SPECIAL RULES:

1. EC are Moderate with no Wind at Start. This is version 1.1 of this scenario.
2. The Germans may set up one squad/equivalent (and any SW/SMC in the same Location) utilizing HIP.
3. The 6th Fallschirmjäger portion of the German OB has an ELR of 4.

OBJECTIVES: At Game End the Americans win if they have ≥ 1 squad/equivalent of Good Order infantry in any hex of 'the hill' defined as hexes R8-S8-S9-T8-T9-U9 OR if they Control ≥ 8 buildings.

On the northern approach to CARENTAN, FRANCE, 10 June 1944: In an effort to link up with the 29th Infantry Division, Lieutenant Robert Cole's 3rd Battalion, 502nd Parachute Infantry Regiment was assigned to capture Hill 30 at the south-east edge of Carentan. The men of 'I' Company led the way, moving out over the elevated causeway under enemy sniper and machine-gun fire. Beyond the last bridge was a farmhouse, dominating a large, open field. During the morning 84 men of 'H' Company passed through and took on German troops arrayed around a CP established in the farmhouse. Enemy fire held off the paratroopers, wounding and killing a number of the Americans. Cole, meanwhile, paced back and forth, finally passing word down the line, "Fix bayonets and prepare to charge the farmhouse upon a blast of a whistle." While the attack got off piecemeal, as some men failed to get the word, momentum soon built up. Few paratroopers actually resorted to the bayonet, but nonetheless the push rooted the enemy out of the farmhouse. Cole quickly took over and occupied the house, setting up his own CP. The battle wore on all afternoon, both sides suffering casualties. By late afternoon the Germans had been defeated, including elite troopers of the 6th Parachute Regiment, ordered to fall back and hold Carentan "to the last man."



GREEN DEVILS

AaC #3

☆ ✚ ALTERNATING Set Up and Movement	1	2	3	4	5	6
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✚ Elements of the 6th Parachute Regiment, 17th SS Panzergrenadier Division and 17th SS Panzer Battalion alternate set up as per SR #2 in/adjacent to the following hexes—C4; D10; K6; T9; and U1 OR enter along the south edge on turn two or later:

① E 5-4-8 (4) 8-0 (2) FP: 3 Rng: 5 LMG ROF: 1

② StuG IIG (MP: 13 MA: 75L MG: -J/2* ROF: 1) StuH 42 (MP: 13 MA: 105 MG: -J/2*)

③ E 5-4-8 (2) 9-2 (2) FP: 5 Rng: 12 MMG ROF: 2

④ E 5-4-8 (3) 9-1 (3)

⑤ Marder II (MP: 13 MA: 75L ROF: 1) StuG IIG (L) (MP: 13 MA: 75L MG: -J/1* ROF: 1)

⑥ E 6-5-8 (2) 9-2 (2) 1-4-9 (2) FP: 7 Rng: 16 HMG ROF: 3

{SAN: 3}
[ELR: 4]

☆ Elements of the 506th Parachute Regiment alternate set up as per SR #2 in/adjacent to the following hexes— G5; G8; K11; P11; and R5:

① E 7-4-7 (3) 9-2 (2) FP: 4 Rng: 10 MMG ROF: 2

② E 3-3-7 (2) 1-4-9 (2) BAZ 44 (FP: 8 Rng: 4)

③ E 7-4-7 (4) 9-2 (2) 8-1 (2) FP: 4 Rng: 10 MMG ROF: 2

④ E 7-4-7 (3) E 3-3-7 (3) 9-1 (2) 7-0 (2) FP: 4 Rng: 10 MMG ROF: 2 (FP: 8 Rng: 4) BAZ 44

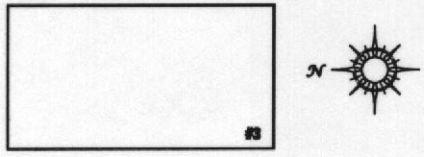
⑤ E 3-3-7 (2) 8-0 (2) MA: 60* Rng: 2-45 MTR ROF: 3

{SAN: 3}
[ELR: 5]

VARIATIONS:

- ✚ Apply a -1 drm to the German set up order die roll.
- ☆ Apply a -1 drm to the American set up order die roll.

MAPLAYOUT:



SPECIAL RULES:

1. EC are Moderate with no Wind at Start. This is version 1.2 of this scenario.
2. Prior to all set up each side makes a die roll. The player making the lowest roll may set up his initial group first or second. Each side then alternates setting up ONE group in/adjacent to EACH of the listed set up hexes. The German player chooses one group that is NOT set up. It enters play on turn two or later along the south edge. After all set up, another roll is made. The side that rolls lowest may choose to move first or second.
3. The units in German Groups #5 and #6 are SS.

OBJECTIVES: The side that Controls the most building and/or Level 1 hill hexes at Game End without suffering ≥ 9 more CVP than the other side is the winner. The Americans win in the event of a tie.

Outside CARENTAN, FRANCE, 13 June 1944: The attack of the 101st Airborne Division on June 13th happened to coincide with the violent enemy reaction to being thrown out of Carentan. Soldiers of the 506th Parachute Infantry Regiment started forward but soon found themselves intermingled with German columns, including tanks and Fallschirmjäger from the 6th Parachute Regiment. The 506th found itself in the toughest spot it had ever been in and thoughts of attack soon shifted to efforts to improvise a defense. Reports of heavy casualties began coming in from the companies, and despite reinforcements from 2nd Battalion, 502nd PIR coming in from the right flank, the force of enemy paratroops and Panzers soon proved too much and the 506th was forced back, almost into Carentan itself.



